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A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]

THUNDERSPIRE LABYRINTH[™]



AN ADVENTURE FOR CHARACTERS OF 4TH-6TH LEVEL

Richard Baker • Mike Mearls

THUNDERSPIRE LABYRINTH™



ADVENTURE BOOK ONE

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INTRODUCTION

Beneath the stormy peak of Thunderspire Mountain lies the Labyrinth, an ancient, ruined minotaur city. For over two decades, an order of wizards called the Mages of Saruun has controlled the Labyrinth's upper levels, creating a relatively safe haven called the Seven-Pillared Hall. Here, underground denizens come to trade with the mages and with a small number of surface-dwellers who are in the know. Humans, halflings, dwarves, duergar, goblins, orcs, troglodytes, and others come to the hall to barter under the watchful eyes of the Mages of Saruun and their towering minotaur constructs. The mages have one rule in the Seven-Pillared Hall—maintain order. Visitors who leave the safety of the hall and venture into the Labyrinth do so at their own risk. For in the darkness of the Labyrinth, all bets are off and the truce enforced within the Hall has no bearing.

Thunderspire Labyrinth is a DUNGEONS & DRAGONS game adventure for characters of 4th to 6th level. You need the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* to play. *D&D Dungeon Tiles* and *D&D Miniatures* can also be used to enhance your play experience.

You can use *Thunderspire Labyrinth* as a stand-alone adventure, or you can run it as a sequel to *H1: Keep on the Shadowfell*. Information throughout provides ties back to the previous adventure (if you want to use them), as well as pointers to the next adventure in the series, *H3: Pyramid of Shadows*. Feel free to use or ignore these hooks as you see fit to make the most sense for your overall campaign.

BACKGROUND

Hundreds of years ago, minotaurs founded the city of Saruun Khel in the depths below Thunderspire Mountain. Saruun Khel soon became the center of an oppressive minotaur kingdom that subjugated neighboring lands. However, three centuries ago, a battle for the throne of Saruun Khel erupted into a vicious civil war. Out of anger at the minotaurs' growing devotion to the deity Torog, the demon lord Baphomet cursed them with mindless fury. Thus, when one faction was defeated, the survivors took to battling one another until only a few minotaurs remained in the ruins of the once-great city.

Over the following centuries, adventurers came to explore the labyrinthine ruins of Saruun Khel, seeking forgotten treasure. Few of them survived. About 25 years ago, three wizards—Hasifir, Niame, and Samazar—came to the mountain. Accompanied by retainers, the wizards spent long months in the ruins. Among the magic items they recovered were several *command amulets*, which allowed them to control the bronze warders, minotaur constructs built in the city's heyday. The wizards used the bronze warders to clear the upper level of the ruins, establishing a stronghold there—the Seven-Pillared Hall.

In the last two decades, the original founders formed the Mages of Saruun, and established the Seven-Pillared Hall to provide them with safe access to the denizens of the Underdark. The mages cleared an ancient subterranean highway carved by the minotaurs, allowing denizens of the deep to trade with them and select other surface-dwellers in the black markets of the Hall.

Today, dwarves, duergar, drow, and more creatures come to the Seven-Pillared Hall to trade gems, gold, rare ores, and other goods. Under the watchful eyes of the hooded mages and their bronze servitors, an uneasy peace endures in the Hall while perils lurk in the shadows of the Labyrinth beyond.

Due to the machinations of a renegade mage, the fragile peace of Thunderspire Mountain is in jeopardy. Slavers now operate in the depths of the mountain, and other dangers well up to threaten the lands of the Nentir Vale.

ADVENTURE SYNOPSIS

Thunderspire Labyrinth is essentially four adventures in one. The player characters explore several small dungeons, following a story arc from one location to the next.

The adventurers come to the Labyrinth in pursuit of the Bloodreavers, a band of goblinoid slavers. The adventurers soon locate the Bloodreavers' hideout, an area known as the **Chamber of Eyes**. In the first part of the adventure, the PCs face the Bloodreavers in their hideout and discover a terrible link to the duergar of Clan Grimmerzhul.

Next, the adventurers infiltrate the **Horned Hold**, the stronghold of the Grimmerzhul duergar. After battling through the duergar and their allies, the PCs find that the plot thickens, sending them deeper into the Labyrinth to find the Blackfang gnolls in a place called the Well of Demons.

In the **Well of Demons**, the adventurers encounter dangerous monsters, including a group of gnolls led by Maldrick Scarmaker, an adept of the demon lord Yeenoghu. The Blackfang gnolls are searching the Well of Demons for magic items on behalf of Paldemar, a renegade Saruun mage who has turned to worshiping Vecna, the evil god of necromancy and secrets. During their scouring of the Well of Demons, the adventurers discover that Paldemar has an alliance with the gnolls and that the renegade mage is the mastermind behind the corrupt activity taking place throughout the Labyrinth.

The adventure concludes when the characters confront Paldemar in the **Tower of Mysteries**, a stronghold dedicated to Vecna hidden in the Labyrinth. Only by rooting out this sinister wizard can the adventurers put an end to his plans to overthrow the Nentir Vale.

HOW TO USE THIS ADVENTURE

Thunderspire Labyrinth is a DUNGEONS & DRAGONS adventure that consists of four parts. The adventure's encounters take a party of five player characters (PCs) from 4th level to 6th level. You can easily expand the adventure by adding your own encounters or plot hooks.

The two booklets included in this adventure are for the Dungeon Master (DM). If you're planning to experience *Thunderspire Labyrinth* as a player, don't read any further.

Thunderspire Labyrinth contains these components:

1. *Adventure Book One* (this booklet) provides the Dungeon Master with an overview of Thunderspire Mountain's Labyrinth. This includes an encounter to start the adventure, descriptions of important nonplayer characters (NPCs), descriptions of key locations, illustrations of places and adversaries, random encounters, and several new monsters.
2. *Adventure Book Two* contains the bulk of the adventure, including many possible encounters within the Labyrinth. The encounters are divided into four sections: the Chamber of Eyes, the Horned Hold, the Well of Demons, and the Tower of Mysteries. In addition, the booklet includes several interlude encounters that can occur between these sections.
3. A poster map containing depictions of three important encounter areas. The map is rendered in a scale that allows you to place your *D&D Miniatures* directly on the map.
4. A folder to hold the booklets and the poster map.

If You're the DM. . .

Read *Adventure Book One* first and then familiarize yourself with the first part of *Adventure Book Two* (the Chamber of Eyes). Read the rest of *Adventure Book Two* at your leisure; you need to read only one adventure part at a time.

Getting Started

Provide the players information from "Starting the Adventure" (page 4), and then run Encounter A1-1 (page 10).

STARTING THE ADVENTURE

As the adventure begins, the player characters are directed to Thunderspire Mountain. You can use the map of Nentir Vale in the *Dungeon Master's Guide* for information about the environs around Thunderspire Mountain, or you can place Thunderspire Mountain wherever you want in your own campaign world.

Use one or more of the hooks below to provide the PCs with motivations for going to the mountain and to give them a reason to get into the adventure. Using one or more of these hooks also provides the PCs with opportunities to gain experience by completing the associated quests.

HOOK: INVESTIGATE THE BLOODREAVERS

The Bloodreavers, a gang of goblinoid slavers, are mentioned in a letter that has come into the possession of Lord Padraig of Winterhaven. (If the party played through *H1: Keep on the Shadowfell*, they may have found the letter and given it to Padraig.) The letter reads as follows:

"Greetings, Kalarel. I have recently learned of your activity in the area and have an offer for you. During your time in this region, if you should capture any humanoids, we are eager to buy them. We have duergar allies in Thunderspire in need of slave stock. If you are interested, send an envoy back to me. My messengers will show the way." It is signed: "Chief Krاند of the Bloodreavers."

Worried that a slaver gang is operating near Winterhaven, Padraig asks the adventurers to investigate the validity of this letter, ascertain the threat to Winterhaven and the people of Nentir Vale, and, if appropriate, do whatever is in their power to eliminate the threat.

Lord Padraig suggests that the PCs travel to Thunderspire Mountain and seek out the duergar. "You can get the dark dwarves to point you toward the Bloodreavers and their evil chief," he says.

Alternative: The PCs decide to follow up on the letter they discovered on their own, without any prompting from Lord Padraig. If they make their plans known to anyone in Winterhaven, Padraig approaches them and offers to fund their expedition, as described above.

Quest XP: 1,250 XP (major quest) for finding the Bloodreavers, defeating Chief Krاند, and destroying the slaver gang. In addition, Lord Padraig rewards the adventurers with 1,000 gp for returning with proof that the threat has been eliminated.

HOOK: SLAVE RESCUE

The Bloodreavers have captured a dozen villagers from the small settlement of Riverdown, one of the half dozen villages that make up the Harkenwold. Word of this raid

has reached Sister Linora, a priest of Avandra who serves Winterhaven and the farms around it. She asks the adventurers to get involved. "You have already done a great service for Winterhaven and the people of Nentir Vale," she says. "Can you find it in your heart to help us again?"

Sister Linora explains that a young tracker from the village followed the Bloodreavers and their prisoners until they reached the Trade Road south of Thunderspire Mountain. Then he turned toward the town of Fallcrest to seek help. Linora heard of the situation there, and quickly returned to request the help of the adventurers.

Alternative: The adventurers travel through the Harkenwold and receive a request for a meeting from Baron Stockmer. The baron has heard of the adventurers' past exploits, and he beseeches them to follow the slavers and rescue the captives.

Quest XP: 1,000 XP (major quest), and the baron of Harkenwold provides a reward of 500 gp if the captives are rescued and returned safely to their village.

HOOK: TRADE MISSION

Bairwin Wildarson, proprietor of Bairwin's Grand Shoppe in Winterhaven, needs an able group to represent him in a trading venture. He approaches the adventurers to see if he can trust them with such a job—and to inquire into their level of discretion. "This needs to be handled quietly," Bairwin explains. "I have competitors throughout the Vale who would love to know my source for some of my more . . . exotic . . . goods. Can I count on your help and your ability to keep a trade secret?"

If the PCs agree, Bairwin tells them about the Seven-Pillared Hall. "It's a rough-and-tumble place beneath Thunderspire Mountain, but I have good contacts there and you can handle yourselves in a fight. I'm sure you won't run into any trouble you can't handle. Introduce yourselves to Gendar, and tell him you represent me. He will give you my goods and you will give him this cask." Bairwin hands a small, locked cask, about the size of a long dagger, to one of the PCs. "Remember," Bairwin says, "give Gendar my name—but don't use it elsewhere."

The Deal: Bairwin can't go to the Seven-Pillared Hall right now because he owes a significant sum of money to Brugg, the ogre enforcer who serves the Mages of Saruun. He doesn't have the money right now, or a desire to face the ogre's wrath, so he wants the PCs to make the exchange with Gendar—an exchange that Bairwin hopes will end his financial problems, at least for a while. The cask is locked (DC 30 Thievery check to open). It contains a dagger in the curved tiefling style that dates back to the ancient days of the tiefling empire. Gendar has agreed to trade the dagger for a set of drow fortune stones. Bairwin

has a client who collects such relics and has agreed to a price that earns the merchant a healthy profit.

Quest XP: 175 XP (minor quest), and the PCs receive 420 gp when they turn over the fortune stones to Bairwin.

Hook: A CALL TO ADVENTURE

In Winterhaven, Valthrun the Prescient, ancient sage and scholar, discusses a possible expedition that the adventurers might want to undertake. Read:

“Have you ever heard the legends of Thunderspire Mountain? Tales claim that a great city built by minotaurs in the ancient days waits within the depths of the mountain. If you are in search of adventure, then exploring those ruins and bringing back word of the wonders you see would make this old man extremely happy. Think about how strange such a place must be! And imagine the treasures that might remain from such an alien time and location.”

If the PCs are intrigued by this idea, Valthrun promises to provide them with as much information as he can uncover in his library. This boils down to a few pertinent legends, as outlined below.

- ◆ This valley was once ruled by the minotaur lords of the underground city of Saruun Khel. It disappeared from history’s stage about three hundred years ago.
- ◆ Two specific parts of the city appear in various texts about Thunderspire Mountain—the Labyrinth and the Seven-Pillared Hall.
- ◆ Recent rumors speak of the Mages of Saruun—modern arcanists who seem to have some lesser or greater influence in what remains of the ruined city.

Valthrun doesn’t have any additional information, but he longs to convince a party of adventurers to explore the place and bring him back firsthand news. “Such wonders you will see,” he keeps on repeating, “such wonders, I am sure!”

The old sage even offers to make it worth the effort of the adventurers, though he adds that “anything I provide will pale before the amazing treasures you uncover, I am sure.” He promises a small monetary reward, as well as a ritual from his private collection. He will part with one of the following 6th-level rituals when the PCs return to tell him of their adventures beneath Thunderspire Mountain: Cure Disease, Disenchant Magic Item, or Speak with Dead.

Alternative: This call to adventure can come from any source, as long as it works for your campaign. Any patron or person of means that the PCs have met can ask them to explore the ancient ruins and bring back details about this forgotten city of minotaurs.



Quest XP: 200 XP (minor quest), and Valthrun provides 420 gp for details about the minotaur ruins. He does require some proof that the PCs actually ventured into the depths of the mountain, such as a relic that obviously comes from the place. He also gives them a ritual, as described above.

THE RUINS OF THUNDERSPIRE

Thunderspire Mountain lies amid a wilderness of pine forests and rocky hills. The mountain's pinnacle is usually wreathed in gray, foreboding clouds, but on rare clear days, it can be seen from a great distance.

The Trade Road, an old dwarf-made highway, passes near the mountain. It links the human town of Fallcrest (about a two-day journey west of the mountain on foot) with the dwarf stronghold of Hammerfast (three days east of the mountain by foot). In years past, travelers and caravans hurried past Thunderspire to avoid attacks from monsters lurking in the ruined minotaur city. Today, this part of the Trade Road is reasonably safe thanks to the presence of the Mages of Saruun.

From the Trade Road, a steep cobbled path called the Vale Road turns north and then cuts into the mountain. The road rises through a valley with sparse vegetation and ends at Thunderspire's base. Small waterfalls and brooks wash down from the rocks above. A few shepherds, woodcutters, and trappers live in the vale. Their humble houses are made of turf and fieldstone and are fitted with stout doors to repel predators, including bears, wyverns, and griffons.

The ruins of Saruun Khel beyond the Seven-Pillared Hall are collectively called the Labyrinth. The ancient minotaur city consisted of a vast maze of natural caverns, gaping chasms, hewn chambers, steep stairs, and twisting passageways. Most of these features remain to this day. The Seven-Pillared Hall and its adjoining chambers form a small part of Saruun Khel. Much of the Labyrinth remains dangerous and unexplored.

The Labyrinth covers nearly a square mile with hundreds of chambers and passageways. The Labyrinth is too convoluted to be completely mapped (see "Exploring the Labyrinth," page 9).

1. THE MINOTAUR GATE

The Vale Road meets the Minotaur Gate about 4 miles from the Trade Road. This was the grand entrance to Saruun Khel. The road enters a 50-foot-tall stone archway hewn out of the mountainside. A towering minotaur statue stands on each side of the entrance, glowering down at travelers.

2. THE ROAD OF LANTERNS

Beyond the Minotaur Gate, the Road of Lanterns slopes into the mountain. Green light from copper lanterns dimly illuminates the road, which leads about half a mile into the mountain, sloping steadily downward over several switchbacks. The road is a brick-vaulted passage, 30 feet wide and 30 feet tall at its apex. Seventy-seven demon statues, each over 10 feet tall, stand watch along the corridor's length.

The copper lanterns are effectively everburning torches. They're spaced every 100 feet, so it's possible to

see the next one along the road. The lanterns are socketed into the brick walls. Removing one from its socket causes the magic to immediately fade, rendering the item useless.

3. THE SEVEN-PILLARED HALL

The heart of Thunderspire's upper level is the Seven-Pillared Hall. Dozens of lanterns hang from the walls and the thick pillars of this great chamber. The chamber walls have been fashioned into building facades, so the Hall appears more like a city square than an underground cavern. Merchants conduct business in the Hall, at the behest and with the permission of the Mages of Saruun.

You can find a map of the Seven-Pillared Hall on page 13 and a description of its most prominent residents starting on page 16.

4. BLOODREAPER HIDEOUT

This chamber off one of the passages leading to the Seven-Pillared Hall is currently being used as by a small team of Bloodreavers charged with keeping an eye on activities in the Hall. Encounter A1-1: Into the Mountain, on page 10, takes place at this location.

5. THE DEEP STAIR

This passage descends sharply from the Seven-Pillared Hall into the lower levels of the Labyrinth. From here, explorers can reach the Houses of Silence, the Well of Demons, various cisterns, and passages leading off into the Underdark itself. Many side chambers have been carved from the Deep Stair's landings, including the chamber where the first encounter takes place.

6. THE ROAD OF SHADOWS

Leading eastward from the Seven-Pillared Hall, the Road of Shadows wends through rubble-filled halls and a confusing maze of passages and storerooms. The Road of Shadows skirts a massive chasm and eventually intersects a tunnel that leads to the mines of the Grimmerzhul duergar, 30 miles away. Passageways frequently branch off the road, including one that leads south to the Horned Hold.

7. THE SHINING ROAD

This path leads north from the Seven-Pillared Hall into some of the more magnificent ruins of ancient Saruun Khel, including the Avenue of Glory. Like the Road of Shadows, this road leads through a maze of ruined chambers and passages in the Labyrinth. In the north part of Saruun Khel, it widens and leads 40 miles to the Silver-shield Hold, home of the Silvershield dwarves.



8. AVENUE OF GLORY

The Avenue of Glory is 50 feet wide and 80 feet tall, running north and east for about a third of a mile. More than one hundred mighty statues depicting minotaur heroes, fearsome monsters, and great demons line the avenue. Some have fallen and lie broken on the ground or have been defaced and damaged, yet the Avenue of Glory remains an impressive sight. Most of the Seven-Pillared Hall's residents avoid the avenue, for it is frequented by wandering monsters.

9. THE CHAMBER OF EYES

This area features a ruined shrine. It is located about half a mile east of the Seven-Pillared Hall. It serves as the lair of the Bloodreavers. Information on this location can be found in *Adventure Book Two*.

10. THE HORNED HOLD

Formerly a defensive keep to guard the southeastern approaches to Saruun Khel, the Horned Hold now serves as a stronghold and slave pit for the Grimmerzhul duergar. It is built above a massive chasm that runs north to south at the limits of the ruins of Saruun Khel. This location is described in *Adventure Book Two*.

11. THE WELL OF DEMONS

A set of chambers sacred to the demon lord Baphomet, the Well of Demons was once a place for the warriors of Saruun Khel to prove their prowess. It's now the lair of the Blackfang gnolls. This area is described in *Adventure Book Two*.

OTHER SITES

Thunderspire Labyrinth includes several noteworthy sites that aren't detailed in the adventure. If you want to continue to use the Labyrinth as a setting, you can expand the adventure by creating encounters and dungeons in and around these sites.

12. CISTERNS

Below the ruined city lie three great subterranean lakes. These lakes once supplied Saruun Khel with drinking water. Lizardfolk, troglodytes, and grells now infest the lakes and struggle for supremacy on the levels beneath the ruins of the city.

13. HALL OF THE BROKEN DRAGON

A colossal statue of a dragon lies in fragments on the floor of this great hall. Kobolds, drakes, and gricks lurk in the passages nearby, and many of the kobolds look upon the broken statue as a religious relic.

14. HOUSES OF SILENCE

Crypts of minotaur nobles fill this multichambered area to the far west of the Seven-Pillared Hall. Many of these crypts are guarded by deadly traps, demonic summoning circles, and hateful undead.

15. PALACE OF ZAAMDUL

Once the home of Saruun Khel's ruling high priest, the palace suffered heavily during the city's final war. Today, demons and undead creatures occupy its ruined walls. A few minotaurs also frequent the area, searching for ancestral treasures and relics of power that might help return them to their former glory.

16. TOWER OF THUNDER

A long stairway climbs up to an old watchtower that stands on the surface, near the pinnacle of the mountainside. Most of the time, the tower rises into the ever-present clouds and lightning flashes, its very foundation shaking with the continuous rumble of thunder. A shadar-kai witch and her minions lair here.

EXPLORING THE LABYRINTH

Hundreds of small chambers and halls within the ruins of the Labyrinth aren't shown on the map on page 7. Even the major roads include countless intersections and smaller passages that lead to mazes of dark corridors, echoing chambers, and mysterious caverns. These passages allow the Bloodreavers to bypass the Seven-Pillared Hall, avoiding entanglements with the Mages of Saruun and other residents of the Hall.

As adventurers follow a passage in the Labyrinth, they cross vast plazas, pass through interconnected chambers, climb and descend dizzying stairs, and occasionally find a straight corridor. Some passages were tunneled by miners and bear chiseled marks. Others are natural paths through the underground rock. Still others were created by monsters, either as a natural byproduct of their travel or carved with crude tools and primitive magic in the centuries since the minotaur city fell into ruin.

EXPLORING WITH DIRECTIONS

If the adventurers set out for a specific destination—the Chamber of Eyes, for example—and they have a guide, an accurate map, or exact directions from a knowledgeable source, they can find the destination they seek within one hour. They might run into trouble with hostile creatures (see “Random Encounters,” page 18), but they won't lose their way.

EXPLORING WITHOUT DIRECTIONS

If the adventurers try to reach a specific location within the ruins without exact directions, they have to find their way using the Dungeoneering skill. A player character can make one Dungeoneering check per hour to navigate the passages of the ruins. On a successful DC 20 check, a PC can lead the group to the correct spot. On a failed check, the group ends up at a random destination.

RANDOM DESTINATIONS

If the adventurers aren't trying to find a specific location or if they lose their way, pure chance determines where they end up. For each hour that they wander, roll 1d20.

1-12	Wandering in the Labyrinth
13-16	Arrive at the Seven-Pillared Hall
17	Arrive at the Chamber of Eyes
18	Arrive at the Horned Hold
19	Arrive at the Well of Demons
20	Arrive at a site in “Other Sites” (page 8)

MAKING MORE LABYRINTH

If the player characters decide to explore parts of the Labyrinth not described in this adventure, you have several options:

Get Them Back on Track

Adventure Book Two has interlude encounters that occur between the main events. These can help get the player characters back into the plot of the adventure if they wander off course.

Generate a Random Dungeon

If your player characters want to wander around the Labyrinth and see what they discover, don't panic. See “Random Dungeons,” page 190 of the *Dungeon Master's Guide*, for an easy way to generate new sections of the Labyrinth. Random encounters (page 18) are a good way to stock monsters in these unexplored chambers.

Explore and Move On

Let the player characters know they're exploring a lot but not finding anything new. For example:

You wander a little ways from the Seven-Pillared Hall and find a passageway leading off into darkness. You spend several hours exploring empty chambers and following long tunnels. You discover a few interesting places—huge halls, pillared plazas, burned-out palaces—but nothing dangerous and nothing of value. Do you keep looking around, or do you return to the Hall?

ENCOUNTER AI-1: INTO THE MOUNTAIN

Encounter Level 3 (750 XP)

After you've selected one or more hooks to get the player characters into the adventure, the PCs strike out for Thunderspire Mountain. As they approach the mountain, read:

A swirling thunderhead of black clouds, rumbling thunder, and bright flashes of lightning obscure the peak of the mountain ahead of you. This is the infamous Thunderspire Mountain, the largest of the Old Hills that cover the northeast portion of the Nentir Vale.

A cobbled path leads from the Trade Road up the side of the mountain to the Minotaur Gate, the primary path to reach the Seven-Pillared Hall. Once the adventurers enter the mountain passage, this encounter really begins.

SETUP

4 hobgoblin soldiers (H)
1 hobgoblin warcaster (W)

This encounter kicks off as the adventurers approach a small chamber a short distance from the Seven-Pillared Hall. Read or paraphrase the following description:

The path splinters into numerous passages a short way into the mountain. A wide tunnel with several smaller tunnels leading off it seems to cut a path toward the mountain's deep center. As you make your way, you notice light spilling from a partially open door a short way down one of the side passages.

Have the PCs make Perception checks to determine if they hear anything, in addition to seeing the light from the open door.

Perception Check

DC 10: *You hear coarse laughter and guttural voices up ahead. A rough voice, speaking Common, says, "You're ours now, half-ling. We'll easily get ten gold for you!" Another voice responds: "That's a shame, 'cause I'm worth twenty. I'll buy myself if you let me go."*

Five hobgoblins lurk inside the chamber with the partially open door. These hobgoblins are members of the Bloodreavers, and they have recently taken the halfling Rendil Halfmoon captive. Most of the Bloodreavers lair in an area known as the Chamber of Eyes (see *Adventure Book Two*, page 2), but these five stay near the Seven-Pillared Hall because Krand, the leader of the Bloodreavers, wants to keep an eye on activity in the hall. A few hours ago, the hobgoblin soldiers found Rendil snooping about, and they decided to grab him and sell him into slavery.

4 Hobgoblin Soldiers (H)	Level 3 Soldier
Medium natural humanoid	XP 150 each
Initiative +7	Senses Perception +3; low-light vision
HP 47; Bloodied 23	
AC 20 (22 with phalanx soldier); Fortitude 18, Reflex 16, Will 16	
Speed 5	
⚔ Flail (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.	
† Formation Strike (standard; at-will) ♦ Weapon	
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)	
The hobgoblin soldier rolls a saving throw against the effect.	
Phalanx Soldier	
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +10, History +8	
Str 19 (+5)	Dex 14 (+3) Wis 14 (+3)
Con 15 (+3)	Int 11 (+1) Cha 10 (+1)
Equipment scale armor, heavy shield, flail	

Hobgoblin Warcaster (W)	Level 3 Controller (Leader)
Medium natural humanoid	XP 150
Initiative +5	Senses Perception +4; low-light vision
HP 46; Bloodied 23	
AC 17; Fortitude 13, Reflex 15, Will 14	
Speed 6	
⚔ Quarterstaff (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 1 damage.	
† Shock Staff (standard; recharge ☐☐☐☐) ♦ Lightning, Weapon	
Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.	
↘ Force Lure (standard; recharge ☐☐☐☐) ♦ Force	
Ranged 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.	
⚡ Force Pulse (standard; recharge ☐☐☐☐) ♦ Force	
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)	
The hobgoblin warcaster rolls a saving throw against the effect.	
Alignment Evil	Languages Common, Goblin
Skills Arcana +10, Athletics +4, History +12	
Str 13 (+2)	Dex 14 (+3) Wis 16 (+4)
Con 14 (+3)	Int 19 (+5) Cha 13 (+2)
Equipment robes, quarterstaff	

TACTICS

The hobgoblin soldiers immediately move to stand side by side to block PCs trying to pass them. The warcaster hangs back, waiting until several PCs cluster together, and then steps forward and uses his *force pulse*. If PCs hang back and

try to fight the hobgoblins from the doorway, the warcaster uses *force lure* to pull them into the chamber. He also uses *force lure* to pull a vulnerable PC toward the soldiers.

Rendil remains out of combat, crouching in the corner and waiting for an opportunity to escape. He won't move out of the chamber unless there is a route by which to escape without provoking opportunity attacks. If he does manage to exit the chamber, he lingers outside, waiting to see if the PCs defeat the hobgoblins.

ROLEPLAYING THE WARCASTER

The hobgoblin warcaster is brave and arrogant, in part because his status within the Bloodreavers makes him a threatening figure within Thunderspire. He threatens and belittles the PCs, reminding them over and over that they shall feel the wrath of the Bloodreavers for interfering in his business.

FEATURES OF THE AREA

Illumination: Bright light (lanterns).

Cots: Entering a cot's square costs 1 extra square of movement.

Old Tuns: These large casks stand almost 10 feet tall and fill their squares. A character cannot stand in these squares but can climb with a DC 15 Athletics check onto a tun. There's about three feet of space between the top of the tuns and the ceiling of the chamber.

Tables: A table is tall enough that a Small creature can move under it and gain cover by doing so. Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

RENDIL'S STORY

The halfling Rendil Halfmoon is grateful to the adventurers for helping him out of a tight spot. He's cocky and good-natured, and he wants to repay the PCs by helping them out any way he can. Here's what Rendil can tell them about life within Thunderspire Mountain:

Who are you? "I'm Rendil Halfmoon, and I live here.

Well, not here, but in the Seven-Pillared Hall. Thanks so much for helping me. Come with me to the Halfmoon and I'll buy you an ale or four. It's the best inn—well, the only inn—this side of the Labyrinth."

Why are you here? "Those hobgoblins grabbed me a few hours ago. I was tailing them 'cause they were hanging around my family's inn yesterday. I wanted to figure out what they were up to, but they caught me."

What is this place? "You're in the Labyrinth, the untamed region in the depths of Thunderspire Mountain. We're not too far from the Seven-Pillared Hall. Adventurers such as yourselves can easily find employment in the Hall, if that's what you're looking for. Just stay on Brugg's good side—you don't want him or the



Mages of Saruun to pay too much attention to you, if you know what I mean."

Know anything about the Bloodreavers? "Those hobgoblins you just beat up are some of the Bloodreavers. A lot more of them are around, but you won't see them up here. They hide out down in the Chamber of Eyes. Filthy muck eaters, all of 'em. They're thieves and slavers, and not necessarily in that order."

If the PCs are civil to him, Rendil offers room and board at the Halfmoon Inn for as long as the characters stay in Thunderspire. If they're rude to him, he doesn't extend the offer, but he still provides the promised ale.

WHAT'S NEXT?

Before the adventurers part ways with Rendil, the halfling points them toward the Bloodreaver lair.

"Thank you again," Rendil says. "Listen, if you've got a score to settle with the Bloodreavers, I can help you out. I can tell you how to find the Chamber of Eyes. I'd like to see someone teach those slavers a lesson."

When the PCs decide to confront the Bloodreavers, refer to "Getting to the Chamber" (Adventure Book Two, page 2).

THE SEVEN-PILLARED HALL

The Seven-Pillared Hall, a mighty chamber, was once the market square and meeting place of the ancient undermountain city of Saruun Khel. In some ways, it still serves as a market and meeting place of sorts, but for a different kind of inhabitant. Today, the Mages of Saruun provide order and safety within the Hall, chiefly so that they can trade with the intelligent monster races that live within the Labyrinth and the Underdark beyond. While the mages seek to acquire goods and items important to their arcane experiments from creatures that normally don't conduct trade with the surface dwellers, the relative safety of the place has given rise to an underground market—both figuratively and literally. Primary locations throughout the Hall are described below.

1. THE ROAD OF LANTERNS

The road from the Minotaur Gate opens into the Seven-Pillared Hall at this location.

2. THE CUSTOMHOUSE

This building serves as the headquarters for the enforcers employed by the Mages of Saruun to keep order in the Seven-Pillared Hall. Brugg, an ogre, leads the enforcers. In addition to keeping the peace, collecting protection money, and acting as muscle for the mages, Brugg keeps an eye out for new arrivals who might upset the delicate balance of affairs in the Hall.

In addition, the mages allow some trade to occur in the Hall that doesn't involve them. That doesn't mean that they don't get a piece of the action, however. Brugg and one of the mage's clerks make sure to collect a 10 percent tax on any transaction for trade goods (goods bound for trade beyond the confines of Thunderspire).

The mages take turns standing watch with the enforcers, providing arcane might when called for and making sure that Brugg and his enforcers toe the line. The wizard Orontor has this duty when the adventurers arrive. He is a sour-faced, black-haired, 30-year-old human who keeps the fact hidden that he is the only one of the Mages of Saruun currently in residence in the Hall.

HOOK: A FAVOR FOR THE MAGES

Orontor might eventually come to regard the adventurers as potential allies to help him with the current situation. Namely, while the rest of the Mages of Saruun are away, one of his peers has apparently gone rogue. "Look into the activities of the mage Paldemar," Orontor says, "and you will earn the favor of my brotherhood. Paldemar has not checked in for many weeks, and the few reports I have received of his activities in the Labyrinth have left me . . .

uneasy. Help me, and the Mages of Saruun will owe you a debt of gratitude."

Quest XP: 1,250 XP (major quest), and Orontor also awards the PCs with an 8th-level magic item and 900 gp, provided they discover what Paldemar is up to and stop him from completing his nefarious—and unauthorized—plans.

3. THE DEEPEGM COMPANY

Two large stone friezes in the shape of stern dwarf faces adorn the facade of this expertly carved series of chambers. The Deepgem Company deals in gems and precious metals, as well as fine arms and armor. The company buys gold, gemstones, and other valuables from Thunderspire's many prospectors. Deepgem caravans depart every week for Silvershield Hold, after providing a cut of their profits to the Mages of Saruun.

Ulthand Deepgem, an old dwarf cleric of Moradin and former adventurer, runs the business. He despises the duergar and avoids dealing with them except in extreme circumstances (such as when the Mages of Saruun require it). In addition to Ulthand, five other dwarves live in this outpost. The company also employs a dozen miners, several mule drivers, and other laborers, most of whom live in the Pigeonholes (see below).

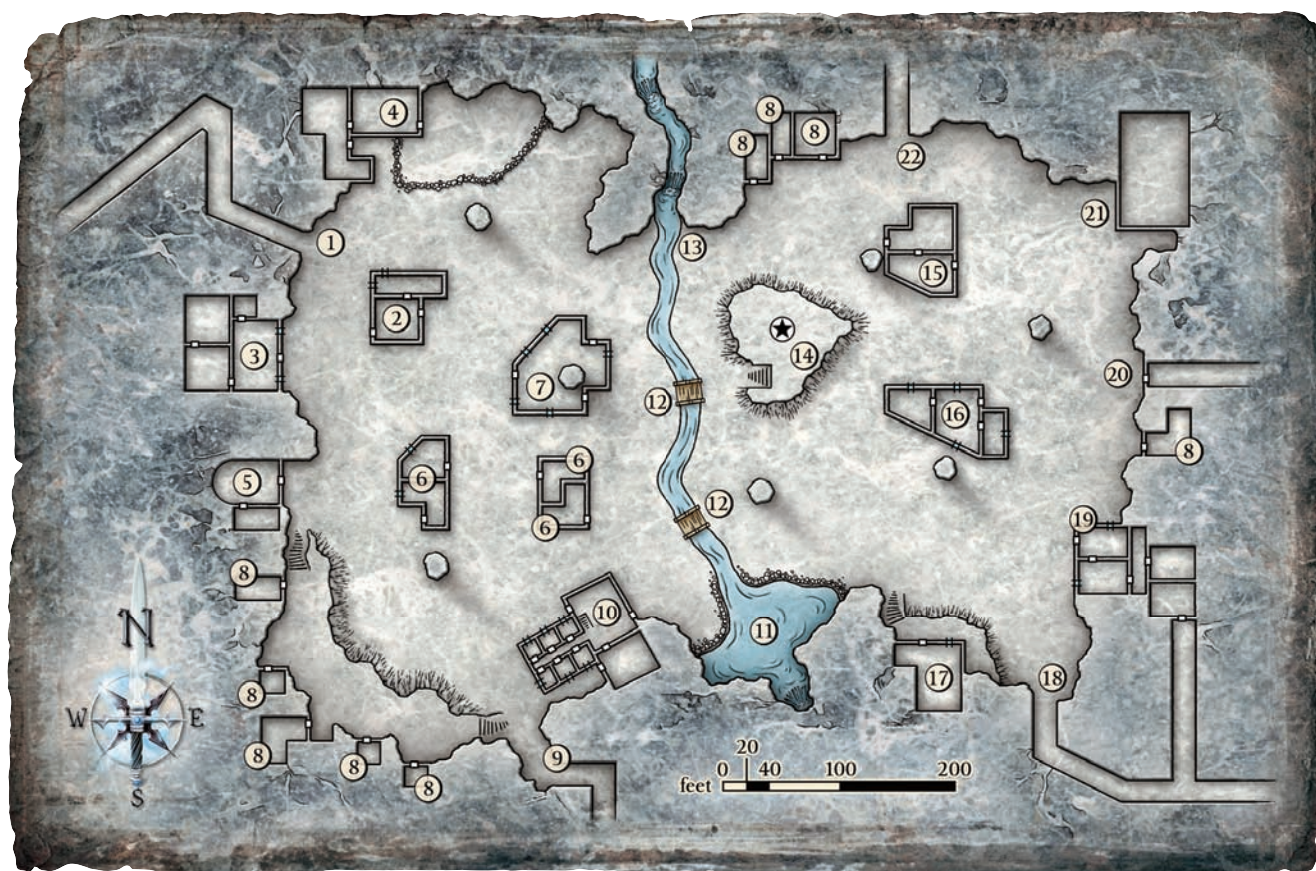
HOOK: FIND THE BOAR

A few days ago, one of Ulthand's mining teams was viciously slaughtered. Ulthand's dear pet, a dire boar that he personally trained as a mount and beast of burden, had accompanied the team that day. If the adventurers come to know Ulthand, he asks them to recover the animal. (Alternatively, the PCs can hear about the missing boar and Ulthand's reward at the Halfmoon Inn. The dwarf suspects the boar might be alive, for the miners' bodies were recovered but not the boar's. Judging from the brutality of the attack, Ulthand believes gnolls were responsible, though he has no idea where to find them.

Quest XP: 175 XP (minor quest), and Ulthand offers a 100 gp gem for the recovery of the animal.

4. BERSK THE WAINWRIGHT

A handful of human merchants from Nentir Vale, as well as dwarves from Hammerfast, sometimes visit the Seven-Pillared Hall with their wagons, and that means there's work for a wainwright here. Bersk Hollon is a big, muscular, foul-mouthed man who builds and repairs wagons. He also runs a small stable, renting out pack mules to the occasional customer who needs them. He charges 5 sp per day per animal. He can provide as many as three mules if the adventurers are interested. He asks for a week's



pay per animal (3 gp, 5 sp), and he wants the money in advance. If the adventurers keep the animals for a longer or shorter time, he happily settles up after the fact.

Bersk employs three stable hands, who sleep in a bunk room.

5. TEMPLE OF HIDDEN LIGHT

This small shrine dedicated to Erathis, goddess of law and civilization, has been established in the Hall. The Mages of Saruun have left the place mostly unmolested, but they do require the priest to provide a share of her tithes to them. Inhabitants of the Hall often stop by to drop a few coins in the coffers and say a prayer before setting out into the Labyrinth or beyond. The priest Phaledra tends to the shrine.

Phaledra can perform the Gentle Repose and Raise Dead rituals, and she has Discern Lies and Traveler's Feast on scrolls. She won't give them away, but if the adventurers help the people of the Hall, she offers the scrolls in exchange for an offering to the shrine (equal to twice the ritual's component cost; see the *Player's Handbook*).

6. RESIDENCES

These brick buildings house the merchants that are permanent residents of the Seven-Pillared Hall. The merchants have made fortunes as intermediaries between the Mages of Saruun and the inhabitants of the Underdark,

and these homes are finer than most of the living quarters in the Hall.

7. HOUSE AZAER

A merchant company headquartered in Fallcrest, House Azaer maintains a trading post in the Seven-Pillared Hall. It deals in surface goods, such as wine, ale, leatherwork, and woodwork, trading with the subterranean folk who come to the Seven-Pillared Hall, including the Deepgem dwarves and the Grimmerzhul duergar.

The trading post is a stout building made of stone blocks taken from the ruins of old minotaur walls. It includes living space for five clerks, four guards, and Noristo Azaer, a young member of the house. Noristo is a tiefling merchant with a sly, sardonic demeanor, and he seems to know something about everything that goes on in and around the Hall.

This particular branch of the merchant house is operated in relative secrecy—most who have dealings with the house in Fallcrest don't even suspect that the company has a permanent post in Thunderspire Mountain.

8. THE PIGEONHOLES

People who take up residence in the Seven-Pillared Hall are welcome to pick out any side chamber not in use. These cramped chambers are known as the Pigeonholes. Most of the occupants are human, halfling, or dwarf

laborers who are down on their luck and hoping to make some gold working in the Hall.

In addition to the Pigeonholes shown on the map, dozens more are situated higher on the cavern walls and scattered throughout the nearby passageways.

9. THE DEEP STAIR

This passage leads to a stairway that descends about 100 feet before meeting a well-marked tunnel that leads to the Underdark.

10. THE HALFMOON INN

This large building sits against the side of the Hall and serves as a trading post, taproom, and inn. The halflings of the Halfmoon family run the place, stocking a variety of foodstuffs and other goods obtained from Halfmoon posts in neighboring lands. Unless the adventurers decide to stay in the Pigeonholes, the Halfmoon offers the only accommodations in the Hall.

During the opening encounter, the adventurers have an opportunity to rescue Rendil Halfmoon, the nephew of Erra Halfmoon, who runs the inn and whose pleasant manner hides an iron backbone. She has built the inn into a profitable enterprise for her family. In gratitude for Rendil's rescue, she happily provides the player characters with room and board at the Halfmoon for as long as they want to stay (normally it costs a guest 5 sp per night).

The Mages of Saruun tolerate the presence of the halflings and more or less appreciate having an inn in the Hall. That said, Brugg and his enforcers make sure to collect money from the establishment for the mages, and the ogre keeps an eye on who is coming and going from the place as a part of his job.

Brugg enjoys causing trouble at the inn, threatening the Halfmoon family, watching patrons, and sometimes starting fights just for the fun of it. The mages have ordered the ogre not to harm any of the Halfmoons, but that doesn't stop the creature from intimidating people and throwing his considerable weight around.

11. WATERFALL

Water cascades from an opening in the southern rock wall. The gap allows rain and glacier water to form a fresh-water pool and river that runs through the Seven-Pillared Hall.

12. BRIDGES

Two stone bridges span the cold water of the river that flows through the Hall. The bridges are sturdy and 10 feet wide, broad enough to allow the passage of large carts. The bridges have high rails to help prevent mishaps.

13. CHUTE

The river flows into a large hole in the northern wall. The chute's ceiling immediately lowers to water level, and the dark waters disappear from sight. The water, after a 10-minute circuit through airless corridors, spills into one of the cisterns beneath the Seven-Pillared Hall.

14. MINOTAUR STATUE

On a stone platform in the eastern part of the Hall stands a 10-foot-wide, 30-foot-tall statue of a minotaur. The bronze form has arms outstretched in a ritualistic pose. On the floor surrounding the statue, a 20-foot-diameter circle is etched with gleaming runes.

The residents know that this is the Mages of Saruun teleportation circle that connects to their tower in the northeast corner of the Hall. The mages closely guard the ritual that allows one to use the circle, though they have no prohibition against watching the ritual performed.

15. GENDAR'S CURIOS AND RELICS

An expatriate drow with an eyepatch and a predatory grin, the rogue Gendar trades in old treasures from the Labyrinth. He is smug and greedy, having left behind the Lolth-worshipping ways of his people years ago when his family lost out in one of the interminable vendettas of drow society.

Gendar recovers some of his wares himself, but he prefers to pay others to risk life and limb in the Labyrinth. Sometimes he commissions adventurers to seek out specific treasures. Gendar is a great source of information about the ruins, but he doesn't offer anything without a price; the more exclusive the information, the higher its cost.

If you are using the Trade Mission hook (see page 4), Gendar is the person the adventurers have been sent to deal with. As long as the PCs follow Bairwin's instructions, Gendar lives up to his part of the bargain. However, if you want to add an additional wrinkle to this part of the story, Gendar can present the adventurers with a quest of his own.

HOOK: TREASURE SEEKER

Gendar needs a group of able-bodied adventurers to retrieve an item of commercial value for the drow. The item is an ancient skull scepter; it's nonmagical, but Gendar can make a decent amount of money selling the item to one of his regular clients. He had acquired it from the Bone Chamber, near the cisterns beneath the Seven-Pillared Hall, but lost it when his agents were ambushed by the duergar. "A duergar in the Horned Hold currently possesses the scepter," Gendar explains, "but it clearly belongs to me. If you happen to come across either the

scepter or the duergar in your travels, I shall pay you handsomely for returning the scepter to me.”

Quest XP: 150 XP (minor quest), plus Gendar pays 300 gp as compensation for accomplishing this task and turning the scepter over to him.

16. DRESKIN THE PROVISIONER

A rotund little man with a wheedling manner, Dreskin makes a living by importing foodstuffs and other supplies from Fallcrest and the surrounding community. He cheats customers as much as he can, especially those he thinks he won't see again—such as adventurers heading into the Labyrinth.

17. ROTHAR'S TAPROOM

A heap of reused rubble and crudely cut timbers has been haphazardly turned into an alehouse. The place belongs to an ill-tempered half-orc named Rothar, who runs the establishment with a loud voice and a rude expression. His patrons include tough creatures such as orcs, goblins, gnolls, and duergar, who congregate here when they come to trade in the Hall, as well as human and dwarf laborers with little disposable wealth. Those with gold or taste do their drinking at the Halfmoon Inn.

Brugg comes to the Taproom to relax and trade news with the more unpleasant residences of the Hall and the Labyrinth. When not making his rounds, on a mission for the mages, or in residence at the Customhouse, Brugg can usually be found here, drinking, conversing, or testing his strength against anyone foolish enough to accept his challenge.

18. THE ROAD OF SHADOWS

This passage is 10 feet wide and about 12 feet tall. It eventually leads to the Horned Hold, although the way is not marked.

19. GRIMMERZHUL TRADING POST

Enclosed by a rampart, the trading post of the Clan Grimmerzhul duergar appears as a fortress. The duergar trade rare ores, gemstones, liquor, poison, and alchemical reagents from the Underdark for goods from the surface that they can take back to their homeland to sell. Most of their dealings are with the Mages of Saruun and their agents, but they don't have an exclusive arrangement.

The head of the post is Kedhira, a duergar theurge. She is curt and suspicious but unusually civil and honest for a duergar. Four duergar guards are always present at the post.



THE SEVEN-PILLARED HALL

20. THE DRAGON DOOR

This stone door is carved in the shape of a dragon gripping an orb in its claws. The passage beyond leads into the Labyrinth. The Chamber of Eyes lies in this direction.

21. THE TOWER OF SARUUN

This stone bastion has several window slits on its upper floor, looking out over the Hall, but no visible doors. This building serves as the headquarters of the Mages of Saruun. The wizards come and go by means of a teleportation circle at the base of the large bronze minotaur statue (see location 14 on the previous page).

22. THE SHINING ROAD

On the keystone of the dark archway above this path is a chiseled horizontal line with a vertical line beneath it. With a DC 15 Religion check, a PC can recognize the sign as that of Torog, the King That Crawls. The passage beyond leads into the Labyrinth.

PEOPLE OF THE HALL

Although many of the important denizens of the Seven-Pillared Hall are linked to specific locations, a few notable individuals wander about, sometimes leaving the Hall entirely. This section describes several NPCs who come and go as they please.

BRUGG

Brugg, an ogre, leads the enforcers that work for the Mages of Saruun. In addition to keeping the peace, collecting protection money, and acting as muscle for the mages, Brugg keeps an eye out for new arrivals who might upset the delicate balance of affairs in the Hall. He can usually be found at the Customhouse, relaxing at Rothar's Taproom, causing trouble at the Halfmoon Inn, or patrolling the Hall.

Brugg		Level 8 Brute
Large natural humanoid, ogre		XP 350
Initiative +4	Senses Perception +4	
HP 111; Bloodied 55		
AC 19; Fortitude 21, Reflex 16, Will 16		
Speed 8		
⬆ Greatclub (standard; at-will) ♦ Weapon		
Reach 2; +11 vs. AC; 1d10 + 5 damage.		
⬇ Angry Smash (standard; recharge 3) ♦ Weapon		
Brugg makes a greatclub attack, but gets two attack rolls and takes the better result.		
Alignment Chaotic evil	Languages Common, Giant	
Str 21 (+9)	Dex 11 (+4)	Wis 11 (+4)
Con 21 (+9)	Int 11 (+4)	Cha 14 (+6)
Equipment hide armor, greatclub		

CHARRAK

This kobold is a runt even by the diminutive standards of his kind. Driven out of his tribe's tunnels because of his failed plot against the kobold king, he now begs for coins in the Seven-Pillared Hall and sometimes does menial labor for the Hall's merchants.

Owing to his size and cringing manner, Charrak is often ignored and thus sees many events and transactions around the Hall. His groveling gives way to a cold, calculating mind when he attempts to sell information. He tries to cut deals that leave him with a tidy profit without overtly endangering his life, so he approaches potential clients only with the most useful and expensive bits of information.

HARWIN

Harwin, a doppelganger spy, works for the Grimmerzhul duergar. He poses as a human merchant and serves two purposes. First, he is a contact for the illegal end of Clan Grimmerzhul's trade. He finds slavers, smugglers, and others who can aid the duergar. Second, he keeps an eye out for adventurers who could cause trouble for his

employers. He sometimes hires adventurers to guard his caravans, keeping a close eye on them and taking special note of their abilities.

Harwin spends his time at the Halfmoon Inn when he is in the Seven-Pillared Hall. Anything spoken aloud usually makes its way to the ears of his duergar employers.

THE ORDINATOR ARCANIS

The Ordinator Arcanis wears deep black robes and a golden mask of an impassive, stylized human face. This mysterious figure serves as the magistrate for the Seven-Pillared Hall. As the representative of the Mages of Saruun, the Ordinator Arcanis judges guilt or innocence in grievances and acts as an arbitrator in disputes.

There is not a single Ordinator Arcanis. Each of the Mages of Saruun takes up the golden mask and black robes in turn, rotating the responsibility throughout the organization. When the Ordinator Arcanis walks the Hall, the inhabitants tremble. It is not unusual for the Ordinator Arcanis to remain unseen for weeks or months at a time, only to appear suddenly to execute the law of the mages or to settle a dispute. In most cases, the judgment of the Ordinator Arcanis is swift, harsh, and usually fatal—the mages have no desire to maintain jails or inflict minor penalties.

Most residents of the Hall know that they can summon the Ordinator Arcanis by speaking his name while standing in front of the large minotaur statue.

Human Mage of Saruun		Level 12 Controller
Medium natural humanoid		XP 700
Initiative +4	Senses Perception +5	
HP 116; Bloodied 58		
AC 26; Fortitude 24, Reflex 25, Will 27		
Speed 6		
⚔ Firestaff (standard; at-will) ♦ Fire, Weapon		
+17 vs. AC; 1d8 + 3 fire damage, and ongoing 5 fire damage (save ends).		
☞ Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +16 vs. Reflex; 2d4 + 6 force damage.		
☜ Noxious Shroud (standard; encounter) ♦ Poison		
Burst 3; +16 vs. Fortitude; 1d8 + 6 poison damage, and ongoing 5 poison damage (save ends).		
⚡ Fire Burst (standard; encounter) ♦ Fire		
Burst 2 within 20 squares; +16 vs. Reflex; 3d6 + 6 fire damage.		
☞ Ice Serpent (standard; recharge 6) ♦ Cold		
Ranged 10; +16 vs. Reflex; 2d12 + 6 cold damage, and the target is slowed (save ends).		
Alignment Evil	Languages Common, Draconic, Giant	
Skills Arcana +11		
Str 10 (+6)	Dex 14 (+8)	Wis 17 (+9)
Con 12 (+7)	Int 22 (+12)	Cha 12 (+7)
Equipment robes, firestaff +3, wand		

BENNIK THE WANDERER

Bennik, a halfling traveling minstrel, makes his living spinning tales, collecting rumors, and performing at inns. He is an old friend of Erra Halfmoon, and his harp performances always draw a crowd at the Halfmoon Inn when

he visits the Hall. If the adventurers prove honorable and heroic to the people of the Seven-Pillared Hall, they can count on Bennik to spread news of their deeds far and wide. Should they prove to be villainous, they can expect to meet a cold reception in neighboring lands thanks to the tales spun by Bennik the Wanderer.

SURINA

Surina is a tough, bitter veteran of battles against gnolls and their demonic allies in the northern wastes. As a dragonborn warlock and a devout follower of Erathis, she believes that she must do everything she can to push back the encroaching tide of chaos. She has recently come to the Seven-Pillared Hall in hopes of turning it into an armed camp from which she can lead strikes against the monsters of the Underdark. So far, no one has joined her cause, and the Mages of Saruun have ignored her.

Surina is a fanatic, eager to do whatever it takes to achieve her goals. She constantly agitates to banish Gendar and the duergar from the Hall. However, her hatred of disorder has blinded her to the slippery slope she has descended. Surina is willing to use almost any means necessary to achieve her goal. Goaded on by an imp named Mezzothraxiar, she believes that some strife today can yield tremendous good tomorrow.

The dragonborn warlock splits her time between the Temple of Hidden Light and the out-of-the-way pigeonhole she has claimed when she isn't preaching in the Hall or exploring the Labyrinth.

The adventurers might become her enemies if they consort with what she perceives as evil factions within the Hall. Otherwise, she tries to recruit them into her campaign to attack the forces of the Underdark.

Surina	Level 5 Skirmisher
Medium natural humanoid, dragonborn	XP 200
Initiative +5	Senses Perception +3
HP 65; Bloodied 32; see also <i>dragonborn fury</i>	
AC 19; Fortitude 18, Reflex 16, Will 17	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+10 vs. AC (+11 while bloodied); 1d4 + 3 damage.	
☄ Dragon Breath (minor; encounter) ♦ Fire	
Close blast 3; +7 vs. Reflex (+8 while bloodied); 1d6 + 3 fire damage.	
Dragonborn Fury (only while bloodied)	
Surina gains a +1 racial bonus to attack rolls.	
☄ Eldritch Blast (standard; at-will) ♦	
Ranged 10; +8 vs. Reflex; 1d10 + 3 damage.	
⚡ Fiery Bolt (standard; recharge 6) ♦ Fire	
Ranged 10; +8 vs. Reflex; 3d6 + 3 fire damage, and creatures adjacent to the target take 1d6 + 3 fire damage.	
☄ Avernian Eruption (standard; encounter) ♦ Fire	
Burst 1 within 10 squares; +8 vs. Reflex (+9 while bloodied); 2d10 + 3 fire damage, and ongoing 5 fire damage (save ends).	
Ethereal Stride (move; encounter)	
The dragonborn warlock teleports 3 squares and gains a +2 power bonus to all defenses until the end of its next turn.	

Alignment Unaligned	Languages Common, Draconic	
Skills Arcana +9, History +9, Intimidate +10, Streetwise +10		
Str 13 (+3)	Dex 12 (+3)	Wis 10 (+2)
Con 17 (+5)	Int 14 (+4)	Cha 16 (+5)
Equipment leather armor, dagger		

TERRLEN DARKSEEKER

Terrlen, a middle-aged man with a weathered face and a quiet disposition, suffers from the curse of lycanthropy. He lacks any knowledge of his werewolf nature. In his human form, he is an explorer who leads caravans along the Vale Road. He also makes occasional forays into the Labyrinth and is a skilled guide. Terrlen is renowned for his competence (Dungeoneering +10), and though some of his expeditions have failed, the people of the Hall are quick to recommend his services.

When Terrlen delves too deeply into the Labyrinth, he becomes a murderous fiend. Many of the failed expeditions he has led died at his own hands. Terrlen has only vague, dreamlike memories of his murderous actions. If the adventurers hire him (10 gp per day), he might turn against them at any time (use the 8th-level werewolf in the *Monster Manual*).

Terrlen might be relieved of his curse if he can be made to remember how he acquired it. Although the memory is hazy, he recalls a deathly quiet chamber in the western section of the Labyrinth (the Houses of Silence), where he sprang a magical trap. To his mind, the trap had no effect, but it is the source of the curse. If the PCs can eradicate the evil festering in the Houses of Silence, perhaps they can find a way to remove the curse.

VADRIAR THE SAGE

Vadriar is a slender, short human with a shaved head. He wears simple brown robes and carries a heavy backpack stuffed with books and scrolls.

Months ago, Vadriar found a small shrine dedicated to Torog, the evil god of the Underdark. Torog's troglodyte followers are researching a ritual that would allow them to collapse the upper level of the Labyrinth, killing all the inhabitants of the Seven-Pillared Hall. Vadriar escaped with this knowledge but received a curse from the troglodyte shaman that prevents him from sharing what he knows and keeps him from leaving the mountain.

As a result, Vadriar is gripped with endless terror. He sputters, trips over his own feet, and seems ready for an ambush at any moment. Despite these drawbacks, he is the most sagacious person in the Hall. If the PCs need information on the Labyrinth's history, everyone directs them to Vadriar. He is usually found at the Halfmoon Inn, but he frequently travels the Labyrinth alone in search of new lore and a way to stop the cult of Torog.

RANDOM ENCOUNTERS

As the adventurers travel through the twisting passages of the Labyrinth, they might encounter any number of creatures that wander the confusing tunnels and chambers. This section includes sample encounters and guidelines to determine if the PCs come across wandering monsters.

For every hour the PCs travel in the Labyrinth, roll 1d20 and add the following modifiers.

Situation	Modifier
No encounter yet	+2 per hour
Traveling loudly	+2
Traveling quietly (Stealth DC 10)	-2
Near an inhabited area of the Labyrinth	-2

If the result is 20 or higher, the adventurers encounter a wandering band of creatures. You can design your own encounters or use the encounters presented here. Which ever you choose, you can decide if the encounter is related to the adventure's plot or is an isolated occurrence.

If you use the encounters here, roll 1d10 and let the result determine which encounter you use. The *Monster Manual* provides stat blocks for the creatures presented here. Each encounter provides a level and an XP value based on a party of five PCs. Once the PCs overcome an encounter, remove it from the roster. You might add your own encounters to replace it, drawing on your campaign's storyline. For instance, if the Blackfang gnolls of the Well of Demons want revenge against the PCs, the gnolls could dispatch patrols to hunt them.

1. THE TREASURE SEEKER

Level 4 Encounter, 875 XP

1 deathlock wight
4 rotwing zombies

A deathlock wight named Az'Al'Bani leads four rotwing zombies through the Labyrinth in search of a minotaur necromancer's hidden tomb. The tomb is called the Court of Bones, which is said to be hidden in the cisterns. The wight holds a silver key wrought to resemble a human thighbone; he believes that it unlocks the tomb.

Faced by opponents, Az'Al'Bani employs hit-and-run tactics, sending the zombies ahead in groups of two to split the adventurers. He then concentrates his attack on the smaller, less armored group. He readily sacrifices the zombies, and if bloodied, he surrenders and offers the key to buy his freedom.

You must determine what treasures, if any, the Court of Bones contains and what sort of creatures lurk within it.

2. PACK ATTACK

Level 4 Encounter, 875 XP

7 hyenas

After the Blackfang gnolls entered the Labyrinth but before they inhabited the Well of Demons, they fought a series of battles against a group of trolls living in the caverns beneath the Chamber of Eyes. The gnolls lost these battles, and some of their hyenas were scattered throughout the Labyrinth. This hyena pack attacks the adventurers from several directions at once. Starved and desperate for a meal, the hyenas fight to the death.

3. THE WOULD-BE KING

Level 4 Encounter, 875 XP

1 dwarf bolter
4 human berserkers

The dwarf Thain Cardanas was exiled from his clan for killing his brother over a gambling debt. Greedy, opportunistic, and overcome with delusions of grandeur, he has sworn to establish a new dwarf clan beneath Thunder-spire. He has hired four mercenaries, and with their aid, he stalks the Labyrinth in search of treasure and vassals. When the PCs meet him, he wears a tarnished silver crown and demands that they bow before him. As long as the PCs treat Thain with respect, he and his followers are polite and answer questions. At the slightest sign of insubordination, though, Thain attacks. When bloodied, he attempts to flee, swearing vengeance upon the PCs.

4. THE DEVOURER

Level 5 Encounter, 1,000 XP

1 gelatinous cube
3 wraiths

A gelatinous cube, trailed by three wraiths, slides along the Labyrinth's passages. The wraiths are remnants of adventurers who were devoured by the cube, and their skeletal remains still rest within the cube. The wraiths attack the PCs to prevent them from slaying the cube and claiming a stone tablet clutched by one of the skeletons. The tablet is a treasure map that depicts a deep shaft, barely 4 feet wide, which drops 200 feet into a chamber surrounded by strange vessels. The tablet describes how if the vessels are filled with the blood of an immortal, such as an angel or a devil, directions to a grandiose treasure will be revealed. The shaft's location, the wondrous treasures, and any monsters are for you to determine.

5. THE RED EYE GANG

Level 5 Encounter, 1,000 XP

1 rage drake
3 bugbear warriors
1 ettercap webspinner

The Red Eye Gang is a small band of brigands that preys on adventurers and travelers in the Labyrinth. They employ a simple set of tactics. The ettercap hides on a shelf overlooking a passage. Once PCs pass below, the ettercap uses its *webbed terrain* power to clog the tunnel while the bugbears launch an attack. One bugbear rides the rage drake. If any characters attempt to escape, or if a poorly armored PC at the back of the party is vulnerable, the ettercap leaps down from its perch to attack. You might decide that a Hall resident or the Mages of Saruun offer a reward for the defeat of this gang.

6. BAT CLOUD

Level 5 Encounter, 1,000 XP

5 fire bats

A group of fire bats has set fire to a lumber pile in the Labyrinth. The PCs first notice trouble when thick smoke flows from the passage ahead of them. They realize that to circumvent the smoke would take at least an hour. The smoky area is heavily obscured, and if the PCs enter the smoke, the cloud of fire bats rushes them. All creatures within the smoke have concealment, bats and PCs alike. Once the PCs defeat the bats, they can investigate the source of the fire. The lumber is near mining equipment that belongs to the Deepgem Company. The miners might blame the PCs for the destruction of the lumber, or they could reward the adventurers if they manage to salvage anything from the conflagration.

7. KRUTHIK NEST

Level 6 Encounter, 1,375 XP

1 kruthik hive lord
5 kruthik adults

The PCs stumble across a displaced nest of kruthiks. These creatures once lived lower in the Labyrinth but were driven out by a red dragon intent on using their lair as a hunting ground. Hungry and desperate, the kruthiks attack as a mob, attempting to overwhelm the adventurers when they wander too close to the new lair. If the PCs search the lair, they find a gnawed signet ring belonging to an adventurer lost in the Labyrinth some time ago. This adventurer's name, history, and any reward for evidence of his death are for you to decide.

8. THE DARK CULTISTS

Level 6 Encounter, 1,275 XP

1 tiefling heretic
2 spined devils
3 human berserkers

Martaros, a tiefling in service to Asmodeus, prowls the Labyrinth in search of gnolls to ambush, capture, and question. Asmodeus's priests worry about demonic activity in the Labyrinth and wish to defeat the demons and seize whatever power they seek here. Martaros attempts to parlay with the PCs while his allies hide. If he suspects that they are seeking the gnolls, he asks to travel with them. When his allies leap out in ambush, Martaros betrays the party. He flees if bloodied, returning later with more allies either to seize control of the Well of Demons or to hunt down the PCs for a rematch.

9. TROGLODYTE CRUSADERS

Level 7 Encounter, 1,500 XP

1 troglodyte curse chanter
1 troglodyte impaler
2 troglodyte maulers
1 angel of valor

A small band of troglodytes from the Underdark has ventured into the Labyrinth to pillage. The angel of valor, a gift from Torog to the curse chanter, defends the chanter while the rest of the troglodytes rush forward. Because these creatures are on a crusade in Torog's name, they prefer death to failure. The curse chanter has a map tattooed on his arm that shows the location of a temple to Torog. You might choose to make this encounter or the map relate to Vadriar the Sage and his plight (see page 17).

10. GNOLL MARAUDERS

Level 8 Encounter, 1,900 XP

1 barlgura
1 gnoll demonic scourge
2 gnoll marauders
3 gnoll huntmasters
1 goblin blackblade

These marauders roam the Labyrinth, spreading death and destruction. The goblin is Modreg, a slave that the gnolls took captive. If the PCs slay the demonic scourge, he leaps to help them. If he survives, he begs for mercy and offers to serve the PCs. If he is well treated and fed, he takes care of the party's camp, cleans their clothes, and carries equipment. If poorly treated, he flees at the first opportunity. He fights if attacked but runs if not cornered.

NEW MONSTERS

DUERGAR

Distant kin to dwarves, duergar are a sullen, covetous race tainted by a long association with devils and infernal magic. Known also as gray dwarves, duergar share a love of mining and metalwork with their dwarven kin.

Short and strongly built, duergar stand about 4½ feet tall and weigh roughly 200 pounds. Their skin is usually gray to sooty black. All duergar have fiery amber eyes. Duergar beards and hair conceal long, stiff spines that carry a burning venom. They can pluck and hurl these quills like daggers.

DUERGAR TACTICS

Whatever their other faults, few can say that duergar lack courage. They are clever, tenacious, and fierce enemies with little sense of fair play. They often use poison and fire to confound their enemies.

Duergar guards begin battle by using *beard quills* before entering melee. They normally use *infernal anger* during the first round of a battle unless they're not directly threatened.

Duergar scouts begin battle by using *invisibility* and moving to an advantageous position. On the second round, they attack and gain combat advantage for being invisible. They prefer to avoid melee, using their crossbows while waiting for *invisibility* to recharge.

Duergar shock troopers fight recklessly, plunging into the fray. They rarely bother to use *beard quills*.

Duergar theurges command sinister arcane powers. They seek to use *wave of despair* early in battle and then scour their enemies with *vile fumes* and *brimstone hail*. Theurges aren't concerned about catching allies in the effects of these two powers because other duergar are resistant to fire and poison.

Duergar miners, treated as cannon fodder by more powerful duergar, are often sent into battle first to test the strength of the enemy and to inflict as much damage as they can before they inevitably fall.

DUERGAR LORE

A character knows the following information with a successful Dungeoneering check.

DC 15: A long association with infernal powers has given duergar a strong resistance to poison and fire. These qualities have so thoroughly infused their bodies that most duergar have poisonous quills that grow alongside their hair.

DC 20: Long ago, duergar were a great clan of dwarves who delved deep into the Underdark and fell under the influence of the mind flayers. They endured uncounted years as thralls before rebelling and fighting their way to

freedom. Duergar now often inhabit volcanic areas of the Underdark.

DC 25: The duergar came to believe that Moradin had abandoned them in their long captivity, so they turned to infernal deities to grant them power. They ruthlessly strengthened their stock by breeding with devils, and most now take Asmodeus for their favored deity.

Duergar Guard		Level 4 Soldier
Medium natural humanoid, dwarf (devil)		XP 175
Initiative +5	Senses Perception +4; darkvision	
HP 60; Bloodied 30		
AC 21; Fortitude 18, Reflex 15, Will 16		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10 + 3 damage.		
☞ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).		
🔥 Infernal Anger (minor; recharge ⏏ ⏏ ⏏) ♦ Fire		
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +11		
Str 17 (+5)	Dex 13 (+3)	Wis 14 (+4)
Con 20 (+7)	Int 10 (+2)	Cha 7 (+0)
Equipment chainmail, warhammer		

Duergar Scout		Level 4 Lurker
Medium natural humanoid, dwarf (devil)		XP 175
Initiative +9	Senses Perception +9; darkvision	
HP 48; Bloodied 24		
AC 19; Fortitude 17, Reflex 17, Will 16		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⬇ Warhammer (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d10 + 2 damage.		
☞ Crossbow (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 3 damage.		
☞ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).		
Combat Advantage		
When the duergar scout has combat advantage, its melee and ranged attacks deal an extra 2d6 damage on a hit.		
Invisibility (minor; recharge ⏏ ⏏ ⏏)		
The duergar scout can turn invisible until the end of its next turn. It becomes visible if it takes a standard action.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +11, Stealth +10		
Str 15 (+4)	Dex 17 (+5)	Wis 14 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 7 (+0)
Equipment chainmail, warhammer, crossbow, 10 bolts		

Duergar Shock Trooper		Level 6 Brute
Medium natural humanoid, dwarf (devil)		XP 250
Initiative +3		Senses Perception +5; darkvision
HP 90; Bloodied 45		
AC 19; Fortitude 20, Reflex 16, Will 18		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d10 + 4 damage.		
☞ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).		
Expand (when first bloodied; encounter) ♦ Polymorph		
The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and a +5 bonus to its melee damage rolls. The shock trooper remains Large until the end of the encounter.		
Alignment Evil		Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +12		
Str 19 (+7)	Dex 11 (+3)	Wis 14 (+5)
Con 20 (+8)	Int 10 (+3)	Cha 7 (+1)
Equipment chainmail, warhammer		

Duergar Theurge		Level 5 Controller
Medium natural humanoid, dwarf (devil)		XP 200
Initiative +4		Senses Perception +4; darkvision
HP 64; Bloodied 32		
AC 20; Fortitude 17, Reflex 18, Will 17		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d10 + 1 damage.		
☞ Firebolt (standard; at-will) ♦ Fire		
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.		
☞ Brimstone Hail (standard; recharge ☞ ☞) ♦ Fire		
Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.		
☞ Vile Fumes (standard; recharge ☞ ☞) ♦ Poison		
Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of the duergar theurge's next turn.		
☞ Wave of Despair (standard; encounter) ♦ Psychic		
Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).		
Alignment Evil		Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11		
Str 13 (+3)	Dex 15 (+4)	Wis 14 (+4)
Con 16 (+5)	Int 18 (+6)	Cha 11 (+2)
Equipment warhammer		

Duergar Miner		Level 5 Minion
Medium natural humanoid, dwarf (devil)		XP 50
Initiative +5		Senses Perception +4; darkvision
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 17, Reflex 14, Will 15		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+8 vs. AC; 4 damage.		
Alignment Evil		Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11		
Str 17 (+5)	Dex 13 (+3)	Wis 14 (+4)
Con 20 (+7)	Int 10 (+2)	Cha 7 (+0)
Equipment chainmail, warhammer		



DUERGAR ENCOUNTERS

Duergar often attack strangers who wander into their territory, seeking thralls to work their mines and stoke their furnaces. They frequently summon devils and employ other races, such as troglodytes, orcs, and ogres, to help them maintain order or conquer competing creatures.

Duergar Slavers, Level 5 Encounter (XP 950)

- ♦ 3 duergar guards (level 4 soldier)
- ♦ 1 duergar scout (level 4 lurker)
- ♦ 1 spined devil (level 6 skirmisher)

Duergar Explorers, Level 6 Encounter (XP 1,275)

- ♦ 3 duergar shock troops (level 6 brute)
- ♦ 1 duergar scout (level 4 lurker)
- ♦ 1 duergar theurge (level 5 controller)
- ♦ 3 duergar miners (level 5 minion)

Duergar Defenders, Level 6 Encounter (XP 1,250)

- ♦ 2 troglodyte maulers (level 6 soldier)
- ♦ 2 duergar scouts (level 4 lurker)
- ♦ 1 duergar theurge (level 5 controller)
- ♦ 4 duergar miners (level 5 minion)

BRONZE WARDER

Created as servants and guards by spellcasters, bronze warders obey any orders their masters give them. A bronze warder stands over 9 feet tall and appears to be a statue of a minotaur warrior cast from tarnished bronze. The construct's limbs are articulated, and a fiery light burns in the blank orbs of its eyes. It carries a greataxe, made also of bronze. When the creature moves, its limbs scrape and squeal with a hollow, metallic sound.

BRONZE WARDER TACTICS

Like other constructs, bronze warders can be commanded to stand guard, perform labor, or wade into battle by those who control them. However, bronze warders were built specifically to serve as bodyguards. A bronze warder is tireless and fearless in battle, attacking with mighty blows from its greataxe. Bronze warders easily plow through smaller foes and fight until they or their enemies are dead or until their masters command them to stop.

BRONZE WARDER LORE

A character knows the following information with a successful skill check.

Arcana DC 20: A bronze warder is created through a ritual performed over a hollow, articulated statue cast from bronze. During the ritual, a *command amulet* is created at the same time, keyed specifically to that warder.

Arcana DC 25: To command a warder, a person must wear its *command amulet*. Some bronze warders also require a new master to speak a secret word when first donning an amulet. Other warders are built to follow the orders of anyone wearing one of a set of identical amulets.

Streetwise DC 25: The Mages of Saruun all wear an amulet of the same design: a diamond-shaped, bronze token marked with runes. Each amulet has a different secret word. Anyone who dons one of these amulets and utters the correct secret word can then command a bronze warder in the mages' charge.

Bronze Warder		Level 7 Elite Soldier
Large natural animate (construct)		XP 600
Initiative +4	Senses Perception +2; darkvision	
HP 168; Bloodied 84		
AC 25; Fortitude 23, Reflex 20, Will 21		
Immune charm, fear, poison; Resist 5 all		
Saving Throws +2		
Speed 5; see also <i>inexorable movement</i> and <i>ponderous</i>		
Action Point 1		
⬇ Greataxe (standard; at-will) ⬆ Weapon		
Reach 2; +14 vs. AC; 1d12 + 5 damage.		
⬇ Rampage (standard; recharge ⏏ ⏏)		
The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use <i>axe sweep</i> .		
⬅ Axe Sweep (free, usable only immediately after <i>rampage</i> ; at-will)		
⬆ Weapon		
Close burst 1; +14 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).		
Guard (immediate reaction, when the bronze warder's master is within 2 squares of it and is hit by an attack; recharge ⏏ ⏏)		
The bronze warder takes half of the attack's damage, and its master takes the other half.		
Inexorable Movement		
The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.		
Ponderous		
The bronze warder cannot shift.		
Alignment Unaligned		Languages –
Str 20 (+8)	Dex 9 (+2)	Wis 8 (+2)
Con 20 (+8)	Int 3 (-1)	Cha 3 (-1)

BRONZE WARDER ENCOUNTERS

Bronze warders are found wherever their masters require deathless, tireless automatons to remain perpetually vigilant. They are also sometimes found among wealthy or powerful individuals in need of an absolutely loyal bodyguard.

Bronze Warder Bodyguards, Level 8 Encounter (XP 1,800)

♦ 3 bronze warders (level 7 elite soldier)



ENIGMA OF VECNA

Enigmas of Vecna are the shells of petitioners who have angered Vecna by sharing secrets or otherwise failing their secretive god. These strange humanoids use arcane magic to harry Vecna's enemies from afar. When injured, an enigma of Vecna transforms into a shrieking, clawed berserker.

In its normal form, an enigma of Vecna is a bald human with vague features. Enigmas usually wear simple robes, and each carries a dagger. Once bloodied, they undergo a horrific transformation. They sprout long claws, and reveal a fanged, twisted visage as their skin falls away, leaving behind a flayed form.

Enigma of Vecna		Level 6 Controller
Medium natural humanoid (shapechanger)		XP 250
Initiative +5	Senses Perception +10	
HP 68; Bloodied 34; see also <i>flesh ripper</i>		
AC 20; Fortitude 17, Reflex 18, Will 19		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d4 + 1 damage.		
⚡ Shock Bolt (standard; at-will) ♦ Lightning		
Ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage, and the target is slowed until the end of its next turn.		
🧠 Memory Ripper (standard; at-will) ♦ Psychic		
Ranged 5; +10 vs. Will; 1d10 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). <i>Aftereffect:</i> The target is dazed until the end of its next turn.		
👁 Horrific Visage (when first bloodied; encounter) ♦ Psychic		
Close burst 2; targets enemies; +10 vs. Will; 1d8 + 3 psychic damage, and the target is pushed 3 squares.		
Flesh Ripper Rage		
Once the enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except <i>rend flesh</i> until the end of the encounter.		
🔪 Rend Flesh (standard, usable only after <i>flesh ripper rage</i> ; at-will)		
+9 vs. AC; 2d8 + 5 damage.		
Alignment Evil	Languages Common	
Skills Arcana +13		
Str 12 (+4)	Dex 15 (+5)	Wis 15 (+5)
Con 12 (+4)	Int 20 (+8)	Cha 16 (+6)
Equipment robes, dagger		

ENIGMA TACTICS

In its initial form, the enigma uses *memory ripper* to suppress a target's knowledge, leaving the target with a limited arsenal of powers. When the target's memories return, the shock leaves him or her barely able to act for 1 round.

Enigmas keep away from the fray, using ranged attacks to wear down foes. When a bloodied enigma transforms, the horror of witnessing the gruesome change causes enemies of Vecna to recoil, allowing the enigma to leap forward and engage enemies while its allies use ranged attacks.

ENIGMA LORE

A character knows the following information with a successful Religion check.

DC 15: Many temples of Vecna are guarded by robed mages called enigmas of Vecna.

DC 20: Enigmas have the ability to shock an enemy and leave him or her too shaken up to move quickly.

DC 25: Enigmas are actually horrid fiends bound in human form. If pressed in battle, they transform into shrieking, clawed berserkers.

ENIGMA ENCOUNTERS

Enigmas are found guarding places sacred to Vecna. They also travel with his honored servants, acting as bodyguards. Their abilities make them ideally suited for this duty because they can hold back enemies at range and then transform into powerful melee combatants.

Vecna Bodyguards, Level 6 Encounter (XP 1,275)

- ♦ 3 enigmas of Vecna (level 6 controller)
- ♦ 2 human berserkers (level 4 brute)
- ♦ 1 human mage (level 4 artillery)



NORKER

Norkers are vicious goblinoids whose incredibly thick hide and vicious temperament make them fierce warriors. Although norkers are spawned from the Elemental Chaos, they breed true and have slowly spread across the world. Norkers are goblins warped and twisted by exposure to the energies of the Elemental Chaos. Their souls are warped and their bodies transformed, leaving behind nearly mindless beasts with thick, warty hides as tough as steel armor.

Their near-mindless state makes them excellent servants for wizards and the like. They are easily controlled, difficult to break in battle, and too dim to plot against their masters.

NORKER TACTICS

Norkers attack in numbers, pressing forward in a fearless mob. Their thick hides provide them with both protection and a sense of invulnerability.

Once several norkers surround an enemy, they take turns marking the opponent each round using *snarling ferocity*, keeping the opponent from easily attacking and killing one norker at a time. They are fearless and rely on *relentless endurance* to keep fighting even when survival seems unlikely.

If different types of norkers are present, the soldiers and brutes move forward to engage the enemy, while slingers remain at a distance to pepper their foes with sling bullets and lurkers slip through the shadows to strike without warning. Often, a norker berserker will lead a group of lesser norkers, mostly due to its unequaled strength and elite status.

NORKER LORE

A character knows the following information with a successful Nature check.

DC 15: Norkers are ferocious warriors that bite and gnaw at anyone who attacks them in melee. Because of its ferocious attacks, a norker is a foe that no one can afford to ignore.

DC 20: Norkers were originally spawned in the Elemental Chaos, and their magical nature allows them to draw on elemental energy to heal their wounds.

DC 25: Temples of Vecna favor norkers as guards and lackeys because the creatures are typically incapable of learning and thus won't pass along secrets.

Norkers are also found near temples to Tharizdun, drawn to such horrid places

by that being's malign influence. This compulsion suggests some connection between the two.

NORKER ENCOUNTERS

Norkers are almost invariably found with masters who, in exchange for food and loot, command the norkers' loyalty. Their abilities make them excellent foot soldiers in support of warlocks, wizards, and others who use arcane magic. Priests of Vecna breed and train legions of norkers as combat fodder.

In the wild, norkers subsist on raiding, pillaging, and hunting. Occasionally, a norker develops enough intellect to become a chieftain of its kind.

Norker Attack, Level 4 Encounter (XP 875)

- ◆ 4 norkers (level 3 soldier)
- ◆ 1 human mage (level 4 artillery)
- ◆ 1 enigma of Vecna (level 6 controller)

Norker Raiders, Level 5 Encounter (XP 1,000)

- ◆ 2 norkers (level 3 soldier)
- ◆ 1 norker slinger (level 3 artillery)
- ◆ 1 norker berserker (level 4 elite brute)
- ◆ 1 norker shadowblade (level 5 lurker)



LUCIO PARRILLO

Norker Defenders, Level 6 Encounter (XP 1,329)

- ◆ 3 norkers (level 3 soldier)
- ◆ 1 human mage (level 4 artillery)
- ◆ 8 norker grunts (level 3 minion)
- ◆ 2 norker shadowblades (level 5 lurker)

Norker Marauders, Level 6 Encounter (XP 1,390)

- ◆ 2 norker berserkers (level 4 elite brute)
- ◆ 5 norker grunts (level 3 minion)
- ◆ 1 norker shadowblade (level 5 lurker)
- ◆ 2 norker slingers (level 3 artillery)

Norker	Level 3 Soldier
Small natural humanoid (goblin)	XP 150
Initiative +4	Senses Perception +1; low-light vision
HP 49; Bloodied 24	
AC 19; Fortitude 16, Reflex 13, Will 14	
Speed 6	
⚔ Battleaxe (standard; at-will) ◆ Weapon	
+9 vs. AC; 1d10 + 2 damage.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker makes a bite attack against the attacker if the attacker is within reach: +10 vs. AC; 1d6 + 2 damage.	
Snarling Ferocity (minor; at-will)	
An enemy the norker has attacked this round is marked.	
Relentless Endurance (minor, usable only while bloodied; once per round; at-will) • Healing	
The norker regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +8, Endurance +9, Stealth +7	
Str 14 (+3)	Dex 12 (+2) Wis 11 (+1)
Con 17 (+4)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, battleaxe	

Norker Slinger	Level 3 Artillery
Small natural humanoid (goblin)	XP 150
Initiative +4	Senses Perception +1; low-light vision
HP 37; Bloodied 18	
AC 15; Fortitude 15, Reflex 16, Will 13	
Speed 6	
⚔ Dagger (standard; at-will) ◆ Weapon	
+9 vs. AC; 1d4 + 1 damage.	
🏹 Sling (standard; at-will)	
Ranged 10; +10 vs. Reflex; 1d6 + 2 damage.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker slinger makes a bite attack against the attacker if the attacker is within reach: +10 vs. AC; 1d6 + 1 damage.	
Relentless Endurance (minor, usable only while bloodied, once per round; at-will) ◆ Healing	
The norker slinger regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +8	
Str 12 (+2)	Dex 14 (+3) Wis 11 (+1)
Con 13 (+2)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, sling, 20 bullets, dagger	

Norker Berserker	Level 4 Elite Brute
Small natural humanoid (goblin)	XP 350
Initiative +3	Senses Perception +2; low-light vision
HP 136; Bloodied 68	
AC 16; Fortitude 16, Reflex 15, Will 15	
Speed 6	
⚔ Flail (standard; at-will) ◆ Weapon	
+8 vs. AC; 1d10 + 3 damage.	
⚔ Double Strike (standard; at-will) ◆ Weapon	
The norker berserker makes two flail attacks against the same target. If both attacks hit, the target is pushed 1 square.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker berserker makes a bite attack against the attacker if the attacker is within reach: +7 vs. AC; 1d6 + 3 damage.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +10, Endurance +11	
Str 16 (+5)	Dex 12 (+3) Wis 11 (+2)
Con 18 (+6)	Int 5 (-1) Cha 5 (-1)
Equipment leather armor, flail	

Norker Shadowblade	Level 5 Lurker
Small natural humanoid (goblin)	XP 200
Initiative +7	Senses Perception +3; low-light vision
HP 50; Bloodied 25	
AC 19; Fortitude 17, Reflex 16, Will 15	
Speed 6	
⚔ Short Sword (standard; at-will) ◆ Weapon	
+10 vs. AC; 1d6 + 2 damage.	
⚔ Shadow Strike (standard; recharge ⏏ ⏏ ⏏) ◆ Weapon	
+10 vs. AC; 2d6 +2 damage, and the norker shadowblade shifts 2 squares and becomes invisible until the start of its next turn.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker makes a bite attack against the attacker if the attacker is within reach: +11 vs. AC; 1d6 + 2 damage.	
Combat Advantage	
When the norker shadowblade has combat advantage, its melee attacks deal an extra 2d6 damage on a hit.	
Relentless Endurance (minor, usable only while bloodied, once per round; at-will) • Healing	
The norker shadowblade regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +10, Endurance +11	
Str 14 (+4)	Dex 16 (+5) Wis 12 (+3)
Con 14 (+4)	Int 7 (+1) Cha 6 (+1)
Equipment leather armor, short sword	

Norker Grunt	Level 3 Minion
Small natural humanoid (goblin)	XP 38
Initiative +4	Senses Perception +1; low-light vision
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 16, Reflex 13, Will 14	
Speed 6	
⚔ Flail (standard; at-will) ◆ Weapon	
+9 vs. AC; 3 damage.	
Norker Swarm	
For each additional norker grunt attacking the same target, increase the damage the norker grunts deal by +1.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +8, Endurance +9, Stealth +7	
Str 14 (+3)	Dex 12 (+2) Wis 11 (+1)
Con 17 (+4)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, flail	

PHALAGAR

Phalagars are Underdark predators that crawl through cracks and narrow tunnels to ambush prey, attacking with tentacles that rend flesh from bone. Phalagars are rare, but their deadly attacks have earned a widespread reputation.

Phalagar		Level 6 Elite Controller
Large natural magical beast		XP 500
Initiative +5 Senses Perception +9; tremorsense 10		
HP 142; Bloodied 71		
AC 19; Fortitude 19, Reflex 17, Will 15		
Saving Throws +2		
Speed 6, burrow 6		
Action Points 1		
⬇ Tentacle (standard; at-will)		
Reach 4; +11 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).		
⬅ Tentacle Flurry (standard; recharge ⏏ ⏏)		
Close burst 2; +11 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).		
Grinding Tentacles ♦ Acid		
At the start of the phalagar's turn, any creature it is grabbing takes 1d8 + 2 acid damage.		
Threatening Reach		
The phalagar can make opportunity attacks against enemies within its reach (4 squares).		
Alignment Unaligned		Languages –
Skills Stealth +10		
Str 20 (+8)	Dex 15 (+5)	Wis 13 (+4)
Con 15 (+5)	Int 8 (+2)	Cha 10 (+3)

PHALAGAR TACTICS

A phalagar hunts at the edges of Underdark passageways, lurking in narrow cracks or burrowing just beneath the

surface while it waits for its prey. Phalagars are fearless, and they have been known to attack war parties and trade expeditions alike. Usually, a phalagar attempts to slay a single target and drag away the corpse, but sometimes these creatures fight to the death.

PHALAGAR LORE

A character knows the following information with a successful Dungeoneering check.

DC 15: Phalagars are burrowing predators that use their long tentacles to grasp and crush their enemies. A phalagar's tentacles are covered with small mouths that drip acid. The creature uses this caustic fluid to melt its victims as it grasps them.

PHALAGAR ENCOUNTERS

Phalagars lurk in large cracks, in caverns with dirt walls or floors, or in wells or channels that have dried up.

Phalagars hunt alone, but sometimes other creatures lurk near their hunting grounds to pick off wounded survivors or to snatch a meal from a phalagar's clutches. Chokers in particular find this arrangement useful because they can cling to walls and ceilings beyond a phalagar's grasp.

Phalagar Ambush, Level 6 Encounter (XP 1,350)

- ◆ 2 phalagars (level 6 elite controller)
- ◆ 2 cavern chokers (level 4 lurker)





View of the Seven-Pillared Hall



Approaching the Chamber of Eyes



View of the Chamber of Eyes



Inside the Grimmerzhul Trading Post

JIM PAVELEC/LUCIO PARRILLO



View of the Horned Hold



Meeting Morkelmor



The Door to the Inner Sanctum



Inside the Temple of Vecna

LUCIO PARRILLO/RON LEWEN



View of the Crimson Whip



View of the Howling Pillars



ADVENTURE BOOK TWO



THUNDERSPIRE LABYRINTH™

STOP!

Make sure you start with the material in *Adventure Book One* before using the material in this book.

IN THE SEVEN-PILLARED HALL

The adventurers have arrived in the Seven-Pillared Hall and met some of the residents and visitors to the place. Depending on which hook or hooks you are using, they

already have a clue or two about where they want to go next. If you haven't done so already, now is a good time for the adventurers to be called in to see the mage Orontor (see *Adventure Book One*, page 12). The adventurers should definitely learn about Paldemar before they venture too deeply into the Labyrinth.

The rest of this book presents the major adventuring areas of the Labyrinth: The Chamber of Eyes, the Horned Hold, the Well of Demons, and the Tower of Mysteries. These areas are presented in the most likely order that the adventurers will encounter them.

AREA 1: THE CHAMBER OF EYES (C1–C4)

At the pinnacle of Saruun Khel's greatness, the Chamber of Eyes was a shrine dedicated to the god Torog in his manifestation as the Patient One, a horrible creature of eyes and mouths that waits in the darkness. When the minotaurs first ventured into the vast caverns below Thunderspire Mountain, they found crude, forsaken altars. The minotaur priests' divinations revealed that the deep caverns of Thunderspire were sacred to Torog, so the minotaurs agreed to honor him even though they were devoted to the demon lord Baphomet. Some say that the madness and violence that descended on Saruun Khel in its final days were Baphomet's vengeance against his people for daring to offer sacrifices to another power.

The petitioners of Torog are long gone. A few months ago, the Bloodreavers, a goblinoid band of slavers and marauders, discovered the site and turned it into a defensible lair. Led by Krاند, the Bloodreavers now plot their next round of kidnapping and plunder.

GETTING TO THE CHAMBER

After the adventurers defeat the Bloodreaver gang in Encounter A1-1: Into the Mountain (see *Adventure Book One*, page 10), they learn that most of the marauders lurk in the Chamber of Eyes, deep within the Labyrinth. The halfling Rendil Halfmoon can provide the adventurers with directions on how to find the chamber:

- ◆ Leave the Seven-Pillared Hall through the Dragon Door.
- ◆ Follow the route marked by prospectors and miners. That path leads through a maze of chambers, halls, and passageways.
- ◆ Turn left into the narthex of the Chamber of Eyes when you pass a doorway that has a lintel carved with five staring eyes.

The prospectors' routes are marked with dwarven runes chiseled in the wall at each branching passage and in each

chamber with multiple exits. The PCs can easily follow the marks to Location 1 in the Chamber of Eyes.

If the PCs hesitate to set out alone, Rendil guides them to the chamber. However, the halfling is content to remain outside while the adventurers assault the lair.

THE BLOODREAVERS

With a few exceptions (such as the kidnapping of Rendil), the Bloodreavers steer clear of the Seven-Pillared Hall and the Mages of Saruun. They usually leave the traders and the travelers of the Seven-Pillared Hall in peace.

The Bloodreavers gang includes goblinoids and humans. Most of them are fierce warriors, though some act as spies throughout Nentir Vale and beyond.

CHAMBER OF EYES OVERVIEW

The flagstone floors of this area are even but cracked in places. Condensation drips from the walls and ceilings. Each location below is accompanied by its number on the map and by the encounter it is tied to.

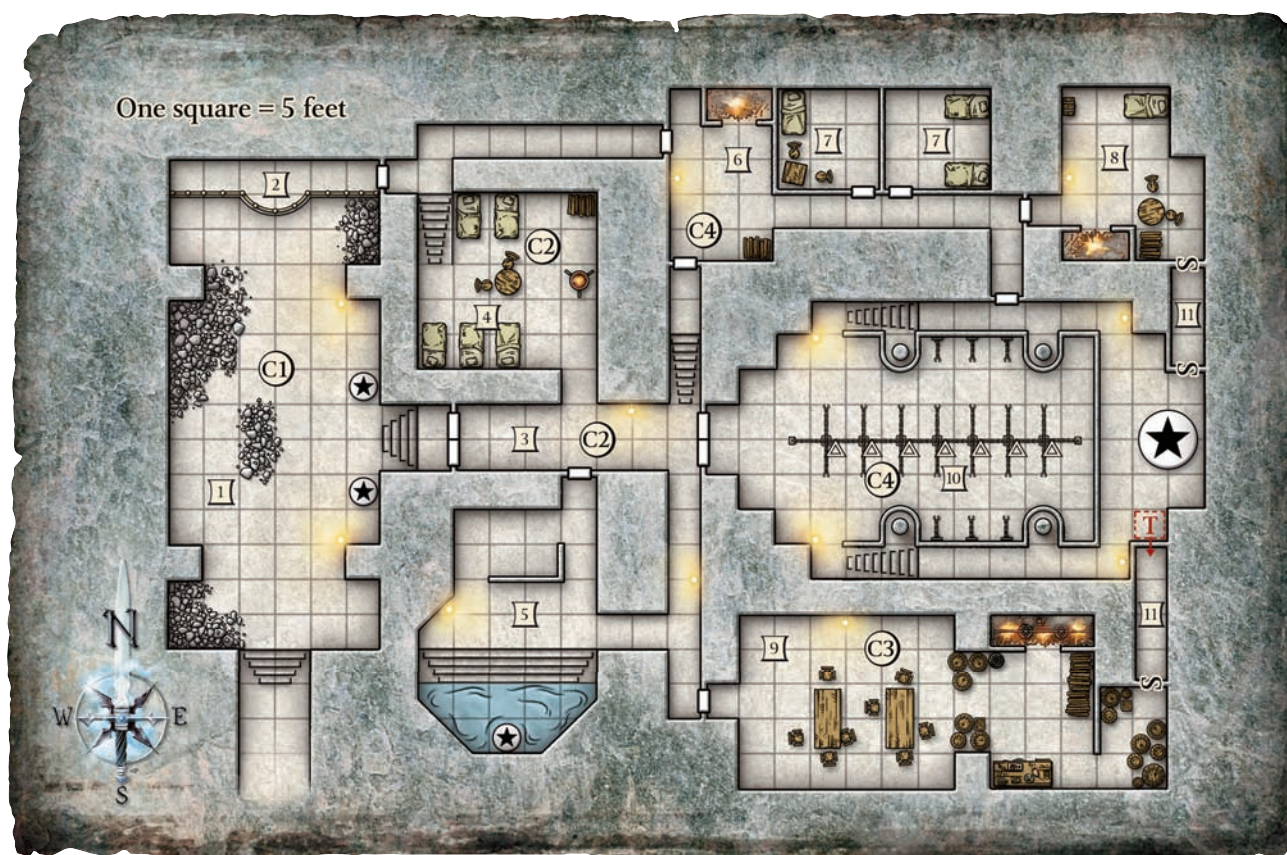
1. Narthex (C1): A short flight of steps leads up to this hall. The ceiling is 25 feet high, and a balcony rises 15 feet above the floor at the north end of the room. Priests of Torog once stood on the balcony to speak to worshipers in the narthex. The double door to Location 3 is locked.

2. Balcony (C1): The balcony door is unlocked.

3. Front Hall (C2): The Bloodreavers guard this hallway, keeping several goblins on watch here. The double door to Location 1 is locked. The double door to Location 10 is unlocked; it is inscribed with the image of a beholder and the symbol of Torog, the King that Crawls.

4. Guard Room (C2): This cluttered chamber serves as a sleeping area for the Bloodreavers. Four goblins and a bugbear normally keep watch from this room.

5. Bath Chamber: A large pool fills the southern half of this room. The pool is 5 feet deep. A statue rises from the pool, depicting a creature that is half-woman, half-sea serpent. An underground stream replenishes the water, so it serves as a water supply for the gang.



6. Sitting Room (C4): This area was a small study for the priests who tended the shrine. The Bloodreavers' leaders now use the adjoining rooms as their own. Two duergar representatives from Clan Grimmerzhul are here to settle payment for recently purchased slaves.

7. Acolytes' Rooms (C4): Some Bloodreavers use these rooms as personal quarters. A hobgoblin warcaster resides in the western room, and two human bandits (currently occupying Location 9) share the eastern room.

8. High Priest's Quarters (C4): Krand, chieftain of the Bloodreavers, has taken the former high priest's room as his own. He keeps most of the band's booty here, in a large locked chest.

9. Refectory (C3): This room serves as the dining hall and kitchen for the Bloodreavers. Two goblins reside here on filthy pallets in the storage area. Two human bandits and three hobgoblins are eating here when the PCs arrive.

10. Torog's Shrine (C4): Once a shrine dedicated to Torog, this room now serves the Bloodreavers as a slave pen. However, the Bloodreavers have already sold the captives to Grimmerzhul duergar, so no slaves are present. Krand's pet dire wolf sleeps in this room, and two hobgoblins prepare the room for the next batch of slaves.

11. Secret Passages: Two secret passages run behind the shrine. One leads north from the storage area in Location 9 to a ladder, which leads up to a secret trapdoor in Location 10. The second passage leads south from Location 8 to Location 10.

GENERAL FEATURES

Unless otherwise noted in an encounter description, the information here pertains to the areas throughout Area 1: The Chamber of Eyes.

Illumination: All areas are illuminated by lanterns that provide bright light.

Beds: A bed can provide cover for someone adjacent to it. Hopping onto a bed costs 1 extra square of movement.

Ceilings: 15 feet high.

Barrels and Crates: These cluttered squares are considered difficult terrain, and a creature in one of these squares has cover. The barrels contain flour, dried apples, and weak ale. The crates contain flasks of lantern oil.

Doors: Doors are unlocked and made of wood.

Fires: These provide warmth to the rooms. Any creature beginning its turn in a square occupied by fire takes 1d8 fire damage.

Secret Doors: A PC detects a secret door with a DC 25 Perception check. The doors open easily and are not locked. No check is required to find the exit from within one of the secret passages.

Statues: Entering a square containing a statue costs 1 extra square of movement. A character has cover while in a space occupied by a statue.

Tables: A table or a similar piece of furniture is tall enough that a Small creature can move under it and gain cover from doing so. Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

ENCOUNTER C1: THE NARTHEX

Encounter Level 1 (500 XP)

SETUP

This hall was once the narthex for Torog's shrine, a place where worshipers assembled. The adventurers' first challenge is to get from this room into the rest of the area.

When the adventurers enter this chamber, show them "Approaching the Chamber of Eyes" on page 27 of *Adventure Book One* and read:

This is a large antechamber. Two fearsome-looking statues of winged demons squat on either side of a stairway leading up to double doors. Inscribed upon the doors is an image of a great eye with multiple eye stalks, as well as a symbol of a circle with a crossbar rising out of it. Heaps of rubble are scattered across the floor, and to the north a balcony overlooks the room.

GETTING IN

The PCs' first challenge is getting into the rest of the complex. There are three ways to do this.

- ◆ Use Thievery to open the lock on the double doors or break down the double doors with a Strength check.
- ◆ Reach the balcony and open the unlocked door.
- ◆ Succeed at convincing the goblins in Location 3 (Encounter C2) to open the doors.

Perception Check

DC 10: *You hear high, rasping voices and the footsteps of several creatures beyond the double doors.*

DC 15 (and the listener understands Goblin): *You can make out the words; the voices speak in Goblin:*

"When do you think Krand is going to divvy up the loot?"

"Keep quiet! We're supposed to be on guard," says another.

TALKING WITH THE GOBLINS

If the PCs decide to knock or call through the locked doors, they attract the attention of the goblins beyond. The PCs might persuade the goblins to open the double doors if they offer a convincing argument. Bluff, Diplomacy, and Intimidate are the best ways to resolve this interaction.

To convince the goblins to unlock the door, the PCs must succeed at a complexity 1 skill challenge (requires 4 successes before 2 failures). A PC trying to flatter or bribe the goblins makes DC 15 Diplomacy checks. A PC attempting to mislead the goblins into thinking the PCs mean them no harm makes DC 20 Bluff checks. A PC attempting to scare or bully the goblins into opening the door makes DC 15 Intimidate checks.

With each success, the goblins seem more convinced. The goblins are likely to ask some of the following questions. The goblins speak in Common to the PCs unless addressed in Goblin. They converse in Goblin among themselves.

"Who are you? We weren't expecting anyone."

"What do you bring to the Bloodreavers?"

"How many of you are out there?"

"Do you know Krand?"

If the PCs fail this skill challenge, one of the goblins says in Goblin, "Go warn the others; we've got intruders!"

FEATURES OF THE AREA

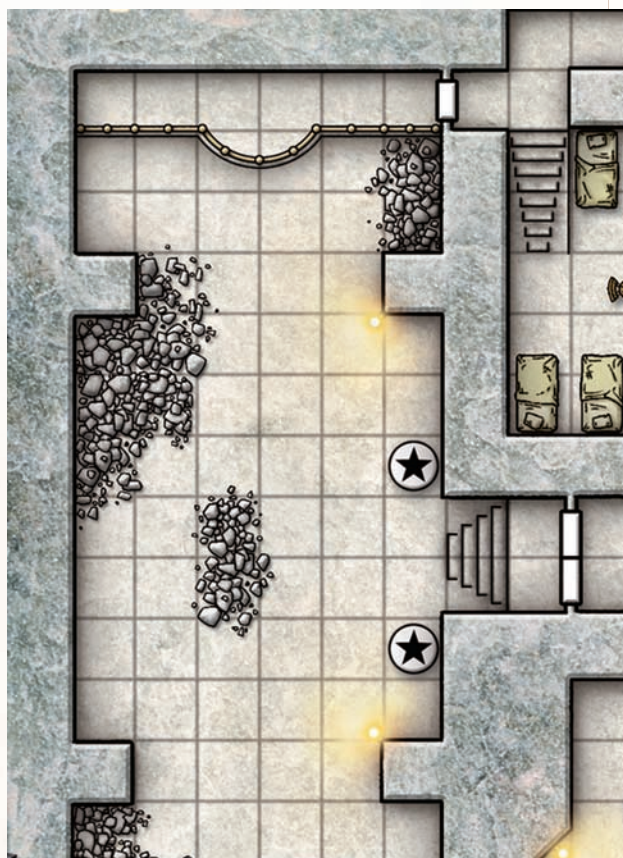
Balcony: The balcony is 15 feet above the floor. Climbing the wall to reach the balcony requires a DC 20 Athletics check. The balcony door is unlocked.

Ceiling: 25 feet high.

Locked Doors: The double door leading to Encounter C2 is locked from the other side. Gently pushing the door won't alert the goblins, but pushing it forcefully, such as by trying to enter without checking first to see if it's locked, does alert the goblins.

A PC can pick the lock with a DC 20 Thievery check or can break open the door with a DC 20 Strength check.

Rubble: Treat these squares as difficult terrain.



ENCOUNTER C2: GUARD ROOM

Encounter Level 3 (800 XP)

SETUP

- 4 goblin skullcleavers (G)
- 1 bugbear warrior (B)

A small band of Bloodreavers keeps watch here, a bugbear commanding four goblins. The bugbear is dull-witted and lazy; he performs his duty by shoving a couple of goblins into the hallway to keep watch while he dozes. The other two goblins try to stay out of the bugbear's way.

If the PCs enter through the double doors, read:
The doors open into a 10-foot-wide corridor. To the left, an opening leads to another room, and to the right is a closed door. Down the hall stands a stone double door inscribed with symbols. Two goblins stand guard in the hall.

If the PCs enter through the balcony door, read:
To your right, stone steps lead down to a chamber containing several rough furnishings. Two bored-looking goblins are cleaning their gear, while a hulking goblinlike creature snores loudly.

If the adventurers enter through the double door, regardless of how they gained entry, the goblins recognize them as foes and attack.

If the goblins are alerted to the PCs, either because the PCs failed the skill challenge or attempted to force the doors open, then the two goblins in the room move to the balcony and attack with ranged weapons.

If the PCs approach from the balcony and avoid being noticed, they gain a surprise round.

4 Goblin Skullcleavers (G)		Level 3 Brute
Small natural humanoid		XP 150 each
Initiative +3 Senses Perception +2; low-light vision		
HP 53; Bloodied 26; see also bloodied rage		
AC 16; Fortitude 15, Reflex 14, Will 12		
Speed 5; see also goblin tactics		
⚔ Battleaxe (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d10 + 5 damage, or 2d10 + 5 while bloodied.		
🏹 Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.		
Bloodied Rage (while bloodied)		
The goblin skullcleaver loses the ability to use goblin tactics and can do nothing but attack the nearest enemy, charging when possible.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil Languages Common, Goblin		
Skills Stealth +9, Thievery +9		
Str 18 (+5)	Dex 14 (+3)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment chainmail, battleaxe, hand crossbow, 10 bolts		

TACTICS

The goblins use *goblin tactics* to stay out of reach and to lure the PCs deeper into the hall, and the bugbear waits to enter the fray, looking for opportunities to gain combat advantage. If the bugbear dies, any remaining goblins flee toward Location 8 to warn Krando (see Encounter C4).

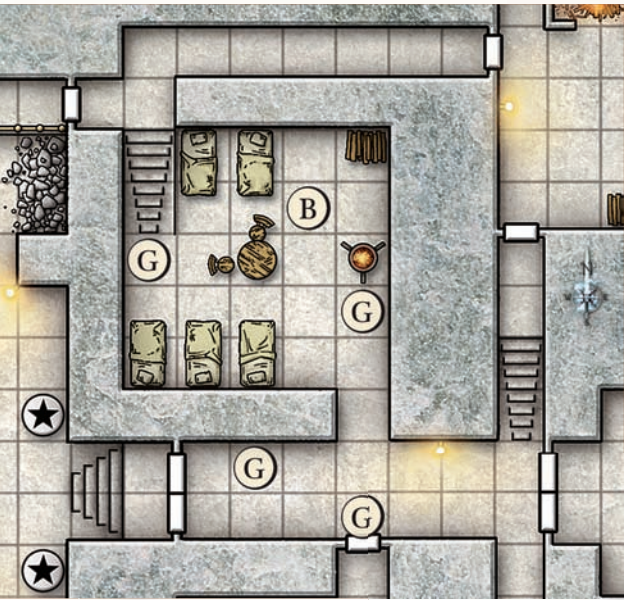
FEATURES OF THE AREA

Brazier: This brazier is full of hot coals. A creature that starts its turn in this square takes 1d4 fire damage.

Treasure: The bugbear wears a *belt of sacrifice*, and one of the goblins in the hall carries a key to the double door.

Belt of Sacrifice: This belt (value 2,600 gp) is described in the *Player's Handbook*.

Bugbear Warrior (B)		Level 5 Brute
Medium natural humanoid		XP 200
Initiative +5 Senses Perception +4; low-light vision		
HP 76; Bloodied 38		
AC 18; Fortitude 17, Reflex 15, Will 14		
Speed 6		
⚔ Morningstar (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 6 damage.		
⚔ Skullthumper (standard; encounter) ♦ Weapon		
Requires morningstar and combat advantage; +5 vs. Fortitude; 1d12 + 6 damage, and the target is knocked prone and dazed (save ends).		
Predatory Eye (minor; encounter)		
The bugbear warrior deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.		
Alignment Evil Languages Common, Goblin		
Skills Intimidate +9, Stealth +11		
Str 20 (+7)	Dex 16 (+5)	Wis 14 (+4)
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)
Equipment hide armor, morningstar		



ENCOUNTER C3: REFECTORY

Encounter Level 5 (950 XP)

SETUP

3 hobgoblin soldiers (H)
2 goblin sharpshooters (S)
2 human bandits (B)

When the PCs reach this location, they find a number of hobgoblins, goblins, and humans relaxing in this makeshift kitchen and dining hall. Between meals, the slavers pass the time playing dice games or card games, trading loot, drinking cheap ale, and brawling.

The door on the western side of the room is closed. PCs can make Perception checks outside the door to gain some information about what's on the other side.

Perception Check

DC 10: *You hear a small clattering sound, followed by a burst of coarse laughter and angry muttering. After a few moments, you hear more clattering and low, guttural voices.*

A listener who understands Goblin hears enough to determine that several individuals are gambling.

If the PCs succeed at detecting the occupants of the room, they gain a surprise round. However, if the PCs make noise, such as by knocking on the door or talking just outside it, then the occupants make a DC 10 Perception check. If the slavers hear the PCs, they grab their weapons and move to defensive positions. If the PCs have not yet acted, allow them to make another DC 10 Perception check to notice that the room has gone silent.

If the room's occupants are surprised, read:

The room appears to be a combination of kitchen, storeroom, and mess hall. Several barrels and a woodpile rest in the kitchen area, where a large cooking fire burns. Hobgoblins, goblins, and a pair of humans are gathered around battered old tables. The room's occupants look up in alarm and reach for their weapons.

If the room's occupants are not surprised, read:

The room appears to be a combination of kitchen, storeroom, and mess hall. Several barrels and a woodpile rest in the kitchen area, where a large cooking fire burns. Hobgoblins, goblins, and a pair of humans stand scattered throughout the room with weapons ready.

3 Hobgoblin Soldiers (H)	Level 3 Soldier
Medium natural humanoid	XP 150 each
Initiative +7	Senses Perception +3; low-light vision
HP 47; Bloodied 23	
AC 20 (22 with <i>phalanx soldier</i>); Fortitude 18, Reflex 16, Will 16	
Speed 5	
⚔ Flail (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.	
⚔ Formation Strike (standard; at-will) ♦ Weapon	
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)	
The hobgoblin soldier rolls a saving throw against the effect.	
Phalanx Soldier	
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +10, History +8	
Str 19 (+5)	Dex 14 (+3) Wis 14 (+3)
Con 15 (+3)	Int 11 (+1) Cha 10 (+1)
Equipment scale armor, heavy shield, flail	

2 Goblin Sharpshooters (S)	Level 2 Artillery
Small natural humanoid	XP 125 each
Initiative +5	Senses Perception +2; low-light vision
HP 31; Bloodied 15	
AC 16; Fortitude 12, Reflex 14, Will 11	
Speed 6; see also <i>goblin tactics</i>	
⚔ Short Sword (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d6 + 2 damage.	
🏹 Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.	
Sniper	
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage	
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages 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)
Equipment leather armor, short sword, hand crossbow with 20 bolts	

2 Human Bandits (B) Level 2 Skirmisher

Medium natural humanoid

XP 125 each

Initiative +6 **Senses** Perception +1**HP** 37; **Bloodied** 18**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 12**Speed** 6⚔ **Mace** (standard; at-will) ♦ **Weapon**

+4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square.

🔪 **Dagger** (standard; at-will) ♦ **Weapon**

Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.

⚡ **Dazing Strike** (standard; encounter) ♦ **Weapon**

Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.

Combat Advantage

The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Alignment Any **Languages** Common**Skills** Stealth +9, Streetwise +7, Thievery +9**Str** 12 (+2) **Dex** 17 (+4)**Wis** 11 (+1)**Con** 13 (+2) **Int** 10 (+1)**Cha** 12 (+2)**Equipment** leather armor, mace, 4 daggers

A DIFFERENT APPROACH

The PCs might not encounter this room until after they've dealt with the rest of the Bloodreavers. The refectory's occupants are loud and drunk, so they do not notice the sounds of combat. If the PCs complete Encounter C4, they might discover the trapdoor in Location 10 and enter the refectory through the pantry. Much of the encounter remains the same: The creatures still employ the same tactics, but retreat is now easier. One of the bandits immediately flees to warn Krand, returning 4 rounds later to inform his remaining allies that the rest of the Bloodreavers are dead. This news is enough to discourage even the hobgoblins, and all the creatures flee.

TACTICS

Even if surprised, this group of Bloodreavers fights with skill and tenacity. The hobgoblins are highly disciplined opponents and quickly rally against any assault. Even drunk, they make formidable opponents. They form a line in the western part of the room. They guard one another's flanks and provide their human and goblin allies with a safe space from which to launch ranged attacks.

The two goblin sharpshooters move into the nearest squares with barrels, gaining cover and using Stealth to try to hide. From there, the goblins shoot with their crossbows, gaining combat advantage against any character who fails a Perception check to notice them.

The human bandits move around the hobgoblins and along the wall to try to gain combat advantage against enemies caught in the room's narrow entrance. They use *dazing strike* to hit a foe and then quickly retreat out of harm's way, sometimes using a move action to retreat back behind the hobgoblins if the danger is great. If there are

no opportunities to gain combat advantage through flanking, the bandits tip over one of the tables and use the cover to best advantage.

Any creature that escapes flees to Location 8 and informs Krand of the intruders (see Encounter C4 if Krand is alerted).

FEATURES OF THE AREA

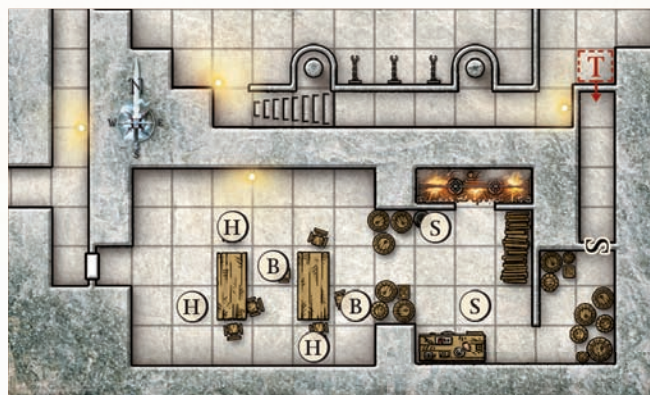
Secret Door: Any character moving beyond the kitchen area and into the pantry can make a DC 25 Perception check to notice this secret door. It leads to Location 10.

Treasure: Most of the creatures' valuables are lying on the tables as bets for their game. The treasure includes a +1 *lifedrinker scimitar*, a *potion of healing*, three gems worth 100 gp each, and 72 gp.

+1 *Lifedrinker Scimitar*: This scimitar (value 1,000 gp) is described in the *Player's Handbook*.

CONCLUSION

The PCs might decide to take prisoners and question them about the Riverdown captives (see the "Slave Rescue" hook on page 4 of *Adventure Book One*). The surviving Bloodreavers reveal that they sold their captives to the duergar. Since the duergar came to collect the slaves, the slavers don't know where the duergar might have taken the newly purchased slaves.



ENCOUNTER C4: TOROG'S SHRINE

Encounter Level 6 (1,350 XP)

SETUP

3 hobgoblin archers (A)
2 duergar guards (G)
1 dire wolf (D)
1 hobgoblin warcaster (W)
Krand, hobgoblin chief (K)

The Bloodreavers use the abandoned shrine to Torog as a cell for captives. However, Krand has already sent off his latest set of captives to the duergar when the PCs arrive.

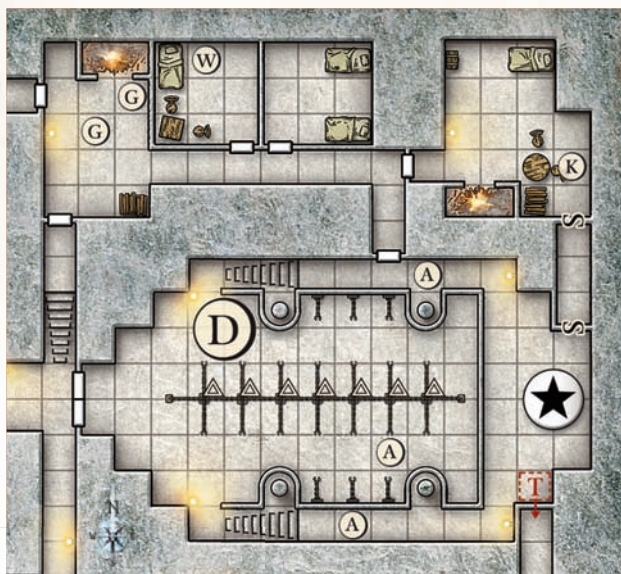
When the PCs reach Location 6 or 10, place the poster map on the table.

This encounter includes three groups of creatures. Group 1 is in Location 10 (the shrine), Group 2 is in Locations 7 (acolytes' room) and 8 (high priest's quarters), and Group 3 is in Location 6 (sitting room). If any creatures in earlier encounters escaped, add them to Group 2. A fight against any one of these three groups soon involves the other groups, depending on how the battle plays out.

GROUP 1: CHAMBER OF EYES

Location 10: Three hobgoblins prepare this chamber for the next captives as a dire wolf dozes nearby.

When the PCs enter, show them "View of the Chamber of Eyes" on page 28 of *Adventure Book One*.



3 Hobgoblin Archers (A)

Medium natural humanoid

Level 3 Artillery

XP 150 each

Initiative +7

Senses Perception +8; low-light vision

HP 39; Bloodied 19

AC 17; Fortitude 13, Reflex 15, Will 13

Speed 6

⚔ Longsword (standard; at-will) ♦ Weapon

+6 vs. AC; 1d8 + 2 damage.

🏹 Longbow (standard; at-will) ♦ Weapon

Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)

The hobgoblin archer rolls a saving throw against the effect.

Alignment Evil

Languages Common, Goblin

Skills Athletics +5, History +6

Str 14 (+3)

Dex 19 (+5)

Wis 14 (+3)

Con 15 (+3)

Int 11 (+1)

Cha 10 (+1)

Equipment leather armor, longsword, longbow, quiver of 30 arrows

Dire Wolf

Large natural beast (mount)

Level 5 Skirmisher

XP 200

Initiative +7

Senses Perception +9; low-light vision

HP 67; Bloodied 33

AC 19; Fortitude 18, Reflex 17, Will 16

Speed 8

⚔ Bite (standard; at-will)

+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.

Combat Advantage

The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ♦ Mount

The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

Alignment Unaligned

Languages –

Str 19 (+6)

Dex 16 (+5)

Wis 14 (+4)

Con 19 (+6)

Int 5 (-1)

Cha 11 (+2)

Read or paraphrase to the players:

Carvings of eyes cover the walls, floor, and ceiling of this chamber. An idol of a horrible toadlike creature dominates the area. In the center of the floor, chains are affixed to the flagstones, though no prisoners are chained there. A huge black wolf lies on the floor nearby, and a hobgoblin is busy oiling the chains.

GROUP 2: PRIEST QUARTERS

Krand (Location 8) plots his next slave raid, while the warcaster (Location 7) meditates.

Krand, Hobgoblin Chief (K)		Level 5 Soldier
Medium natural humanoid		XP 200
Initiative +8		Senses Perception +5; low-light vision
HP 64; Bloodied 32		
AC 21 (23 with <i>phalanx soldier</i>); Fortitude 21, Reflex 18, Will 19		
Speed 5		
⚔ Spear (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 5 damage; see also <i>lead from the front</i> . If Krاند hits with an opportunity attack, he shifts 1 square.		
⚡ Tactical Deployment (minor; recharge ⏏ ⏏) ♦		
Close burst 5; allies in the burst shift 3 squares.		
Lead from the Front		
When Krاند's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Krاند's next turn.		
Hobgoblin Resilience (immediate reaction, when Krاند suffers an effect that a save can end; encounter)		
Krand rolls a saving throw against the effect.		
Phalanx Soldier		
Krand gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to him.		
Alignment Evil		Languages 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)
Equipment scale armor, heavy shield, spear		

Hobgoblin Warcaster (W)		Level 3 Controller (Leader)
Medium natural humanoid		XP 150
Initiative +5		Senses Perception +4; low-light vision
HP 46; Bloodied 23		
AC 17; Fortitude 13, Reflex 15, Will 14		
Speed 6		
⚔ Quarterstaff (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d8 + 1 damage.		
⚡ Shock Staff (standard; recharge ⏏ ⏏ ⏏) ♦ Lightning, Weapon		
Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.		
⚡ Force Lure (standard; recharge ⏏ ⏏) ♦ Force		
Ranged 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.		
⚡ Force Pulse (standard; recharge ⏏ ⏏) ♦ Force		
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)		
The hobgoblin warcaster rolls a saving throw against the effect.		
Alignment Evil		Languages Common, Goblin
Skills Arcana +10, Athletics +4, History +12		
Str 13 (+2)	Dex 14 (+3)	Wis 16 (+4)
Con 14 (+3)	Int 19 (+5)	Cha 13 (+2)
Equipment robes, quarterstaff		

GROUP 3: SITTING ROOM

Location 6: Two duergar from Clan Grimmerzhul are resting here, having just brought the Bloodreavers the last of the agreed-upon payments for the Riverdown captives.

When the PCs enter Location 6, read:

Two fierce-looking dwarves with gray skin and stiff beards of rust-red bristles are here enjoying the warmth of a fire. Seeing you, they spring to their feet and draw their weapons.

2 Duergar Guards (G)		Level 4 Soldier
Medium natural humanoid, dwarf (devil)		XP 175 each
Initiative +5		Senses Perception +4; darkvision
HP 60; Bloodied 30		
AC 21; Fortitude 18, Reflex 15, Will 16		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10 + 3 damage.		
⚡ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attacks (save ends both).		
Infernal Anger (minor; recharge ⏏ ⏏) ♦ Fire		
Until the start of the duergar guard's next turn, it deals 4 extra fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.		
Alignment Evil		Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11		
Str 17 (+5)	Dex 13 (+3)	Wis 14 (+4)
Con 20 (+7)	Int 10 (+2)	Cha 7 (+0)
Equipment chainmail armor, warhammer		

TACTICS

If the PCs enter Location 10 first: They face Group 1. The hobgoblin nearest the north door flees to warn Krاند. Group 2 rolls initiative as soon as the hobgoblin reaches them. Group 3 rolls initiative when the hobgoblin gets to their location.

If the PCs enter Location 6 first: They encounter Group 3, and the duergar fight while shouting for help. Group 2 rolls initiative upon making a DC 10 Perception check, but Group 1 remains in Location 10.

FEATURES OF THE AREA

Chains: Manacles secured to a large chain fill the middle of Location 10. These squares are difficult terrain.

Balcony: The balcony in Location 10 is 10 feet above the floor.

Statue: This idol represents a revered exarch of Torog.

Treasure: A chest in Location 8 holds the Bloodreavers' treasure. The chest is locked (DC 25 Thievery check to open); Krاند carries the key. The chest contains +2 *delver's chainmail*, one *potion of healing*, five gems worth 100 gp each, 450 gp, and 500 sp.

If the PCs search Krاند's quarters, they discover a letter. The letter, written in Common, is a contract to purchase the Riverdown slaves for 1,000 gp; it's signed by Murkelmor Grimmerzhul, dated two days ago.

INTERLUDE 1: WHERE'S THE HORNED HOLD?

After defeating the Bloodreavers in the Chamber of Eyes, the PCs discover that the captives from Riverdown have already been sold. Three clues in the Chamber of Eyes might help the adventurers figure out what to do next.

Krand's Letter: The letter from Murkelmor in Krand's quarters describes the purchase of the captives by the duergar, though it does not say where they were taken.

Duergar: The presence of two duergar in the Chamber of Eyes might suggest that the duergar are somehow related to the slave trade.

Bloodreavers: Any captured Bloodreavers quickly inform the PCs that they sold the captives to the duergar.

ARE THE PLAYERS STUMPED?

If your players don't know what to do next, you may have to give them a nudge. Tell your players something like this: *While you're resting at the Halfmoon Inn, Rendil, the halfling you rescued earlier, pulls up a chair. "I just heard something strange," he says in a low voice. "The duergar of Clan Grimmerzhul bought a lot of provisions from Dreskin. The duergar have a trading post here in the Hall, but rumor has it that they have a fortress somewhere deeper in the Labyrinth."*

ENCOUNTER A2-1: GRIMMERZHUL TRADING POST

Encounter Level 4 (900 XP)

SETUP

4 duergar guards (G)

Kedhira, duergar theurge (T)

The PCs might decide to check out the duergar trading post in order to follow up on leads they received in the Chamber of Eyes. The duergar here aren't interested in fighting, but depending on the PCs' actions, a fight could break out.

When the PCs enter the Grimmerzhul Trading Post, show them "Inside the Grimmerzhul Trading Post" on page 28 of *Adventure Book One* and read:

The trading post is a sturdy building of gray stone carved into the cavern's wall. A sign above the door displays an emblem of a hammer and manacles. The front door leads to a counter, where two dwarflike creatures stand. They have skin of a sooty hue, bald heads, and stiff beards of rusty orange. "You don't look like merchants or mages," one says in heavily accented Common. "What's your business here?"

As long as the PCs remain in Room 1, the duergar are inclined to talk rather than fight. They don't say much, answering in as few words as possible and being evasive if asked probing questions.

The guards order the PCs to leave if the PCs become hostile, insulting, or if the characters press them about slave trading. If the PCs refuse to leave or if they try to enter another part of the trading post, the duergar attack.

TACTICS

If a fight breaks out, the duergar try to contain it to Room 1 while calling for help.

The guards in Rooms 2 and 4 roll initiative in the round that a fight starts, arriving through the southwestern door of Room 1 as soon as they can move there. Kedhira rolls initiative in the round after the fight starts.

When only two duergar remain, the survivors attempt to flee, with the intention of reporting to their allies in the Horned Hold. They flee toward the trading post's back room and the south door. Escaping, they head eastward along the Road of Shadows.

FEATURES OF THE AREA

Illumination: Bright light (lanterns).

Beds: A bed can provide cover for someone adjacent to it. Hopping onto a bed costs 1 extra square of movement. A character can use a standard action to tip over a bed, which can then grant superior cover to a prone creature.

Ceilings: 10 feet high.

Chairs: Chairs do not limit or restrict movement through a square. A chair is light enough to be picked up and used as an improvised weapon.

Counter: The counter can provide cover for someone adjacent to it. Hopping onto the counter costs 1 extra square of movement.

Barrels and Crates: These squares are difficult terrain, and a creature in one of these squares has cover.

Hearth: These provide warmth to the rooms. Any creature beginning its turn in a square occupied by fire takes 1d8 fire damage.

Secret Doors: The trading post contains two secret doors. A PC can detect a secret door with a DC 25 Perception check. The doors open easily and are not locked.

Tables: Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

Woodpiles: These squares are difficult terrain.

Windows: These are 1 foot wide and 3 feet tall, and they have iron shutters on the inside. It takes a move action to open or close a shutter. A creature attacking from behind a closed shutter has superior cover.

Treasure: A coffer under the counter contains eight gems worth 25 gp each, 20 gp, and 100 sp. A lockbox in Kedhira's room contains 50 gp and a +2 *magic orb*.

4 Duergar Guards (G)	Level 4 Soldier
Medium natural humanoid, dwarf (devil)	XP 175 each
Initiative +5	Senses Perception +4; darkvision
HP 60; Bloodied 30	
AC 21; Fortitude 18, Reflex 15, Will 16	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
☞ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Infernal Anger (minor; recharge ☞ ☞) ♦ Fire	
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11	
Str 17 (+5)	Dex 13 (+3) Wis 14 (+4)
Con 20 (+7)	Int 10 (+2) Cha 7 (+0)
Equipment chainmail, warhammer	

TRADING POST OVERVIEW

1. **Front Counter:** The duergar display their wares here, including metalwork such as weapons, tools, and utensils. The front door is locked and barred at night.
2. **Dining Room:** The duergar eat their meals and conduct negotiations with important customers here.
3. **Bunk Room:** The duergar guards sleep here.
4. **Back Room:** This area includes a small stove and provisions, and it also serves as a kitchen and stockroom. The door to the south is barred from the inside.
5. **Kedhira's Room:** This is the private room of Kedhira, leader of the trading post.

Kedhira, Duergar Theurge (T)	Level 5 Controller
Medium natural humanoid, dwarf (devil)	XP 200
Initiative +4	Senses Perception +4; darkvision
HP 64; Bloodied 32	
AC 20; Fortitude 17, Reflex 18, Will 17	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 1 damage.	
☞ Firebolt (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.	
☼ Brimstone Hail (standard; recharge ☞ ☞) ♦ Fire	
Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.	



☼ **Vile Fumes** (standard; recharge ☞ ☞) ♦ **Poison**

Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of the duergar theurge's next turn.

☞ **Wave of Despair** (standard; encounter) ♦ **Psychic**

Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).

Alignment Evil

Languages Common, Deep Speech, Dwarven

Skills Dungeoneering +11

Str 13 (+3)

Dex 15 (+4)

Wis 14 (+4)

Con 16 (+5)

Int 18 (+6)

Cha 11 (+2)

Equipment warhammer

CONCLUSION

The PCs must find where the duergar are keeping the captives, and there are three ways to do so.

Interrogate a Captured Duergar: If the PCs capture a duergar, a DC 25 Intimidate check convinces the duergar to talk. He tells the PCs about a stronghold called the Horned Hold deeper in the Labyrinth and grudgingly describes how to find it.

Ransack the Trading Post: In the desk in Kedhira's room is a rough map of the Labyrinth that includes the location of the Horned Hold, along with a recent letter from Murkeltmor instructing Kedhira to purchase additional provisions to feed "our new merchandise."

Gather Rumors in the Hall: If the PCs ask around about the duergar, they learn that Gendar, the drow who runs the curio shop, is the person to see for information. Gendar knows about the Horned Hold and where to find it, but he won't part with this information for free. After questioning the adventurers about what happened in the Chamber of Eyes, he offers to sell the information for 200 gp or else petitions them to complete a quest (see page 14 of *Adventure Book One*).

AREA 2: THE HORNED HOLD (H1–H8)

The second part of the adventure takes place in the Horned Hold, an abandoned minotaur stronghold that the duergar of Clan Grimmerzhul have taken over.

The hold consists of three minor strongholds that sit on either side of a deep chasm. The chasm is about 300 feet deep. A shallow, boulder-strewn stream flows at the bottom. The roof of the cavern containing the Horned Hold is about 25 feet above the tops of the strongholds.

FINDING THE HOLD

The Horned Hold lies about half a mile from the Seven-Pillared Hall. The duergar take the Road of Shadows southeast, crossing the northern end of the chasm before turning southward into a minor tunnel. That path emerges onto a ledge of the chasm that continues south until reaching the first of the strongholds. The Grimmerzhul keep this route secret, leaving it devoid of any lanterns or trail signs. The PCs can find the way to the Hold in three different ways (see Interlude 1 on page 10 of this book).

THE GRIMMERZHUL

The duergar of Clan Grimmerzhul come from a small duergar city deep in the Underdark. Getting to the city requires half a week's journey through dangerous tunnels. Consequently, Clan Grimmerzhul, one of the city's foremost mercantile forces, decided to establish a base closer to the Seven-Pillared Hall where they do business with the Mages of Saruun and the Bloodreavers. They chose the Horned Hold in the ruins of Saruun Khel.

The head of Clan Grimmerzhul in the Labyrinth is Murkelmor, a paladin of Asmodeus. Murkelmor lairs in the Horned Hold, and he rarely ventures to the Seven-Pillared Hall. His chief subordinates are Kedhira, the duergar theurge in charge of the trading post in the Seven-Pillared Hall; Rundarr, commander of the Horned Hold's secondary fortress; and Urwol, the hold's master smith. Duergar guards and scouts, along with orc thralls, are stationed at the Hold.

If the PCs attack the Horned Hold and leave before killing Murkelmor, the duergar leader sends word to the city requesting reinforcements. In six days, a supply of duergar sufficient to replace any killed in earlier battles arrive at the Horned Hold. You can restock encounters with these reinforcements or create new encounters if you prefer.

HORNED HOLD OVERVIEW

The duergar keep the Horned Hold in good repair, though several chambers have yet to receive attention. The plaster on most of the interior walls has peeled off, revealing old masonry. The floors and ceilings are smooth, but dust and cracks reveal their age.

NORTHERN FORTRESS

1. Ledge: The path leading south from the Road of Shadows ends here. A low stone wall lines the edge of the chasm.

2. Portcullis (H1): The hold's main gate is defended by a sturdy portcullis and a squad of orc guards.

3. Armory: This chamber contains several weapon racks and six dummies on which armor has been placed. The room contains three suits of scale armor, three suits of chainmail, five crossbows, ten spears, five battleaxes, and five short swords.

4. Orc Barracks: The orcs in Locations 2 and 7 take turns sleeping here.

5. Duergar Bunk Room (H2): The duergar who work in Location 7 sleep here.

6. Well: This room holds a well that supplies drinking water for this part of the hold.

7. Workshop (H2): A great furnace stoked by orc thralls dominates this room. Several duergar weapon-smiths work here under the master smith, Urwol.

8. Urwol's Room: This is Urwol's bedroom.

9. North Bridge: This narrow bridge has sturdy rails on either side. The door leading to Location 18 is locked and requires a DC 20 Thievery check to open or a DC 20 Strength check to break down.

SOUTHERN FORTRESS

10. Southern Hall: The doors leading to the north are sturdy and can be barred from the south side, but they are normally left unsecured. Arrow slits line the western wall, aimed toward Location 9.

11. Storeroom: This room is filled with barrels and crates of foodstuffs, including flour, smoked meat, wheels of cheese, and ale. This is a safe place for adventurers to rest because the Hold's occupants rarely visit the room.

12. Thrall Quarters: The three human thralls who work in the kitchen (Location 14) sleep here.

13. Great Hall (H3): This hall serves as a refectory and gathering place for the duergar. Several duergar are present or in the bunk room nearby, including Rundarr, the officer who commands the southern fortress.

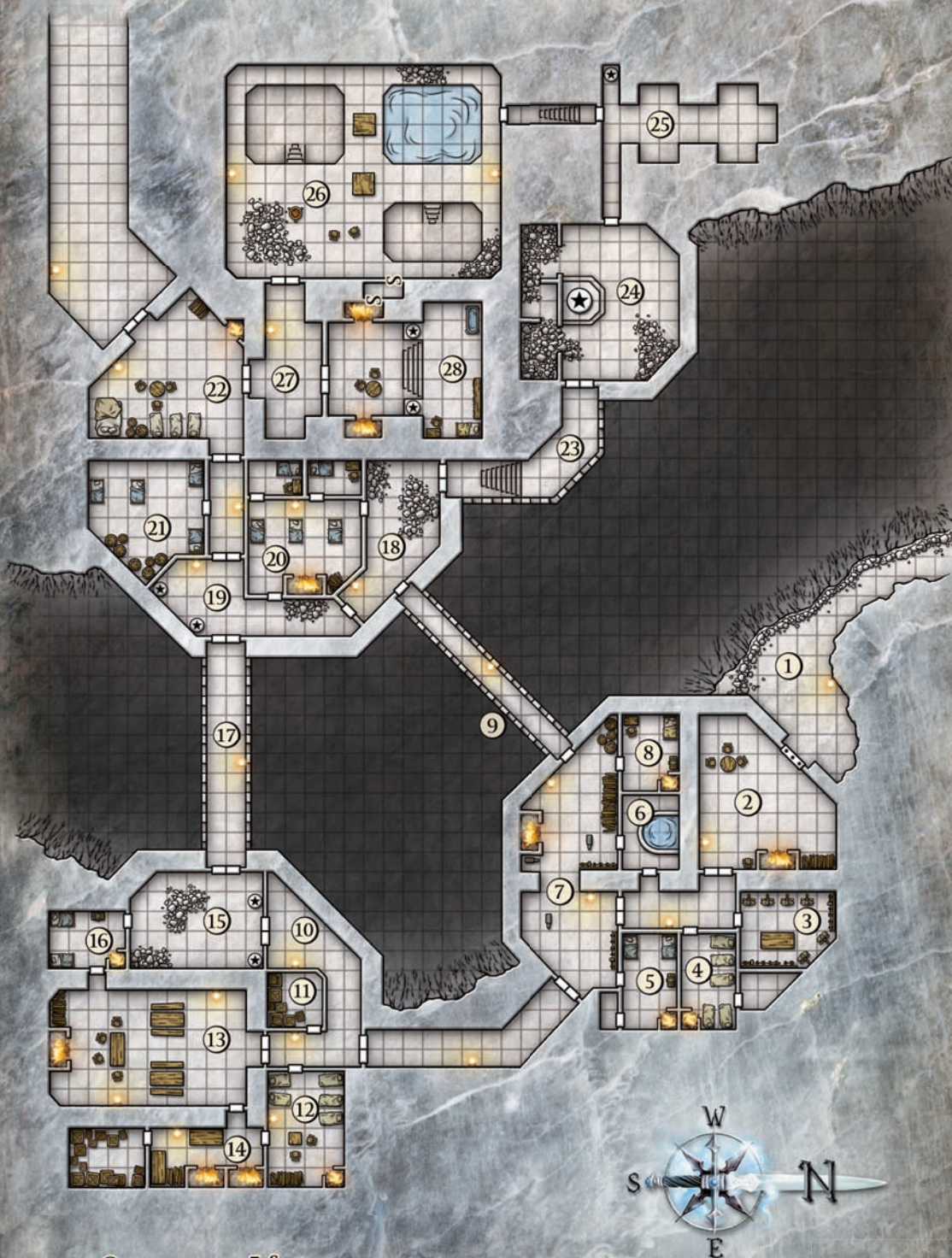
14. Kitchen: The thralls from Location 12 spend most of their time working here. The room to the south serves as a large pantry.

15. Ruined Trophy Room (H3): This room contains several decrepit, mounted trophies, dangerous beasts and Underdark monsters hunted by minotaur nobles long ago. Duergar stand watch here.

16. Duergar Barracks: The duergar on guard in Location 15 sleep in this room, which includes a fireplace, bunks, and footlockers.

THE HORNED HOLD

AREA 2: THE HORNED HOLD



One square = 5 feet

17. South Bridge (H4): Like the north bridge, this span has rails on either side. The guards in Location 19 keep watch on this bridge and can fire on approaching enemies.

WESTERN FORTRESS

18. Sealed Hall: This old hall is rarely used. The door leading to the north bridge (Location 9) is locked.

19. Guard Post (H4): Duergar and arbalesters keep watch here.

20. North Barracks (H4): The duergar in this room are close enough to Location 19 to hear fighting or calls for aid. Two private rooms adjoin this room. Rundarr's room is in the north, and a theurge's room is in the south. The large room includes a fireplace, bunks, and footlockers.

21. South Barracks: The duergar standing watch in Murkelmor's chamber (Location 28) and the slave pits (Location 26) sleep in this room. Two arrow slits covered by iron shutters look out into Location 22. If the adventurers open the shutters, they see the creatures in that area. Like in the other barracks, each duergar living here has his own bed and footlocker.

22. The South Gate (H5): Several orcs and an ogre stand watch here, protecting the Hold's southern entrance.

23. Battlement: A crenellated wall protects this balcony. Archers can easily shoot onto the path at Location 1, but the duergar don't usually bother to post guards here. If they are alert for trouble, though, this location will have guards.

24. Ruined Chapel (H6): This was once a shrine dedicated to Baphomet, the demon lord of the minotaurs, but it was abandoned long ago. Wights and specters haunt this place, so the duergar avoid it.

25. Crypts: The remains of about two dozen minotaur warriors lie here in burial niches along the walls. In the southern hallway stands a statue of a grim-looking skeletal minotaur with a greataxe—a minotaur version of the Grim Reaper. An iron door leading to the south is locked. It can be unlocked with a DC 20 Thievery check or broken open with a DC 25 Strength check.

26. Slave Pits (H7): This large chamber once held three cisterns that stored water for the Hold. One is filled with water, and two have been drained and converted into holding cells for slaves, including the captives from Riverdown that the adventurers might be seeking.

A secret door (DC 25 Perception to notice) leads to Murkelmor's chambers (Location 28), but only Murkelmor knows about it.

27. Foyer: The walls of this small room display bas-reliefs of minotaurs and demons destroying a dwarf army and sacking their citadel. Bronze doors to the north are emblazoned with the image of a minotaur's head.

28. Murkelmor's Chambers (H8): Murkelmor, chief of the Grimmerzhul duergar, resides in this room. Two magically fueled fires burn in the great hearths on either side of the chamber. A secret door in the fireplace leads to Location 26, but only Murkelmor knows about it. The room is divided into a lower and upper level by a short set of steps.

GENERAL FEATURES

Unless otherwise noted in an encounter description, the information here pertains to the locations throughout the Horned Hold.

Illumination: Locations 3, 5, 6, 11, 21, 23, 24, and 25 are dark. All other areas are illuminated by lanterns or fireplaces that provide bright light.

Beds: A bed can provide cover for someone adjacent to it. Hopping onto a bed costs 1 extra square of movement. A character can use a standard action to tip over a bed, which can then grant superior cover to a prone creature.

Ceilings: 15 feet high.

Chairs: Chairs do not limit or restrict movement through a square. A chair is light enough to be picked up and used as an improvised weapon.

Barrels and Crates: These cluttered squares are considered difficult terrain, and a creature in one of these squares has cover.

Debris and Rubble: Many parts of the Horned Hold are derelict, and they contain debris that has fallen from the walls and ceiling or that the duergar cleared from other areas. Squares containing debris or rubble are considered difficult terrain.

Doors: Doors are unlocked and made of wood with banded iron.

Fires: These provide warmth to the rooms. Any creature beginning its turn in a square occupied by fire takes 1d8 fire damage.

Statues: Entering a square containing a statue costs 1 extra square of movement. A character has cover while in a space occupied by a statue.

Tables: A table or a similar piece of furniture is tall enough that a Small creature can move under it and gain cover from doing so. Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

Woodpiles: These squares are considered difficult terrain.

ENCOUNTER H1: THE PORTCULLIS

Encounter Level 4 (875 XP)

SETUP

5 orc berserkers (O)

A group of five orcs stands watch in this chamber. The door that once guarded this entrance was destroyed long ago, and the duergar have placed a temporary portcullis of timber and iron here.

When the PCs arrive, show “View of the Horned Hold” on page 29 of *Adventure Book One* and read:

The path winds along the edge of a deep chasm for several hundred feet, rounding a corner to reveal several large bastions clinging to the side of the chasm. Two bridges span the chasm’s depths, linking the bastions together. The path ends at the nearest fortress, where a portcullis blocks the way. A couple of orcs are visible behind the portcullis, keeping watch.

Five orcs generally garrison this area, and three watch over the path (Location 1) at any given time. If a duergar from the Grimmerzhul Trading Post in the Seven-Pillared Hall escaped the PCs’ assault (see Encounter A2-1 on page 10 of this book), then the orcs from Encounter H2 are here also. The orcs notice the PCs approaching unless the PCs make DC 13 Stealth checks.

5 Orc Berserkers (O)	Level 4 Brute
Medium natural humanoid	XP 175 each
Initiative +3	Senses Perception +2; low-light vision
HP 66; Bloodied 33; see also warrior’s surge	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
⬇ Longspear (standard; at-will) ♦ Weapon	
Reach 2; +8 vs. AC; 1d10 + 5 damage	
↘ Crossbow (standard; at-will) ♦ Weapon	
Range 15/30; +8 vs. AC; 1d8 + 3 damage.	
⬇ Warrior’s Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +6	
Str 20 (+7)	Dex 13 (+3)
Con 16 (+5)	Int 8 (+1)
	Wis 10 (+2)
	Cha 9 (+1)
Equipment leather armor, long spear, crossbow, 10 bolts	

TACTICS

The orcs move adjacent to the portcullis and attack with either their crossbows or longspears, gaining cover and ignoring the enemies’ cover.

If three orcs fall, the remaining two flee to Location 7 and warn the duergar there.

FEATURES OF THE AREA

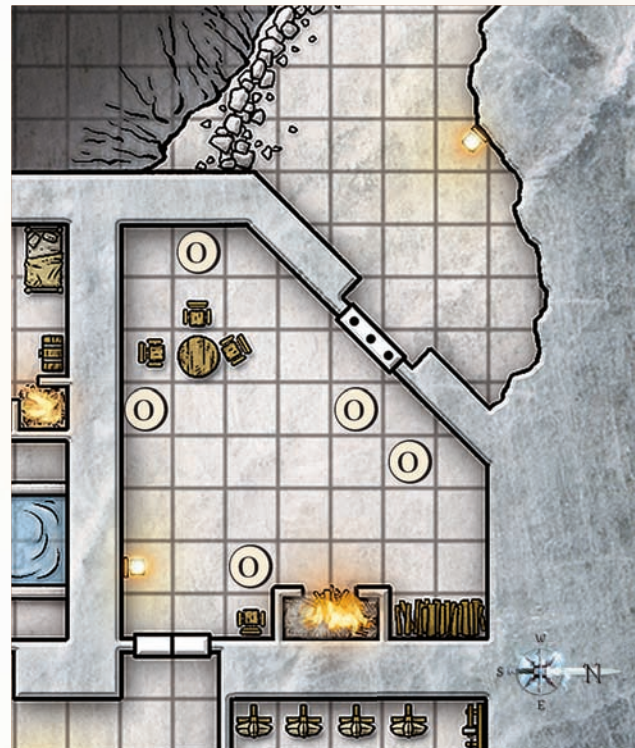
Ceiling: 25 feet high (Locations 1 and 9 only).

Escarpment: A character that climbs (DC 10 Athletics check) over the low wall along the side of the path in Location 1 enters the escarpment’s squares. Any character entering one of these squares slips, falling 30 feet per round. The escarpment’s surface is rough, and a character slipping down it takes 1d10 damage per 10 feet up to the chasm’s depth of 300 feet. A character can attempt one DC 20 Athletics check per 30 feet to catch hold of the rock.

Portcullis: The portcullis swings outward instead of rising or lowering. The gate is locked from the inside and requires a character adjacent to the portcullis to succeed at a DC 22 Thievery check to unlock. The portcullis provides cover; however, creatures adjacent to the portcullis making a ranged attack or using a spear or a polearm against a creature on the opposite side of the portcullis can ignore this cover. A creature can wrench the portcullis open with a DC 25 Strength check or break through by dealing 60 damage to it.

CONCLUSION

If the adventurers leave the Horned Hold before eliminating all the duergar, they return to find the portcullis repaired and the area guarded by two duergar scouts and two duergar shock troopers.



ENCOUNTER H2: DUERGAR WORKSHOP

Encounter Level 4 (900 XP)

SETUP

2 orc berserkers (O)
2 duergar scouts (D)
Urwol, master smith (U)

This large chamber is equipped as a foundry. The Hold's master smith, Urwol, works here, fashioning arms and armor for the Grimmerzhul to sell in the Seven-Pillared Hall, as well as working on special projects for the Mages of Saruun. Two other duergar also work here, as well as two orc thralls who keep the fires stoked.

When the PCs approach a door leading to this area, read:

The ring of hammers striking anvils and the roar of flames comes from the next room.

When the PCs open the door, read:

A large furnace roars loudly on one side of the room, stoked by an orc at the bellows. A dwarf with sooty black skin and a stiff, rust-colored beard works at an anvil nearby, beating a glowing blade into shape. Racks full of recently finished weapons line the walls.

If any orcs from Encounter H1 reached this area and warned the duergar, then the creatures here won't be surprised to see the adventurers. Similarly, if a duergar from the Grimmerzhul Trading Post escaped the PCs' assault, then the orc berserkers are absent (having moved to Location 2), and any duergar that escaped from the Trading Post are present here.

If the orcs in Location 2 didn't manage to warn the duergar in this room, then the duergar and their thralls are busily engaged in their work and can be surprised. However, you should reveal or describe only the duergar visible to the PCs when they enter. Depending on the door from which the characters enter, they might not see one or more of the room's occupants.

ROLEPLAYING URWOL

The master smith is vain, confident, and a master of his craft. He is also a bully who commands the foundry with an iron fist. He orders the orcs and duergar to defend the workshop, commanding them to protect the honor and property of the duergar. "Do not disappoint me," Urwol is fond of saying, as well as "If you make me look bad, I will use your skull as an anvil."

Urwol has no patience for interruptions. He feels that his work is much too important for such delays. He hates those from the surface with a passion, and he is quite content to focus his hatred on the adventurers who have invaded his workshop. Particularly, he directs his attacks and verbal jabs at any dwarf characters among the adventurers' party.

Although Urwol has a dislike for the surface races, he tolerates the Mages of Saruun and bows to their greater power—especially since the mages continue to pay well and ask for the most interesting magical trinkets to be crafted by Urwol and his assistants.

2 Orc Berserkers (O)	Level 4 Brute
Medium natural humanoid	XP 175 each
Initiative +3	Senses Perception +2; low-light vision
HP 66; Bloodied 33; see also <i>warrior's surge</i>	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
⚔ Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⚔ Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil	Languages 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)
Equipment leather armor, greataxe	

2 Duergar Scouts (D)	Level 4 Lurker
Medium natural humanoid, dwarf (devil)	XP 175 each
Initiative +9	Senses Perception +9; darkvision
HP 48; Bloodied 24	
AC 19; Fortitude 17, Reflex 17, Will 16	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d10 + 2 damage.	
⚔ Crossbow (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 3 damage.	
⚔ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Combat Advantage	
When the duergar scout has combat advantage, its melee and ranged attacks deal an extra 2d6 damage on a hit.	
Invisibility (minor; recharge ☐ ☐ ☐ ☐)	
The duergar scout can turn invisible until the end of its next turn. It becomes visible if it takes a standard action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11, Stealth +10	
Str 15 (+4)	Dex 17 (+5) Wis 14 (+4)
Con 18 (+6)	Int 10 (+2) Cha 7 (+0)
Equipment chainmail, warhammer, crossbow, 10 bolts	

Urwol, Master Smith (U)		Level 5 Controller
Medium natural humanoid, dwarf (devil)		XP 200
Initiative +4 Senses Perception +4; darkvision		
HP 64; Bloodied 32		
AC 20; Fortitude 17, Reflex 18, Will 17		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d10 + 1 damage.		
⚡ Firebolt (standard; at-will) ♦ Fire		
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.		
⚡ Fire of the Forge (standard; encounter) ♦ Fire		
Ranged 10; target up to three creatures within 5 squares of each other who are wielding melee weapons; +9 vs. Fortitude; 2d6 + 2 fire damage, and the target takes ongoing 5 fire damage and a -2 penalty to melee attack rolls (save ends both).		
✱ Brimstone Hail (standard; recharge ⏏ ⏏) ♦ Fire		
Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.		
✱ Vile Fumes (standard; recharge ⏏ ⏏) ♦ Poison		
Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of Urwol's next turn.		
✱ Iron Storm (standard; sustain standard; at-will)		
Area burst 1 within 10; +9 vs. AC; 1d10 + 3, and the target is dazed (save ends). When Urwol uses a standard action to sustain the zone, it repeats its attack as part of the standard action. As a move action, Urwol can move the zone to a new space within range.		
Alignment Evil		Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11		
Str 13 (+3)	Dex 15 (+4)	Wis 14 (+4)
Con 16 (+5)	Int 18 (+6)	Cha 11 (+2)
Equipment warhammer		

TACTICS

Urwol and his orc thralls defend the workshop fiercely; the orcs move to engage in melee, while Urwol stays back and uses his ranged and area powers. He begins battle with *fire of the forge* and then uses *brimstone hail* and *iron storm* whenever possible.

The duergar scouts use *invisibility* as soon as possible, sneaking into positions to gain combat advantage.

If the duergar are defeated, the orcs try to flee to Location 2, with the intention of leaving the Hold. Urwol fights to the death, and if he is defeated, the duergar scouts try to disengage and head south to Location 13 where they can join the forces in Encounter H3. The duergar and the orcs know that the door from Location 9 into Location 18 is locked and won't go that way.

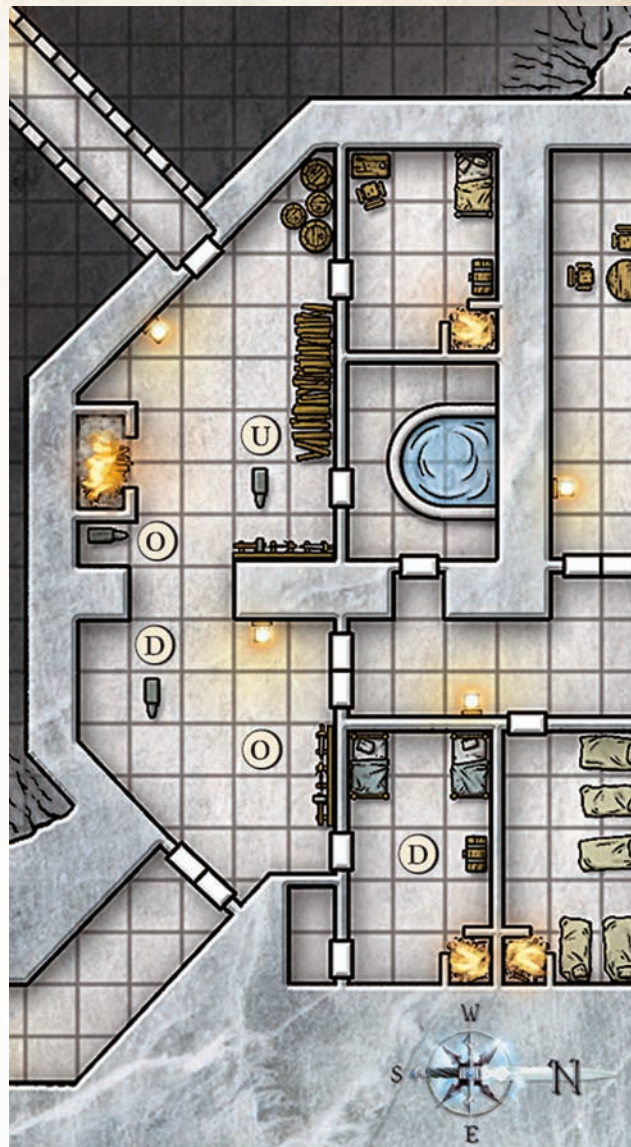
FEATURES OF THE AREA

Anvil: Each of the three anvils is 3 feet tall. These squares are considered difficult terrain.

Barrels: The barrels contain sand, iron ingots, copper wire, mineral oil, vinegar, and other smithing provisions.

Furnace: A creature that enters the furnace immediately takes 1d12 fire damage and takes 1d12 fire damage at the start of any turn it begins there.

Weapon Racks: These hold halberds and warhammers. If a creature is adjacent to a weapon rack, it can grab a weapon as a minor action.



ENCOUNTER H2: DUERGAR WORKSHOP

Well: Location 6 has a well filled with water that is 5 feet deep. The lip of the well is flush with the floor.

Treasure: The room to the northwest (Location 8) is Urwol's chamber. A chest in that room contains 206 sp and 196 gp. Hanging on the wall over the bed is a skull scepter—the relic that Gendar may have asked the PCs to retrieve for him (see *Adventure Book One* page 14).

The weapons racks in the main chamber hold ten warhammers and ten halberds.

The bunk room to the northeast (Location 5) belongs to the duergar scouts who work in the forge. A footlocker there contains clothing and other mundane items. However, a character making a DC 25 Perception check notices a loose stone by the room's hearth, behind which the scouts have stashed a small bag of valuables, including 93 sp, 13 gp, and four small emeralds worth 10 gp each.

ENCOUNTER H3: THE GREAT HALL

Encounter Level 5 (1,200 XP)

SETUP

2 duergar scouts (S)
2 duergar guards (G)
Rundarr, duergar champion (R)

This chamber serves as a dining room and meeting place for the duergar in the Horned Hold. Here, the duergar champion Rundarr manages the southern fortress, keeping watch over the kitchen thralls (T) and ensuring his soldiers stay alert.

This encounter includes a guard post to the west of the great hall (Location 15) and the barracks between the two rooms (Location 16). Any fight that breaks out in one location is likely to include the others.

When the PCs enter Location 13, read:

This expansive chamber appears to be some kind of dining hall. Three large tables are arranged on the floor, and against the far wall a fire crackles in a large fireplace. Two gray-skinned dwarves are here, finishing their meals. Near a small door to the east stands a human wearing tattered clothes and carrying a tray of dirty dishes.

When the PCs enter Location 15, read:

This large ruined hall might once have been a trophy room of some kind. On one side of the northern door stands the stuffed and mounted form of an octopus-headed creature in black robes. On the other side stands a stuffed lizardlike monster with eight legs and large golden eyes. The features of the trophies show signs of decay. Several other more mundane trophies lie in heaps on the floor. Two gray-skinned dwarves stand guard here.

The encounter begins when the PCs enter either Location 13 or 15.

Regardless of where the fight begins, the duergar scout in the barracks (Location 16) hears the cries of alarm and the sound of combat. He investigates the noises, peeking out from behind the door. The PCs notice this with a DC 17 Perception check. The duergar then immediately ducks away and goes to get help from the other room.

The duergar in the other room rush north and circle around through the large hallway, hoping to enter from behind the attackers. They roll initiative and join the fight after they are alerted.

If any duergar from Location 7 escaped to warn their allies in the southern fortress, then all five duergar, plus any survivors from the northern fortress, are assembled in Location 13.

Through a cracked door, one of the scouts watches the northern hallway, monitoring the PCs' progress. If the PCs don't enter Location 13, then the duergar move through Location 16 and into Location 15 to intercept them. A PC entering the area north of the great hall can detect the duergar spying on them with a DC 22 Perception check.

The human in Location 13 flees, moving to the kitchen (Location 14) to join his fellow slaves. They then rush to their quarters (Location 12), where they attempt to hide.

2 Duergar Guards (G)	Level 4 Soldier
Medium natural humanoid, dwarf (devil)	XP 175 each
Initiative +5	Senses Perception +4; darkvision
HP 60; Bloodied 30	
AC 21; Fortitude 18, Reflex 15, Will 16	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
☞ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Infernal Anger (minor; recharge ☞ ☞ ☞) ♦ Fire	
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11	
Str 17 (+5)	Dex 13 (+3) Wis 14 (+4)
Con 20 (+7)	Int 10 (+2) Cha 7 (+0)
Equipment chainmail, warhammer	

2 Duergar Scouts (S)	Level 4 Lurker
Medium natural humanoid, dwarf (devil)	XP 175 each
Initiative +9	Senses Perception +9; darkvision
HP 48; Bloodied 24	
AC 19; Fortitude 17, Reflex 17, Will 16	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d10 + 2 damage.	
☞ Crossbow (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 3 damage.	
☞ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Combat Advantage	
When the duergar scout has combat advantage, its melee and ranged attacks deal an extra 2d6 damage on a hit.	
Invisibility (minor; recharge ☞ ☞ ☞)	
The duergar scout can turn invisible until the end of its next turn. It becomes visible if it takes a standard action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11, Stealth +10	
Str 15 (+4)	Dex 17 (+5) Wis 14 (+4)
Con 18 (+6)	Int 10 (+2) Cha 7 (+0)
Equipment chainmail, warhammer, crossbow, 10 bolts	

Rundarr, Duergar Champion (R)	Level 6 Elite Brute
Medium natural humanoid, dwarf (devil)	XP 500
Initiative +3	Senses Perception +5; darkvision
HP 180; Bloodied 90	
AC 19; Fortitude 20, Reflex 16, Will 18	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
Action Points 1	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 4 damage.	
⚔ Double Attack (standard; at-will) ♦ Weapon	
Rundarr makes two warhammer attacks.	
☞ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Dwarven Greaves (immediate interrupt, when subjected to a pull, a push, or a slide effect; encounter)	
Rundarr negates the forced movement and is immobilized until the end of his next turn.	
Expand (when first bloodied; encounter) ♦ Polymorph	
Rundarr becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that Rundarr comes to occupy are pushed 1 square. Rundarr also gains reach 2 and a +5 bonus to its melee damage rolls. Rundarr remains Large until the end of the encounter.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +12	
Str 19 (+7)	Dex 11 (+3) Wis 14 (+5)
Con 20 (+8)	Int 10 (+3) Cha 7 (+1)
Equipment chainmail, warhammer, <i>dwarven greaves</i>	

FEATURES OF THE AREA

Barrels and Crates: These contain salted meat, hard-tack, flour, ale, smoked fish, and dried fruit.

Ceiling: 25 feet high (Location 13 only).

Trophies: Moving into a square containing a trophy costs 1 extra square of movement. A character has cover while in the trophy's space.

Treasure: Rundarr is equipped with *dwarven greaves*. A character examining his body can identify the greaves as valuable. Rundarr also carries a small iron key that unlocks the chest in Location 20.

TACTICS

The duergar guards use *infernal anger* early in the combat and then again as soon as it recharges. They charge forward and attempt to engage enemies, creating opportunities for the duergar scouts to use *invisibility* to slip in to gain combat advantage. The scouts try to attack vulnerable strikers and controllers.

Rundarr's temper is legendary among the Grimmerzhul, who are bad-tempered by nature. He throws himself into the fight and dedicates himself to pulverizing the first enemy to do him harm. He constantly shouts oaths and hurls insults at his foes.

The duergar don't consider retreating unless Rundarr falls. Rundarr stands his ground, fighting to the death. Any duergar survivors flee to Location 19, where they join their allies.



ENCOUNTER H3: THE GREAT HALL

CONCLUSION

The human thralls are named Arum, Bessa, and Calder, and they are from Fallcrest, a town west of Thunderspire. They were captured in a Bloodreaver raid six months ago and sold to the duergar. They have been slaves ever since. They're not the captives from Riverdown that the adventurers might be seeking, but they know that more slaves are held in the western fortress (Location 26), because they bring food to them once per day. The thralls want only to escape, and they beg the PCs to escort them to the Seven-Pillared Hall, which they know about by reputation. They are willing to depart without the PCs if they're given weapons.

ENCOUNTER H4: WESTERN GUARD POST

Encounter Level 5 (1,075 XP)

SETUP

2 arbalesters (A)

3 duergar guards (G)

1 duergar theurge (T)

This guard post protects the path from one stronghold to another. The encounter includes two groups of creatures: a duergar guard and a duergar theurge in the nearby barracks (Location 20), and two duergar guards and two arbalesters in the guard post (Location 19).

If the PCs approach from the sealed hall (Location 18), the encounter begins when they open the door leading to the barracks (Location 20) or the door leading to the guard post (Location 19). The duergar occupying a room notice the door opening.

If the PCs approach from the south bridge (Location 17), the duergar keeping watch through small shutters in the double door see them as soon as they exit Location 15. The duergar allow the arbalesters to move into squares adjacent to the door and fire at the PCs through slots in the door. (Note that the arbalesters have superior cover while firing through the slots.) While the arbalesters attack the PCs, the duergar gather their allies from Location 20.

If the PCs somehow cross the south bridge unseen or in disguise, they reach the double doors into Location 19 without trouble. However, they must still contend with the barred door, either by convincing the guards to unbar it (have a character speaking to a duergar make a Bluff check against the duergar's Insight check) or by using another method (see "Features of the Area").

If one of the duergar from Encounter H3 escaped to this room, then all the duergar begin in Location 19.

If the PCs enter Location 20 from the sealed hall (Location 18), read:

This large chamber has three double bunks and a fireplace. Two doors lead to the west, and a third leads to the east. Two gray dwarves are here; one oiling a dagger, the other studying a tome.

If the PCs enter Location 19 from Location 18 or 20, read:

This hallway follows the outer wall of the fortress and then opens up in a foyer in the south. Two statues depicting stern-looking female minotaurs in ornate gowns stand in the southeastern corner of the room. Two duergar stand beside double doors, accompanied by a pair of strange clockwork mechanisms resembling crossbows on articulated legs.

If the PCs approach Location 19 from the bridge, read:

On the other side of the bridge stands another fortress. The bridge ends at wooden double doors reinforced by iron bands.

If the PCs approach from the south bridge, they might be surprised unless they succeed on a Perception check.

Perception Check

DC 15: *There's a flicker of movement from a couple of small openings in the double doors. The light beyond reveals a silhouetted form, which you now can see is raising a crossbow and taking aim.*

2 Arbalesters (A)		Level 4 Artillery
Medium natural animate (construct, homunculus)		XP 175 each
Initiative +6	Senses Perception +8; darkvision	
HP 43; Bloodied 21		
AC 17; Fortitude 16, Reflex 18, Will 15		
Immune disease, poison		
Speed 6		
⚔ Slam (standard; at-will)		
+11 vs. AC; 1d4 + 2 damage.		
⚔ Bolt (standard; at-will)		
Ranged 20/40; +11 vs. AC; 1d8 + 4 damage.		
⚔ Double Shot (standard; recharge ⏏ ⏏ ⏏; see also <i>guard area</i>)		
The arbalester makes a bolt attack against two different targets within 5 squares of each other.		
Guard Area		
At the start of the arbalester's turn, if an enemy is in its guarded area (see "Tactics" for details), the arbalester recharges its <i>double shot</i> power.		
Alignment Unaligned		Languages –
Str 15 (+4)	Dex 18 (+6)	Wis 12 (+3)
Con 13 (+3)	Int 5 (-1)	Cha 8 (-1)

3 Duergar Guards (G)		Level 4 Soldier
Medium natural humanoid, dwarf (devil)		XP 175 each
Initiative +5	Senses Perception +4; darkvision	
HP 60; Bloodied 30		
AC 21; Fortitude 18, Reflex 15, Will 16		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⬇ Warhammer (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10 + 3 damage.		
⚔ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).		
Infernal Anger (minor; recharge ⏏ ⏏) ♦ Fire		
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +11		
Str 17 (+5)	Dex 13 (+3)	Wis 14 (+4)
Con 20 (+7)	Int 10 (+2)	Cha 7 (+0)
Equipment chainmail armor, warhammer		

Duergar Theurge (T)		Level 5 Controller
Medium natural humanoid, dwarf (devil)		XP 200
Initiative +4 Senses Perception +4; darkvision		
HP 64; Bloodied 32		
AC 20; Fortitude 17, Reflex 18, Will 17		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
⚔ Warhammer (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d10 + 1 damage.		
⚡ Firebolt (standard; at-will) ♦ Fire		
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.		
☄ Brimstone Hail (standard; recharge ⏏ ⏏) ♦ Fire		
Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.		
☄ Vile Fumes (standard; recharge ⏏ ⏏) ♦ Poison		
Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of the duergar theurge's next turn.		
⚡ Wave of Despair (standard; encounter) ♦ Psychic		
Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).		
Alignment Evil Languages Common, Deep Speech, Dwarven		
Skills Dungeoneering +11		
Str 13 (+3)	Dex 15 (+4)	Wis 14 (+4)
Con 16 (+5)	Int 18 (+6)	Cha 11 (+2)
Equipment warhammer		

TACTICS

The duergar in Locations 19 and 20 can easily hear each other. Whichever group isn't fighting the PCs joins the battle, rolling initiative as soon as they hear the sounds of battle or a call for help.

The western side of the bridge and Location 19 are the arbalesters' guarded area, so while the PCs are in either of those areas, the arbalesters gain the benefit of *double shot*. The duergar wait behind the arbalesters, and as soon as the PCs enter, the arbalesters retreat and the guards move forward to engage the adventurers in melee.

The duergar theurge stays back and relies on ranged attacks until several of the PCs make it past the guards, at which point he uses *wave of despair*. The arbalesters continue to shoot at the PCs as long as the PCs remain in Locations 17 or 19. They do not pursue the PCs outside those areas.

When only one duergar remains, the survivor attempts to flee, moving toward Location 22 to warn the ogre and

the orcs. The duergar then joins Murkelmor in Location 28.

FEATURES OF THE AREA

Barred Double Doors: The iron-reinforced double door between Locations 17 and 19 is barred from inside Location 19. It takes a DC 20 Strength check to force the door, or a DC 25 Thievery check to unlock the door.

Each half of the double door is fitted with a shutter suitable for missile fire. Creatures on one side of the opening have superior cover against attacks from the other side. Someone standing adjacent to the door can block the opening by holding a shield, a pack, or an item of a similar size against it.

Ceiling: 25 feet high (Location 17 only).

Hearth: This provides warmth to the room. Any creature beginning its turn in the hearth takes 1d8 fire damage.

Treasure: One of the small rooms adjoining Location 20 belongs to Rundarr (see Encounter H3), and the other belongs to the theurge in this encounter. Rundarr keeps a locked iron chest in his quarters. The chest can be opened with the key Rundarr carries, or it can be opened with a DC 20 Thievery check. Inside the chest are 40 gp and three rubies worth 100 gp each.



ENCOUNTER H5: SOUTH GATE

Encounter Level 4 (950 XP)

SETUP

1 ogre savage (O)

4 orc raiders (R)

From Location 22, a passageway leads west into the Labyrinth. The duergar usually travel along the Road of Shadows when going to and from the Hold, and therefore this gate doesn't see much traffic. However, dangerous monsters sometimes wander the area, so the duergar keep guards posted here. The Grimmerzhul have assigned four orcs and an ogre to stand watch.

The walls and doors separating Location 22 from the other areas are thick, so the orcs and the ogre don't hear commotion in the vicinity. However, if a duergar flees from Encounter H4, he passes through this room. If that happens, the orcs and the ogre are ready for combat when the PCs arrive.

The encounter begins when the characters open a door into Location 22. If the characters listen at the door, allow them to make Perception checks.

Perception Check

DC 15: *You hear rough voices speaking in a guttural language. A rumbling voice interrupts the speakers; the first speaker laughs harshly and then resumes talking.*

If the listener understands Giant, he or she hears the first two speakers telling stories of plundering a town. The other speaker seems unable to comprehend the story.

When the PCs open the door, read:

A tall double door of solid iron stands in the southwest corner of this room. Four orc warriors are milling about, talking and keeping watch. In addition to the orcs, a hulking ogre with an iron collar is hunkered down in a corner of the room.

Ogre Savage	Level 8 Brute
Large natural humanoid	XP 350
Initiative +4	Senses Perception +4
HP 111; Bloodied 55	
AC 19; Fortitude 21, Reflex 16, Will 16	
Speed 8	
⚔ Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +11 vs. AC; 1d10 + 5 damage.	
⚔ Angry Smash (standard; recharge [3]) ♦ Weapon	
The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.	
Alignment Chaotic evil	Languages Giant
Str 21 (+9)	Dex 11 (+4)
Con 21 (+9)	Int 4 (+1)
	Wis 11 (+4)
	Cha 6 (+2)
Equipment hide armor, greatclub	

4 Orc Raiders (R)	Level 3 Skirmisher
Medium natural humanoid	XP 150 each
Initiative +5	Senses Perception +1; low-light vision
HP 46; Bloodied 23; see also warrior's surge	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
⚔ Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
✂ Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also killer's eye.	
⚔ Warrior's Surge (standard, usable only while bloodied; 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.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	Dex 15 (+3)
Con 14 (+3)	Int 8 (+0)
	Wis 10 (+1)
	Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

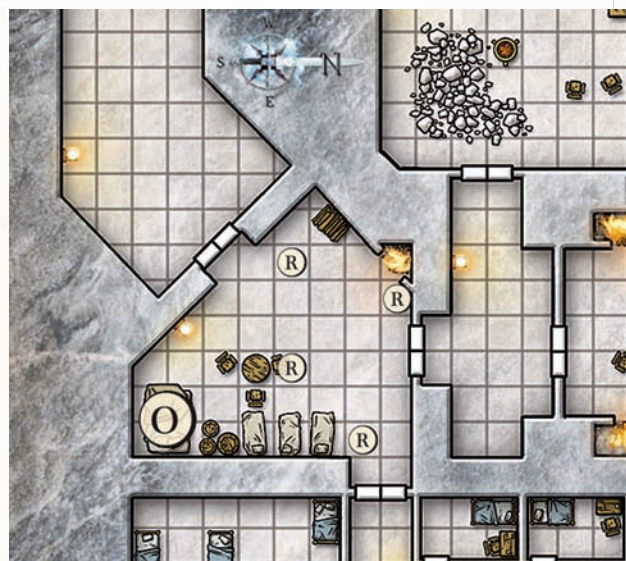
TACTICS

The orc raiders let the ogre wade into the fight while they hang back and fling handaxes into battle, switching to greataxes when they see a chance to move in for a kill.

The ogre has no tactics. The ogre attacks an adjacent opponent who most recently wounded him. If the ogre falls, one surviving orc runs for Location 28 to warn Murkelmor that the Hold is under attack.

FEATURES OF THE AREA

Iron Double Door: This sturdy double door of iron plate is secured by a bar inside the room.



ENCOUNTER H6: RUINED CHAPEL

Encounter Level 5 (1,000 XP)

SETUP

5 wights (W)

This location is haunted by evil creatures slain here long ago. The duergar avoid the old chapel and the crypts, leaving the restless undead to their own devices.

Five wights occupy this room. They lie on the floor amid the rubble. At first glance, the wights seem to be the corpses of old warriors. The rubble on the ground provides cover, making it difficult to distinguish the forms. When an adventurer moves into a square from which he or she might clearly see a wight, the wight makes a Stealth check opposed by the PC's passive Perception check. If the PC fails to notice the wight, then the creature gains surprise when it attacks the PC. Roused by the sounds of battle, the other wights join combat after the surprise round.

Because the duergar avoid this area, the PCs could use this room as a resting place after they've cleared out the undead.

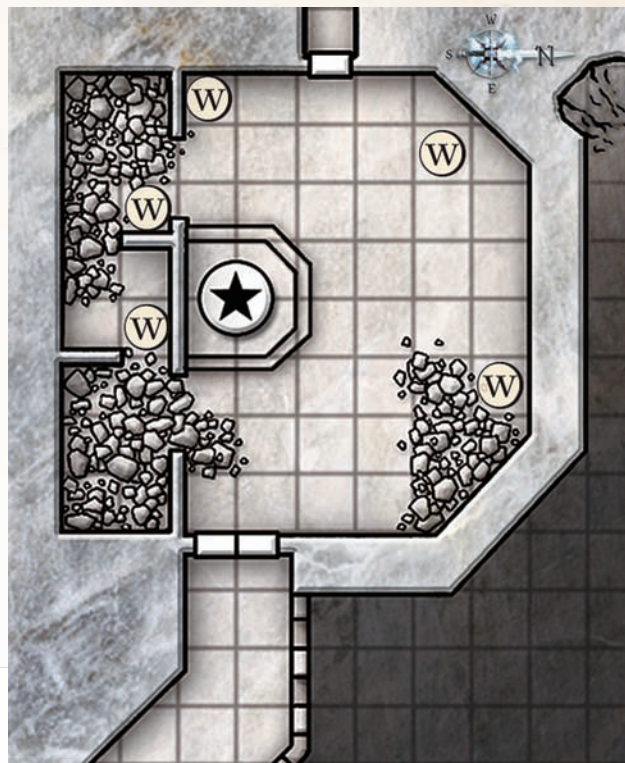
When the PCs open the door, read:

Cold shadows seem to cling to this long-ruined chapel. In the center of the room stands a damaged statue that depicts a fierce demonic minotaur. One arm has broken off and lies in pieces at the statue's feet. Portions of the ceiling have fallen in, partially filling several small chambers behind the statue. A rusty iron door stands in the western wall.

When a wight attacks, read:

From out of the rubble lurches the body of a long-dead human warrior in tattered black mail. Sunken flesh clings to its bones, and its lips have drawn back from its black teeth. It raises a rotting hand, revealing jagged claws as it hisses and attacks.

5 Wights (W)		Level 5 Skirmisher
Medium natural humanoid (undead)		XP 200 each
Initiative +7	Senses Perception +0; darkvision	
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 7		
⚔ Claw (standard; at-will) ♦ Necrotic		
+10 vs. AC; 1d6 + 4 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.		
Alignment Evil	Languages Common	
Skills Stealth +10		
Str 18 (+6)	Dex 16 (+5)	Wis 6 (+0)
Con 14 (+4)	Int 10 (+2)	Cha 15 (+4)



ENCOUNTER H6: RUINED CHAPEL

TACTICS

The first wight attempts to gain a surprise round. After the surprise round, the remaining wights join the fight, moving to attack the nearest living creature. If the adventurers retreat from this room, the wights do not pursue.

FEATURES OF THE AREA

Illumination: None.

Ceiling: 20 feet high.

Iron Door: The western door is locked and jammed. A character can make a DC 20 Thievery check to unlock the door, but it still requires a DC 20 Strength check to open.

Rubble: This area is difficult terrain. The rubble is several feet deep, so the rubble provides cover to a prone creature.

ENCOUNTER H7: THE SLAVE PITS

Encounter Level 6 (1,250 XP)

SETUP

2 duergar guards (G)
2 spined devils (D)
Framarth, duergar theurge (F)

This vault once held three large cisterns, the principal water supply for the Horned Hold. Two are now empty, converted into slave pens where the Grimmerzhul keep their prisoners. A duergar theurge, Framarth; two duergar guards; and a pair of spined devils keep watch over the captives. There are fourteen prisoners occupying the two pits, eight in the northern pit and six in the southern pit.

Place the poster map, revealing only the section that includes Location 26.

The duergar silently stand watch. The captives have learned to remain quiet if they want to avoid trouble.

If any creatures from Encounters H4 and H5 survived and warned Murkelmor about the intruders, then the creatures in this area are vigilant and ready for battle. Whether or not they were warned, the creatures in this encounter are unlikely to be surprised. If the creatures in this room did not receive a warning, then the PCs hear the devils taunting the prisoners if they listen at the door.

Perception Check

DC 10: *You hear harsh, hissing laughter. "Look, Durkkel," one voice says. "It doesn't like me! Should I be afraid?"*

"It needs to learn some respect, Marshk," another voice replies. "If I pluck out one of its eyes, it might think twice about glaring at you."

The devils are speaking in Supernal, so the listener hears their words in his or her native language.

When the PCs enter the area, read:

This expansive chamber contains three large wells. One holds a pool of water, but two are simply deep pits with ladders leading down. A large brazier full of coals sits near a rubble pile in the southeastern part of the chamber. Three gray dwarves stand guard here, along with two humanoid creatures with lashing tails and bodies covered in sharp spines.

THE RIVERDOWN CAPTIVES

Twelve prisoners were taken from the village of Riverdown, in the Harkenwold, during a recent Bloodreavers raid. These villagers are farmers, with no real combat experience or abilities.

If the PCs are working on the Slave Rescue quest, these are the people they have come to liberate. If they aren't, they can still earn experience and reputation by saving these innocent villagers from the duergar slave pens.

2 Duergar Guards (G)	Level 4 Soldier
Medium natural humanoid, dwarf (devil)	XP 175 each
Initiative +5	Senses Perception +4; darkvision
HP 60; Bloodied 30	
AC 21; Fortitude 18, Reflex 15, Will 16	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
☞ Beard Quills (minor; encounter) ♦ Poison	
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).	
Infernal Anger (minor; recharge ☞ ☞) ♦ Fire	
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11	
Str 17 (+5)	Dex 13 (+3) Wis 14 (+4)
Con 20 (+7)	Int 10 (+2) Cha 7 (+0)
Equipment chainmail, warhammer	

Framarth, Duergar Theurge (F)	Level 5 Elite Controller
Medium natural humanoid, dwarf (devil)	XP 400
Initiative +4	Senses Perception +4; darkvision
HP 128; Bloodied 64	
AC 20; Fortitude 17, Reflex 18, Will 17	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
Action Points 1	
⚔ Warhammer (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 1 damage.	
☞ Firebolt (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.	
✱ Brimstone Hail (standard; recharge ☞ ☞) ♦ Fire	
Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.	
✱ Vile Fumes (standard; recharge ☞ ☞) ♦ Poison	
Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of Framarth's next turn.	
☞ Wave of Despair (standard; encounter) ♦ Psychic	
Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11	
Str 13 (+3)	Dex 15 (+4) Wis 14 (+4)
Con 16 (+5)	Int 18 (+6) Cha 11 (+2)
Equipment warhammer	

2 Spined Devils (D)		Level 6 Skirmisher
Medium immortal humanoid (devil)		XP 250 each
Initiative +7		Senses Perception +10; darkvision
HP 70; Bloodied 35		
AC 20; Fortitude 18, Reflex 16, Will 16		
Resist 20 fire		
Speed 5, fly 7 (hover)		
⚔ Claws (standard; at-will)		+11 vs. AC; 2d6 + 4 damage.
✈ Rain of Spines (standard; at-will) ♦ Fire, Poison		The spined devil flings spines that ignite as they fly through the air. Ranged 10; +9 vs. Reflex; 1d10 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. Secondary Attack: +9 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).
Alignment Evil	Languages Supernal	
Str 18 (+7)	Dex 15 (+5)	Wis 14 (+5)
Con 14 (+5)	Int 10 (+3)	Cha 11 (+3)

TACTICS

The two duergar guards use their *beard quills* and then engage the PCs in melee, while Framarth scours the adventurers by using *brimstone hail* and *vile fumes*. The theurge skirts the edges of the pits, using the natural barrier to keep the PCs away from him. Framarth uses *brimstone hail* even if the devils or the duergar are in the way because he knows they have resistance to fire.

The spined devils avoid melee, using *rain of spines* instead. Like Framarth, they use the pits as obstacles; however, the devils have the advantage that they can fly.

When the spined devils are dead and if only one duergar remains, the survivor attempts to flee, moving through Location 27 to Location 28 to warn Murkelmor.

FEATURES OF THE AREA

Brazier: This brazier is full of hot coals. A creature entering this space takes 1d4 fire damage.

Ceiling: 20 feet high.

Iron Door: The iron door on the north side of the room is locked. A character can unlock it with a DC 20 Thievery check or break it open with a DC 25 Strength check.

Iron Ladder: A steep iron ladder leads down into each slave pit. Creatures on the ladder move at half speed.

Slave Pits: Each pit is 15 feet deep and has a floor of hard-packed sand. Falling into a pit deals 1d10 damage. The prisoners are manacled to the walls; the manacles require a DC 20 Thievery check to unlock or a DC 22 Strength check to break away from the wall. The manacles can also be broken by attacking them (AC 8, Fortitude 8, Reflex 8; hp 30).

Fourteen captives occupy the pits.

Secret Door: A character can locate the secret door on the eastern wall with a DC 20 Perception check. This passage leads into the back of the fireplace in Murkelmor's room.



ENCOUNTER H7: THE SLAVE PITS

Water-Filled Cistern: This pit is 20 feet deep, but the water level is only 5 feet above the bottom of the well. The walls of the pit are slick with mold, and a DC 20 Athletics check is required to climb out.

CONCLUSION

Each duergar guard carries a key that unlocks the slaves' manacles. The fourteen captives here include ten of the twelve captives from Riverdown. The missing two villagers have been sold to the Blackfang gnolls, who took them to the Well of Demons. The captives here know only that gnolls came and took away the missing pair.

Of the remaining four captives, three are human prospectors who were caught in the Labyrinth by Grimmerzhuul patrols. The last one is Gru, a goblin, who was sold by his fellow Bloodreavers to the duergar. He is vocally annoyed that the Bloodreavers sold him into slavery. He can provide no useful information about the Horned Hold or the fate of the other two slaves, but he might lie if he thinks it will benefit his situation.

ENCOUNTER H8: MURKELMOR'S CHAMBER

Encounter Level 6 (1,300 XP)

SETUP

2 duergar shock troopers (D)

1 duergar theurge (T)

Murkelmor (M)

The leader of Clan Grimmerzhul and the duergar in charge of the Horned Hold is Murkelmor, a paladin of Asmodeus. Location 28 is his personal chamber. He keeps two loyal bodyguards and an attendant theurge here.

Place the poster map, revealing only the section that includes this chamber.

If any creatures from Encounters H4, H5, or H7 survived and warned Murkelmor about intruders, then the creatures in this area are vigilant and ready for trouble. If Murkelmor has not been warned, then an adventurer listening at the door might overhear the duergar leader speaking.

Perception Check

DC 10: *You hear the roar of a fire and the crackle of burning logs.*

DC 15: *Over the sound of the fire, you make out a guttural voice ranting viciously.*

If the listener understands Dwarven, he or she can decipher Murkelmor's words. He is haranguing another person, using words such as lazy, unfit, and weak. He goes on to speculate that, if the clan wasn't riddled with doubt and weakness, they wouldn't be so beholden to the Mages of Saruun.

When the PCs enter this chamber, show them "Meeting Murkelmor" on page 29 of *Adventure Book One*, and read:

Two large fireplaces—both filled with roaring flames—stand on either side of the room. A short staircase leads up to an area furnished as a bedroom. The stairs are flanked by statues of leering gargoyle-like monsters.

Several grim-looking dwarves with gray skin and bristling, orange beards glare at you. One stands at the top of the steps, wearing armor of black plate and carrying an enormous maul.

"So, you think to challenge the Grimmerzhul?" he snarls. "It's your last mistake, fools! I think I'll sell the lot of you to mind flayers and count my gold while they feast on your brains."

2 Duergar Shock Troopers (D)

Medium natural humanoid, dwarf (devil)

Level 6 Brute

XP 250 each

Initiative +3 **Senses** Perception +5; darkvision

HP 90; **Bloodied** 45

AC 19; **Fortitude** 20, **Reflex** 16, **Will** 18

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (standard; at-will) ♦ **Weapon**

+9 vs. AC; 1d10 + 4 damage.

☞ **Beard Quills** (minor; encounter) ♦ **Poison**

Ranged 3; +9 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

🔄 **Expand** (when first bloodied; encounter) ♦ **Polymorph**

The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and a +5 bonus to its melee damage rolls. The shock trooper remains Large until the end of the encounter.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +12

Str 19 (+7) **Dex** 11 (+3)

Wis 14 (+5)

Con 20 (+8) **Int** 10 (+3)

Cha 7 (+1)

Equipment chainmail, warhammer

Duergar Theurge (T)

Medium natural humanoid, dwarf (devil)

Level 5 Controller

XP 200

Initiative +4 **Senses** Perception +4; darkvision

HP 64; **Bloodied** 32

AC 20; **Fortitude** 17, **Reflex** 18, **Will** 17

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d10 + 1 damage.

☞ **Firebolt** (standard; at-will) ♦ **Fire**

Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.

⚡ **Brimstone Hail** (standard; recharge ☞ ☞) ♦ **Fire**

Area burst 2 within 15; +9 vs. Reflex; 1d8 + 4 fire damage, and the target is knocked prone.

⚡ **Vile Fumes** (standard; recharge ☞ ☞) ♦ **Poison**

Area burst 2 within 15; +9 vs. Fortitude; 1d8 poison damage, and the target is blinded until the end of the duergar theurge's next turn.

🌀 **Wave of Despair** (standard; encounter) ♦ **Psychic**

Close blast 5; +9 vs. Will; 1d8 + 4 psychic damage, and the target is slowed and dazed (save ends both).

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +11

Str 13 (+3) **Dex** 15 (+4)

Wis 14 (+4)

Con 16 (+5) **Int** 18 (+6)

Cha 11 (+2)

Equipment warhammer

Murkelmor (M)		Level 7 Elite Soldier
Medium natural humanoid, dwarf (devil)		XP 600
Duergar's Demand aura 5; allies in the area gain a +2 bonus to damage rolls.		
Initiative +6 Senses Perception +6; darkvision		
HP 168; Bloodied 84		
AC 23; Fortitude 23, Reflex 20, Will 21		
Immune illusion; Resist 10 fire, 10 poison		
Speed 5		
Saving Throw +2		
Action Points 1		
⚔ Maul (standard; at-will) ♦ Weapon		
+14 vs. AC; 2d6 + 6 fire damage.		
⚡ Fearsome Smite (standard; at-will) ♦ Weapon		
+14 vs. AC; 2d6 + 6 fire damage, and the target is pushed 2 squares. Murkelmor can then shift 2 squares to end adjacent to the target.		
⚡ Fiery Smite (standard; recharge ☞ ☞) ♦ Weapon		
+12 vs. Fortitude; 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends). The target is knocked prone.		
☞ Beard Quills (minor; encounter) ♦ Poison		
Ranged 3; +12 vs. AC; 1d8 + 3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).		
☞ Heal with Fire (minor; recharge ☞ ☞) ♦ Fire, Healing		
Murkelmor or an adjacent ally regains 25 hit points. Until the end of that creature's next turn, anyone attacking it takes 5 fire damage.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +13, Religion +11		
Str 19 (+7)	Dex 13 (+4)	Wis 17 (+6)
Con 20 (+8)	Int 15 (+5)	Cha 13 (+4)
Equipment plate armor, +2 <i>flaming maul</i>		

TACTICS

Murkelmor joins the duergar shock troopers, fighting at the bottom of the steps. The shock troopers hold their ground and pound away at any PCs who challenge them. The duergar theurge, still stinging from Murkelmor's berating, moves to the top of the stairs where she can safely use her ranged attacks. She casts *brimstone hail* and *vile fumes* at the outset, attempting to capture the group in the area before they disperse.

Murkelmor looks for an opportunity to use *fearsome smite* to push an enemy into the roaring flames on either side of the room. He is resistant to fire, so he follows a foe into the flames, attempting to cut off escape routes. If only one of Murkelmor's allies remains, or if Murkelmor is bloodied, Murkelmor shifts away and retreats into the western fireplace, where a secret door is hidden. He flees into Location 26, hoping to gain help from his allies there. If these allies are already defeated, he heads into Location 27 and south into Location 22, hoping to rally the orcs and the ogre. If these too have been defeated, Murkelmor makes his way eastward, searching other rooms for allies.

FEATURES OF THE AREA

Illumination: The lower part of the room has bright light from the fireplaces. The upper part of the room is in dim light.

Bathtub: The bathtub is difficult terrain. It is full of water, and any creature that ends its turn in a square occupied by the bathtub gains an additional saving throw against ongoing fire damage.

Fireplaces: The two large fireplaces in the southern half of the room each contain perpetual flames fueled by magic. Any creature that enters or begins its turn in a fireplace takes 2d10 fire damage.

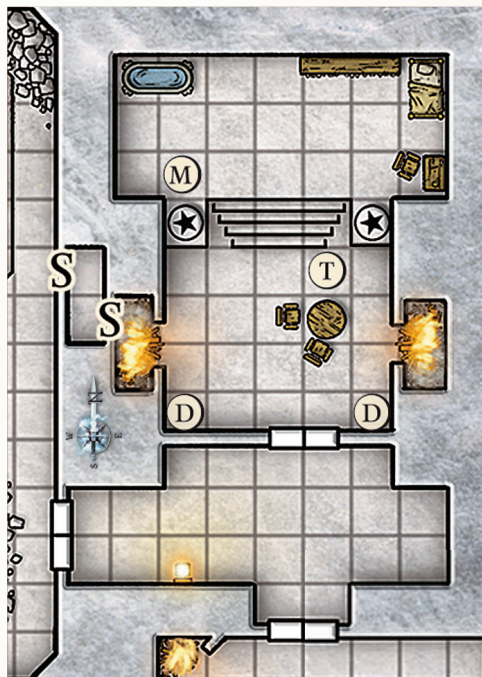
Secret Doors: The secret doors require a DC 25 Perception check to detect. The passage beyond the first door leads into Location 26.

Treasure: Murkelmor has rich tastes, an example of which is the idol in the iron lockbox under his bed. The box can be opened with the key that he has on his person, or the lock can be picked with a DC 25 Thievery check. The box contains 261 gp, an onyx demon idol with ruby eyes worth 250 gp, and a +2 *amulet of health*. Murkelmor wields a +2 *flaming maul*.

CONCLUSION

Following Murkelmor's death, any surviving duergar abandon the Horned Hold within a few hours, retreating to their city in the Underdark. If the adventurers have not yet rescued the captives in Location 26, the duergar simply leave them behind, for they don't want to be slowed down.

After defeating Murkelmor and clearing out the Horned Hold, the adventurers likely have a number of people to escort back to the Seven-Pillared Hall. They must then locate the Blackfang gnolls who took the remaining two Riverdown captives as slaves.



INTERLUDE 2: THE AMBUSH

Encounter Level 5 (1,100 XP)

THE SEVEN-PILLARED HALL

When the adventurers return to the Seven-Pillared Hall after exploring the Chamber of Eyes and the Horned Hold, news spreads quickly of their deeds. Paldemar, the missing member of the Mages of Saruun, hears of these deeds and decides that the adventurers might pose a threat to his bid for power. He dispatches two of his tiefling servants and a bronze warder to eliminate them.

The tieflings deliver a message to the adventurers through the kobold Charrak (see page 16 of *Adventure Book One*). Charrak knows nothing about Paldemar or the tiefling's plan; he knows only that a shadowy figure in a cloak gave him 5 sp to deliver the message.

The message, which is unsigned, reads as follows:
Your actions against the duergar are commendable. I am in a position of power in the evil organization behind the duergar's actions, and I wish to help you defeat my comrades. I have been seeking a way out of the organization, and I believe you can help me. Follow the attached map so that we can meet in secret.

The map shows a small chamber off the Road of Shadows just outside the Seven-Pillared Hall. There, the agents of Paldemar lie in wait.

2 Tiefling Heretics (H)	Level 6 Artillery
Medium natural humanoid	XP 250 each
Initiative +8	Senses Perception +6; low-light vision
HP 60; Bloodied 30	
AC 20; Fortitude 17, Reflex 18, Will 18	
Resist 11 fire	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.	
☄ Balefire (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).	
🐍 Serpent Curse (standard; encounter) ♦ Illusion, Psychic	
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).	
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation	
The tiefling heretic teleports 5 squares.	
Infernal Wrath (minor; encounter)	
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.	
Alignment Any	Languages Common
Skills Bluff +15, Insight +11, Stealth +15	
Str 15 (+5)	Dex 20 (+8) Wis 16 (+6)
Con 18 (+7)	Int 13 (+4) Cha 20 (+8)
Equipment dagger	

SETUP

1 bronze warder (W)
2 tiefling heretics (H)

The tiefling heretics crouch on the ledge inside the cave, while the bronze warder hides behind a boulder. A PC must make a DC 25 Perception check to notice the tieflings and a DC 20 Perception check to notice the bronze warder. If the PCs fail to notice the ambushers, the ambushers gain a surprise round.

When the adventurers approach the chamber, read:
You arrive at the location indicated on the map. It is a natural cave with a 10-foot-high ledge that runs around its interior perimeter. Several large boulders crowd the area. At first, there's no sign of anyone waiting to greet you, but then suddenly creatures spring out of hiding and attack. It's a trap!

Bronze Warder	Level 7 Elite Soldier
Large natural animate, construct	XP 600
Initiative +4	Senses Perception +2; darkvision
HP 168; Bloodied 84	
AC 25; Fortitude 23, Reflex 20, Will 21	
Immune charm, fear, poison; Resist 5 to all damage	
Saving Throws +2	
Speed 5; see also <i>inexorable movement</i> and <i>ponderous</i>	
Action Point 1	
⚔ Greataxe (standard; at-will) ♦ Weapon	
Reach 2; +14 vs. AC; 1d12 + 5 damage.	
⚡ Rampage (standard; recharge ☒ ☒)	
The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use <i>axe sweep</i> .	
⚡ Axe Sweep (free, usable only immediately after <i>rampage</i> ; at-will) ♦ Weapon	
Close burst 1; +14 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).	
Guard (immediate reaction, when the bronze warder's master is within 2 squares of it and is hit by an attack; recharge ☒ ☒)	
The bronze warder takes half of the attack's damage, and its master takes the other half.	
Inexorable Movement	
The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.	
Ponderous	
The bronze warder cannot shift.	
Alignment Unaligned	Languages —
Str 20 (+8)	Dex 9 (+2) Wis 8 (+2)
Con 20 (+8)	Int 3 (-1) Cha 3 (-1)

TACTICS

The bronze warder attempts to push the boulder near the entrance both to crush the PCs and to trap them in the room. Meanwhile, the heretics use their powers to attack the characters at range. The bronze warder fights to hold the PCs back, engaging as many of them in melee as possible.

The heretics and the bronze warder fight to the death. If they fail to defeat the PCs, they face a worse fate at the hands of Paldemar.

FEATURES OF THE AREA

Boulders: The three boulders are over eight feet tall. As a standard action, a creature can make a DC 17 Strength check to move a boulder up to half the creature's speed. The creature must move with the boulder, staying in the same position relative to the boulder as when the creature started the move. Any character caught between a wall and a boulder takes $2d6 + 6$ damage and is restrained until he or she succeeds on a DC 17 Strength check to move the boulder or a DC 15 Acrobatics check to escape.

Ledge: The ledge is 10 feet high and requires a DC 15 Athletics check to climb.

Rubble: This area is difficult terrain.

Treasure: Once the PCs have defeated the ambushers, they can recover a small satchel from one of the tieflings. The satchel contains a scroll case with three scrolls inside. The first scroll reads:

I don't care how you do it, but deal with these adventurers. Take one of the bronze warders if you must. If they remain in the Labyrinth, they could disrupt my plans. Once you've dealt with them, deliver their bodies to our gnoll friends, along with the enclosed scroll.

Paldemar

One of the scrolls has a wax seal bearing an ornate letter "P." The scroll reads as follows:

To Maldrick Scarmaker, Exalted Chieftain of the Blackfangs and Chosen of Yeenoghu: Paldemar offers you the corpses of these champions as a gift of ongoing friendship, that our arrangement might continue to be mutually beneficial. May you savor their blood.

Your friend and ally, Paldemar

The final scroll bears a map of the Labyrinth that has directions to the Well of Demons, which is circled and marked with the word "Blackfangs."

One of the tieflings also wears a *command amulet*. Even if the bronze warder somehow survives the battle, a PC donning the necklace must know the correct command word to gain control of the warder, and that is knowledge that only Paldemar and his trusted servants possess.



INTERLUDE 2: THE AMBUSH

BACK IN THE SEVEN-PILLARED HALL

After the attempt on their lives, the PCs might go back to the Seven-Pillared Hall to search for answers to questions prompted by the scrolls. Play out specific interactions between the PCs and NPCs of your choice. Here are some sample questions and answers.

Who is Paldemar?

"Paldemar is a member of the Mages of Saruun. He has been missing and out of contact with the Mages for many weeks." Orontor, the only mage currently present in the Hall, offers a reward for information on what Paldemar is up to and for stopping his unauthorized activities.

Who are the Blackfangs?

"Oh, they're a nasty group of gnolls that skulks about in the deeper parts of the Labyrinth. You'll want to keep away from them. They often capture miners and explorers, and being that the creatures are demon worshipers, I can only imagine the horrible things they do to their prisoners."

Is there any connection between Paldemar and the gnolls?

"The gnolls only recently appeared in the Labyrinth, and Paldemar disappeared several weeks ago. I can't imagine what a wizard and gnolls would have to do with each other, but I suppose a connection is possible."

Have you ever heard of Maldrick Scarmaker?

"No, can't say I have, but if he's a gnoll—especially a chieftain—you can be sure he's dangerous."

AREA 3: THE WELL OF DEMONS (W1-W10)

The Well of Demons was once a monastery dedicated to Baphomet, demon lord of berserkers, destruction, and mindless fury. The minotaurs of the Labyrinth worshiped Baphomet above all other gods, devils, and demons. The Well of Demons was an isolated complex used by Baphomet's priests to test those who wished to gain the demon lord's greatest blessings.

Once, this place consisted of a series of chambers designed to challenge a petitioner's abilities. Those who survived the tests were inducted into Baphomet's inner mysteries. Many of Baphomet's high priests dwelled here, and many of the cult's greatest treasures were gathered and sealed within the area's inner sanctum.

When the Labyrinth fell into ruin, the Well of Demons remained an active center of Baphomet worship for many decades. In the end, a band of Demogorgon worshipers raided the place and drove out Baphomet's faithful, yet many of the cult's treasures remained undisturbed within the inner sanctum.

Now Maldrick Scarmaker, a gnoll follower of Yeenoghu, and his Blackfang gnolls occupy the Well of Demons, which they search for artifacts and items on behalf of Paldemar. A few gnolls have managed to overcome the tests of Baphomet and gain access to the inner sanctum.

If the adventurers want to stop the gnolls and rescue the remaining two Riverdown captives from a terrible fate, they must overcome Baphomet's trials and gain access to the inner sanctum. There, they can face Maldrick Scarmaker and stop his efforts to dedicate the sanctum to Yeenoghu. The PCs can also uncover the truth about Paldemar's plans, rescue the remaining two Riverdown captives, and recover the *silver key*, an item required to enter the Tower of Mysteries, the stronghold of Paldemar.

THE GOAL

The adventurers learn that they must recover four items—*The Book of Wrath Unveiled*, the *face of Baphomet*, the *bloodhorn blade*, and the *bell of fury's calling*—if they wish to open the door to the inner sanctum.

Three of the items rest within chambers that once tested Baphomet's faithful. Together, the items complete a ritual that unleashes the Guardian, a green dragon. Once they overcome the Guardian, they can enter the sanctum.

THE BLACKFANG GNOLLS

The Blackfang gnolls and their demonic allies infest the Well of Demons. Maldrick is isolated from his minions, leaving them without leadership. If the PCs enter the Well of Demons, slay some gnolls, and then leave, you must determine the remaining gnolls' response. These creatures lack discipline, and although they might attempt to set up sentinels, their response lacks organization.

Maldrick's ritual to rededicate the inner sanctum to Yeenoghu is nearing completion. Unless the PCs drag their feet, Maldrick remains locked away in the inner sanctum, and the Riverdown captives, who are to be sacrifices, remain alive. If the ritual is completed, Maldrick emerges and organizes the gnolls, taking the fight to the PCs. At that point, you can determine the events that follow, including what effect the rededicated sanctum might have. Regardless, Maldrick keeps the *silver key* with him and personally hunts down the PCs.

WELL OF DEMONS OVERVIEW

The Well of Demons was once a monastery dedicated to Baphomet, so its walls bear images and symbols from the demon lord's cult.

1. Chamber of the Well (W1): The gnolls let several Underdark predators guard this chamber, the entrance to the Well of Demons.

2. Gnoll Barracks (W2): The gnolls under Maldrick's command dwell here, along with their hyenas.

3. Practice Hall (W3): This chamber is used for archery practice. Maldrick's hunters are found here.

4. Shrine to Baphomet (W4): This area once served as a shrine to Baphomet. The gnolls have since claimed the area as a headquarters. *The Book of Wrath Unveiled* lies in this cave.

5. Antechamber to the Proving Grounds (W5): This bloodstained chamber leads into the Proving Grounds. Here the PCs meet the spirits of several adventurers who can provide them with useful clues.

6. Hall of Enforced Introspection (W6): The traps in this strange chamber were designed to test the mental toughness and faith of Baphomet's petitioners. The PCs must overcome this room's challenges to claim a mask called the *face of Baphomet*.

7. Hall of the Crimson Whip (W7): A pair of demon-possessed statues were designed to test the physical might of Baphomet's followers. The PCs must face the statues and recover the *bloodhorn blade*.

8. Hall of Howling Pillars (W8): The *bell of fury's calling*, another item the PCs need, is guarded here by strange pillars sculpted from the souls of the damned.

9. The Proving Grounds (W9): With the four items in hand, the PCs must return to the Proving Grounds and complete a ritual. The ritual opens the door to the inner sanctum, and also calls forth the Guardian and activates traps in the Proving Grounds.

10. The Inner Sanctum (W10): This room contains Maldrick, his demonic allies, the Riverdown captives, and the components Maldrick needs to rededicate the temple.

THE WELL OF DEMONS



One square = 5 feet

AREA 3: THE WELL OF DEMONS

RANDOM EVENTS

The barrier between the world and the Abyss is thin in the Well of Demons. Each time the adventurers take a short rest or an extended rest there, roll 1d20 and consult the table.

1-10	No event
11-12	Ghost of the Past
13-14	The Avenging Dead
15-16	Demon Attack
17-18	Glimpse of the Abyss
19-20	The Emissary

If no event occurs, add 2 the next time you roll. This effect is cumulative until an event occurs.

Each event occurs only once. If you roll an event that has already happened, roll again (do not reroll if the result is 1-10). An event interrupts the adventurers' rest, so they will not have benefited from the rest when the event occurs.

GHOST OF THE PAST

When the Baphomet worshippers were driven from the Well of Demons, they fled through the Labyrinth, where they died at the hands of troglodytes inhabiting the area. After death, the spirits of the priests of Baphomet returned to the monastery and continued to wander its halls.

The spectral figure of a minotaur appears among the PCs and emits a wail of rage and anguish. If the PCs were resting within 10 squares of an encounter area, the creatures in that area emerge to investigate the haunting sound.

THE AVENGING DEAD

The restless spirit of a minotaur priest attempts to possess a PC to spread chaos. The spirit is too weak to take full control of the character, so it waits to seize control until a critical moment. The PC with the lowest Will defense (pick one at random if there is a tie) comes under attack from the priest. The spirit makes a +7 attack against the character's Will defense. If the spirit hits, then the next time that character is bloodied, he or she makes a basic attack against a randomly determined ally on his or her next turn.

When the character is hit by the spirit's attack, do not tell the character's player what has happened. Instead, when the priest forces the character to attack an ally, the character blurts a war cry in Giant, praising Baphomet. The spirit is too weak to take any more actions through the character and departs unseen after forcing the character to make the single attack.

DEMON ATTACK

The barrier between the Well of Demons and the Abyss breaks down, allowing a barlgura to escape from the Abyss. It appears among the PCs, adjacent to a randomly determined character, and attacks. The barlgura fights to the death.

Barlgura		Level 8 Brute
Large elemental beast (demon)		XP 350
Initiative +7	Senses Perception +12; low-light vision	
HP 108; Bloodied 54; see also <i>savage howl</i>		
AC 19; Fortitude 20, Reflex 17, Will 17		
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)		
Speed 8, climb 8		
⬇ Slam (standard; at-will)		
Reach 2, +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the barlgura is bloodied.		
⬇ Double Attack (standard; at-will)		
The barlgura makes two slam attacks.		
Savage Howl (free, when first bloodied; encounter)		
The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.		
Alignment Chaotic evil	Languages Abyssal	
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)

GLIMPSE OF THE ABYSS

For a moment, the fabric of reality unravels and the PCs gain a horrific glimpse of the Abyss. Each character is the target of a +8 attack against his or her Will defense. On a hit, a character takes a -2 penalty to Will defense until the character completes a short rest.

THE EMISSARY

The spirit of a quasit, a minor demon, appears before the PCs. It is an emissary from the court of Demogorgon. Eager to see both Yeenoghu and Baphomet suffer, the quasit offers the PCs advice, but at a price.

The quasit offers to answer three questions about the Well of Demons. The PCs can either give it 100 gp or spend a healing surge to have it answer a question. The quasit offers as little information as possible when answering, and it provides responses that urge the PCs to press forward regardless of danger.

The quasit's form is intangible, and if attacked, it takes no damage and immediately retreats out of sight. PCs choosing to give the creature coins see the coins disappear before their eyes. A PC who spends a healing surge feels an otherworldly force suck the life out of him or her. When negotiations are complete and three questions are answered, the quasit disappears.



AREA 3: THE WELL OF DEMONS

ENCOUNTER W1: CHAMBER OF THE WELL

Encounter Level 5 (1,050 XP)

SETUP

2 cavern chokers (C)

1 ghoul (G)

1 phalagar (P)

Don't place any of the monsters when the PCs first arrive at this location. All of the creatures begin play in hiding, as described below.

This place was once an entry chamber for those who sought to become initiates into the cult of Baphomet. Currently, Maldrick and his Blackfang allies rely on several Underdark predators to watch over this place.

A well in this room hides a phalagar, a squidlike creature that burrows through the earth and uses its tentacles to grab and rend its prey. The phalagar usually stays in the well because the gnolls feed it there, but if prey enters the chamber, it is quick to burrow over and rise up from the floor to attack.

A lone ghoul also skulks around the columns, waiting to scavenge food from the phalagar's meals. The phalagar ignores the ghoul, preferring live prey.

Two chokers hide along the room's ceiling, near the tops of two of the columns, also waiting to scavenge bits of food from the phalagar. All the predators have learned to recognize the gnolls as providers of food, but they quickly attack anything else that comes through the room.

The columns in the room are imbued with magic that causes the minotaur faces inscribed upon them to speak a greeting to those who enter this room. The monsters in the chamber use that distraction to launch an ambush.

When the PCs enter the area, read:

You see a large, square chamber. Five columns, three set near the room's corners and two in the middle of the chamber, rise up 15 feet to the ceiling. Each column has the face of a leering, fanged minotaur carved onto it. You notice a well in the southeastern corner of the room, and two passages lead away, one to the east, the other to the south.

The columns speak a few seconds after a creature enters the room. A listener hears the message in his or her native tongue, spoken in the deep tones of a powerful minotaur:

*Greetings, seekers of Baphomet's boundless glory.
Those who prove unworthy of his attention
Shall be claimed forever as his slaves.
Those who prove worthy
Shall be granted power beyond mortal reckoning.
Mask, bell, blade, and tome*

The monsters attack while this message is uttered. The PCs must make Perception checks to avoid being surprised.

Perception Check

DC 21: *You notice a hunched figure skulking behind one of the columns. Seeing that it has your attention, the creature attacks.*

DC 27: *A pair of creatures with long arms cling to the ceiling, hiding within narrow cracks at the top of the columns and watching you intently. Seeing that you've noticed them, they attack.*

2 Cavern Chokers (C)		Level 4 Lurker
Small natural humanoid		XP 175 each
Initiative +9	Senses Perception +3; darkvision	
HP 42; Bloodied 21		
AC 17 (see also <i>chameleon hide</i>); Fortitude 15, Reflex 15, Will 13		
Speed 6, climb 6 (spider climb)		
⬇ Tentacle Claw (standard; at-will)		
Reach 2; +9 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.		
⬇ Choke (standard; at-will)		
Grabbed target only; +9 vs. Fortitude; 1d8 + 3 damage.		
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful <i>tentacle claw</i> or <i>choke</i> attack)		
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.		
Chameleon Hide (minor; at-will)		
The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.		
Alignment Unaligned		Languages Common
Skills Stealth +10		
Str 17 (+5)	Dex 17 (+5)	Wis 13 (+3)
Con 12 (+3)	Int 6 (+0)	Cha 6 (+0)

Ghoul		Level 5 Soldier
Medium natural humanoid (undead)		XP 200
Initiative +8	Senses Perception +2; darkvision	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 20, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
⬇ 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).		
Alignment Chaotic evil		Languages Common
Skills Stealth +11		
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)

Phalagar		Level 6 Elite Controller
Large natural magical beast		XP 500
Initiative +5	Senses Perception +9; tremorsense 10	
HP 142; Bloodied 71		
AC 19; Fortitude 19, Reflex 17, Will 15		
Saving Throws +2		
Speed 6, burrow 6		
Action Points 1		
⬇️ Tentacle (standard; at-will)		
Reach 4; +11 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).		
⬅️ Tentacle Flurry (standard; recharge ⏏️⏏️⏏️)		
Close burst 2; +11 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).		
Grinding Tentacles ♦️ Acid		
At the start of the phalagar's turn, any creature it is grabbing takes 1d8 + 2 acid damage.		
Threatening Reach		
The phalagar can make opportunity attacks against enemies within its reach (4 squares).		
Alignment Unaligned		Languages –
Skills Stealth +10		
Str 20 (+8)	Dex 15 (+5)	Wis 13 (+4)
Con 15 (+5)	Int 8 (+2)	Cha 10 (+3)

TACTICS

The monsters effectively fight as a team, although only because their goals and tactics happen to coincide.

When the phalagar detects the arrival of the PCs with its tremorsense, it begins to burrow toward them. Once the voice starts speaking, the phalagar attacks, attempting to grab the nearest PC. Although the floor is stone, the phalagar's tentacles have no trouble pushing up through loose spots. The phalagar remains underground, but its tentacles can be attacked as if the creature were occupying a space above ground.

The ghoul hides behind the southwestern column. Unless the adventurers notice it, the ghoul waits until the phalagar begins combat and then leaps out to attack the nearest PC.

The chokers, like the ghoul, are opportunistic fighters. They begin huddled in cracks near the tops of the northernmost columns, and when the columns begin speaking, they climb out along the ceiling and down the columns. They attack when the phalagar attacks, potentially gaining surprise. If the PCs notice them before this, the chokers attack immediately. During melee, they try to use the columns as barriers, gaining cover while attacking using their long reach.

Because the chokers have reach, they remain near the ceiling, meaning only melee attacks with reach or ranged attacks can hit them. When bloodied, they attempt to flee into one of the cracks on the ceiling. They are considered to be squeezing as they move through the cracks.



ENCOUNTER W1: CHAMBER OF THE WELL

FEATURES OF THE AREA

Illumination: None. This chamber is totally dark when the PCs arrive.

Ceiling: 15 feet high.

Cracks: These splits in the ceiling go for several hundred feet before connecting with various areas in the Labyrinth outside the Well of Demons. The chokers move through these to hunt throughout the mountain.

A Medium or smaller creature can move into and through the cracks (at half speed or using the creature's climb speed), and the twisting route the cracks take means that a creature has line of sight to a target only if it is 4 squares away or less.

Well: The well is 10 feet wide and 30 feet deep. It once tapped into a subterranean stream, but that source of water has long since dried up. The sides of the well are rough hewn, requiring a DC 15 Athletics check to climb.

ENCOUNTER W2: GNOLL BARRACKS

Encounter Level 6 (1,200 XP)

SETUP

4 hyenas (H)
1 gnoll huntmaster (G)
2 gnoll marauders (M)

The three chambers in this encounter serve as a barracks for the gnoll warriors in the Well of Demons. The encounter area includes a mess hall, where the gnolls drink and pass the time when they're not on guard duty; a kennel that houses several hyenas; and a bunk room.

The gnolls in this area are ill prepared for an attack. Confident in the strength of the guardians in Location 1 and bolstered by the fearsome reputation of the Well of Demons and the terror it inspires, they expect no trouble to invade their territory.

The hyenas are purposely kept half-starved and at a fighting edge. They are always eager for a meal. The hyenas keep a sharp watch on the corridor, and at the first hint of creatures other than gnolls in the area, they bark and howl and run back and forth within their enclosure. When this happens, they eagerly wait to be released so they can attack the intruders.

At the start of this encounter, the gnoll huntmaster rests on the western bed in the bunk room. The gnoll marauders sit in the mess hall, drinking and plotting future raids. The hyenas keep watch from the kennel. Upon hearing the hyenas, the gnolls rush out to investigate any disturbance.

When the adventurers enter the area, read:

The stench of rotting food—and worse—wafts down the corridor. Several torches illuminate the hallway, and as soon as you step forward, laughterlike barks echo from just beyond the light.

4 Hyenas (H)	Level 2 Skirmisher
Medium natural beast	XP 125 each
Initiative +5	Senses Perception +7; low-light vision
HP 37; Bloodied 18	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 8	
⚔ Bite (standard; at-will)	
+7 vs. AC; 1d6 + 3 damage; see also pack attack .	
Pack Attack	
A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.	
Harrier	
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
Alignment Unaligned	Languages —
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 13 (+2)	Int 2 (-3) Cha 5 (-2)

When the battle begins, read:

From out of the darkness ahead, large shapes with red eyes and glistening fangs leap toward you. Running on all fours, their claws clattering on the stone floor, these creatures bark-laugh as they rush forward, the sound both humorous and eerily crazy at the same time.

When the huntmaster attacks, read:

A large, doglike humanoid appears behind the hyenas, drawing back the string of a powerful bow. As he looses an arrow at you, he calls out in a voice that carries the same laugh-bark pattern as the hyenas. "Tear them apart—hee! bark! hee!—and feast on their entrails, my beasts!"

Gnoll Huntmaster (G)	Level 5 Artillery
Medium natural humanoid	XP 200
Initiative +6	Senses Perception +11; low-light vision
HP 50; Bloodied 25	
AC 19; Fortitude 16, Reflex 17, Will 14	
Speed 7	
⚔ Handaxe (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 3 damage, or 1d6 + 5 damage while bloodied; see also pack attack .	
🏹 Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +10 vs. AC; 1d10 + 4 damage, or 1d10 + 6 damage while bloodied; see also pack attack .	
Pack Attack	
The gnoll huntmaster deals an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the huntmaster's allies adjacent to it.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Intimidate +7, Stealth +11	
Str 16 (+5)	Dex 19 (+6) Wis 14 (+4)
Con 14 (+4)	Int 8 (+1) Cha 7 (+0)
Equipment leather armor, handaxe, longbow, quiver of 30 arrows	

2 Gnoll Marauders (M)	Level 6 Brute
Medium natural humanoid	XP 250 each
Initiative +5	Senses Perception +7; low-light vision
HP 84; Bloodied 42	
AC 18; Fortitude 18, Reflex 15, Will 15	
Speed 7	
⚔ Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 6 damage, or 1d8 + 8 while bloodied; see also quick bite and pack attack .	
⚔ Quick Bite (free, when the gnoll marauder hits a bloodied enemy with a melee attack; at-will)	
The gnoll marauder makes a bite attack against the same target: +7 vs. AC; 1d6 + 2 damage, or 1d6 + 4 damage while bloodied.	
Pack Attack	
The gnoll marauder deals an extra 5 damage on melee attacks against an enemy that has two or more of the marauder's allies adjacent to it.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Intimidate +8, Stealth +10	
Str 20 (+8)	Dex 14 (+5) Wis 14 (+5)
Con 14 (+5)	Int 9 (+2) Cha 7 (+1)
Equipment leather armor, light shield, spear	

TACTICS

The gnolls lack clever tactics, but they're competent warriors. The huntmaster rests in the bunk room, but he keeps the door open so he can watch the hyenas. At the first sign of trouble, he grabs his weapons, moves to the kennel, and opens the door to the hyena pen. The hyenas delay until they can charge out to attack. The huntmaster remains behind them, using them as a barrier as he fires his bow at the enemy that has so brazenly entered gnoll territory.

The marauders rush out to fight alongside the hyenas, something they have done before. The marauders and the hyenas attempt to catch the adventurers in one of the hall's intersections so that they can gain the benefit of *pack attack*.

The huntmaster readies shots to fire at adventurers who move into a position where he can gain the *pack attack* extra damage. Otherwise, he concentrates his attacks on wizards and other spellcasters.

The marauders and the hyenas fight to the death. The huntmaster attempts to flee to Location 3 when he becomes bloodied or if only one of his allies remains (either a gnoll or a hyena).

FEATURES OF THE AREA

Illumination: Bright light in the corridor and the mess hall, provided by three everburning torches mounted on the walls. The kennel is dark.

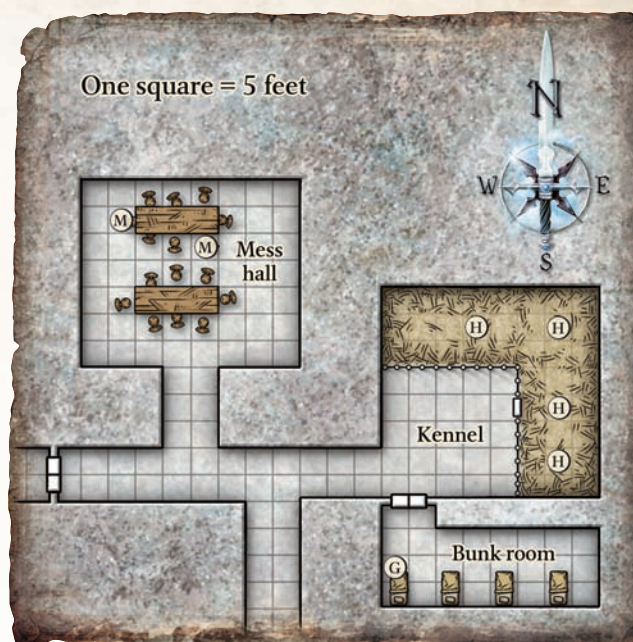
Beds: A bed can provide cover for someone adjacent to it. Hopping onto a bed costs 1 extra square of movement. A character can use a standard action to tip over a bed, which can then grant superior cover to a prone creature.

Chairs: Chairs do not limit or restrict movement through a square. A chair is light enough to be picked up and used as an improvised weapon.

Pen: The pen in the kennel has been outfitted with metal bars to contain the hyenas. The pen's door is kept closed but not locked. It can be opened with a minor action.

Tables: The tables are tall enough that a Small creature can move under them and gain cover from doing so. Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

Waste: Food scraps and other waste—all of it reeking—is strewn over the floor in the hyena pen. These squares do not affect movement, but a character who enters the kennel takes a -2 penalty to all defenses (save ends). The gnolls and the hyenas are immune to this effect.



ENCOUNTER W2: GNOLL BARRACKS

Treasure: In the mess hall, beside a set of dice on the table where the gnoll marauders were sitting, are three small piles of coins, totaling 42 gp. A successful DC 20 Perception check in the bunk room reveals a small cache of treasure under the western bed. The cache contains 76 gp and a topaz worth 150 gp. A search of the pen in the kennel (DC 25 Perception check) uncovers a *cloak of resistance* +2 hidden in the straw.

ENCOUNTER W3: PRACTICE HALL

Encounter Level 6 (1,300 XP)

SETUP

4 hyenas (H)
4 gnoll huntmasters (G)
1 dire boar (D)

This chamber was once dedicated to the study of the vicious martial arts practiced by the minotaur disciples of Baphomet. Monks fought to the death here during practice sessions, honing their skills while winnowing the weak from their ranks. Those that fell in battle were embalmed and reanimated as mummy guardians of the tombs of Baphomet's high priests. Those tombs lie somewhere in the Labyrinth, not yet discovered by the current occupants of Thunderspire Mountain.

Currently, gnolls in this room use a captured dire boar for target practice. The hyenas surround the makeshift pen, harrying the boar and inciting its rage.

If a gnoll escaped from Location 2, it ran to this room. In that case, the gnolls are aware of the intruders and are prepared to fight. They hide behind the hay bales and are ready to fire their longbows at the first character to enter the chamber. Any PC entering through either of the northern doors must succeed on a DC 21 Perception check to notice the hiding gnolls or be caught unaware, giving the gnolls a surprise round to take their shots. Any PC entering through the southern door is automatically aware of the gnolls.

When the adventurers enter the chamber, read:

The walls of this chamber are covered with faded murals that depict minotaurs in combat. The images show minotaurs fighting each other, as well as battling demons, dwarves, humans, and dragonborn. In all the pictures, the minotaurs lack weapons and armor. They use their horns, teeth, and bare hands to rend their opponents from head to toe.

A barrier of hay bales divides the room. In the northern portion of the room, a large boar is chained to the floor inside a pen. Arrows jut from the trapped creature, and the floor around it is covered with splatters of blood. Hyenas encircle the pen, trying to bite the boar. One by one, the hyenas become aware of your presence and turn their attention in your direction.

4 Hyenas (H)		Level 2 Skirmisher
Medium natural beast		XP 125 each
Initiative +5	Senses Perception +7; low-light vision	
HP 37; Bloodied 18		
AC 16; Fortitude 14, Reflex 13, Will 12		
Speed 8		
⬇ Bite (standard; at-will)		
+7 vs. AC; 1d6 + 3 damage; see also <i>pack attack</i> .		
Pack Attack		
A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.		
Harrier		
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.		
Alignment Unaligned		Languages –
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 13 (+2)	Int 2 (-3)	Cha 5 (-2)

4 Gnoll Huntmasters (G)		Level 5 Artillery
Medium natural humanoid		XP 200 each
Initiative +6	Senses Perception +11; low-light vision	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 17, Will 14		
Speed 7		
⬇ Handaxe (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6 + 3 damage, or 1d6 + 5 damage while bloodied; see also <i>pack attack</i> .		
⤵ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +10 vs. AC; 1d10 + 4 damage, or 1d10 + 6 damage while bloodied; see also <i>pack attack</i> .		
Pack Attack		
The gnoll huntmaster deals an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the huntmaster's allies adjacent to it.		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Intimidate +7, Stealth +11		
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 8 (+1)	Cha 7 (+0)
Equipment leather armor, handaxe, longbow, quiver of 30 arrows		

THE DIRE BOAR

The dire boar is the prized pet of Ulthand Deepgem. It was captured by the gnolls during a raid on a dwarven mining team. If released, the boar can be either an ally for the adventurers or an enemy, depending on their actions.

The boar has been reduced to 42 hit points when the adventurers enter the room. If it is released from its pen, the boar attacks the nearest creature, whether gnoll, hyena, or player character. However, a character can engage in a skill challenge (see below) to get the boar to accept the PCs as friends.

As a standard action, a character can make a DC 15 Strength check to uproot the spike keeping the boar chained to the ground. Or the chain can be destroyed (AC 8, Reflex 8, Fortitude 8; hp 30). If released from the chain, the dire boar easily knocks down the walls of the make-

shift pen and escapes. A pen wall can be knocked apart with a DC 18 Strength check.

Once freed, the boar fights to the death unless it is calmed down. Use the same skill challenge to accomplish this, if the player characters want to save the beast and keep it alive.

The PCs gain no XP for killing or defeating the dire boar. If they are performing the quest for Ulthand Deepgem (see page 12 in Adventure Book One), then they earn XP for rescuing the animal and returning it to the Seven-Pillared Hall.

Dire Boar		Level 6 Brute
Large natural beast (mount)		XP 250
Initiative +3	Senses Perception +2	
HP 85; Bloodied 42; see also <i>death strike</i>		
AC 17; Fortitude 21, Reflex 17, Will 16		
Speed 8		
⚔ Gore (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.		
⚔ Death Strike (when reduced to 0 hit points)		
The dire boar makes a gore attack.		
⚔ Rabid Charger (while mounted by a friendly rider of 6th level or higher; at-will) ♦ Mount		
When it charges, the dire boar makes a gore attack in addition to its rider's charge attack; see also <i>furious charge</i> .		
Furious Charge		
When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Alignment Unaligned		Languages –
Str 19 (+7)	Dex 10 (+3)	Wis 9 (+2)
Con 15 (+5)	Int 2 (-1)	Cha 8 (+2)

TACTICS

The gnolls employ different tactics depending on how the PCs enter the room. If the PCs enter through either of the two northern doors, the huntmasters use the cover provided by the bales and begin firing arrows at the intruders. The hyenas rush around the boar's pen (indicated by the dashed line) and attack the intruders, slowing the PCs' approach to the gnolls.

If the PCs enter from the south, the gnolls leap over the barrier and order the hyenas to attack.

If the PCs attack from the north and the south, the gnolls shoot at them while retreating to the west, where they make a more formidable stand against them.

CALMING THE SAVAGE BEAST SKILL CHALLENGE

The PCs can attempt to calm the dire boar and get it to accept them as friends. Since the dire boar is a trained creature, it is predisposed to be friendly to nonhostile humans and dwarves. Unfortunately, the cruel treatment it has received from the gnolls has frightened it and made it both scared and angry.

The PCs must achieve four successes before they attain two failures to convince the boar that they are not its enemies.

Success in the skill challenge means that the boar fights along with the PCs against the hyenas and gnolls. It follows them as long as they feed it and don't mistreat it, but it obviously wants to leave this place and return to its rightful owner. While the dire boar follows the PCs, it can be used as a mount or a pack animal, but it won't fight beyond this battle unless it is specifically attacked by an enemy creature.

Failure indicates that the dire boar attacks whoever is nearest to it, friend and foe alike. It tries to escape from the Well of Demons at the first opportunity.

DC 22 *Nature checks*: You use your understanding of animals to calm and reassure the beast.

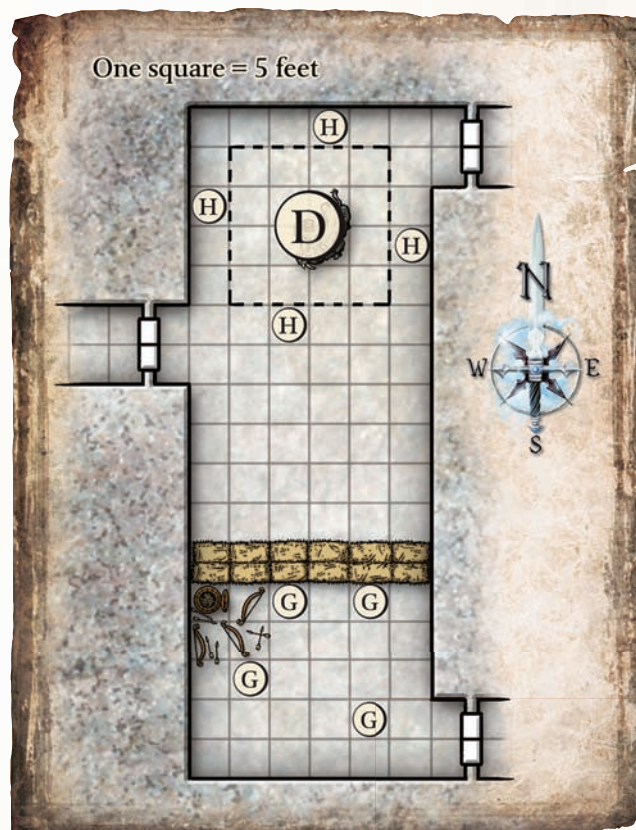
DC 17 *Heal checks*: You try to ease the creature's pain. Only one success with this skill counts toward completing the skill challenge.

FEATURES OF THE AREA

Illumination: Bright light. Four lanterns have been set up along the walls.

Hay Bales: A crude barrier constructed from bales of moldy hay divides the room. The bales are about 4 feet high. These squares count as difficult terrain and can provide cover to a creature standing behind a bale or superior cover to a prone creature behind one.

Weapons: The barrel is filled with six spears, and three longbows lay upon the floor nearby. Forty-three arrows lay scattered on the floor around the barrel.



ENCOUNTER W4: SHRINE TO BAPHOMET

Encounter Level 6 (1,300 XP)

SETUP

- 1 gnoll demonic scourge (S)
- 1 barlgura (B)
- 2 tiefling darkblades (D)

These three chambers once served as a shrine to Baphomet. The gnolls have since claimed the area as a headquarters. Don't place any of the creatures when the PCs first enter the corridor; the barlgura hasn't appeared yet, and the gnoll and the tieflings are not visible from the PCs' opening vantage point.

A gnoll demonic scourge is currently dealing with a pair of tieflings, who seek to trick the gnolls out of the items and the lore they have found here.

The tieflings are here only to trick the gnolls into giving them treasure and lore. The pair are brothers named Azkelak and Katal. Both wear black clothing and carry adventuring gear.

The demonic scourge rests in her room, supposedly considering the tieflings' offer but actually deciding the best way to deal with them. She wants to sacrifice them to Yeenoghu but worries that they might have useful knowledge that they have not yet shared. She assumes they plan to betray her, though, and has her weapons close at hand and wears her armor.

The tieflings are in the guard room, waiting for the scourge to respond to their offer of an alliance. The barlgura does not start the encounter in the area but appears later, as described under "Tactics."

When the PCs enter the corridor that connects these chambers, read:

The corridor, hewn from black rock, connects three different areas. Ahead, the passage opens into a chamber, while along the eastern wall, closed doors can be seen. The doors are made of black wood, and each has an iron knocker carved in the shape of a minotaur's snarling face. One is a single door, while the other is a set of double doors. The flagstones on the floor each have the symbol of a bull's horned skull worked into them in blood red stone.

When the barlgura appears, read:

With a puff of brimstone and a sound like a whip-crack, a hulking creature covered in fur appears before the shrine to Baphomet. It roars, flexing deadly claws and revealing terrible fangs, before fixing its blood-red eyes upon you.

Gnoll Demonic Scourge (S)	Level 8 Brute (Leader)
Medium natural humanoid	XP 350
Initiative +6	Senses Perception +7; low-light vision
Leader of the Pack aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.	
HP 106; Bloodied 53	
AC 20; Fortitude 21, Reflex 18, Will 18	
Speed 5	
⚔ Heavy Flail (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d6 + 5 damage, or 2d6 + 7 while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also pack attack.	
Bloodthirst	
If the gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against that enemy as an immediate reaction.	
Overwhelming Attack (free; encounter)	
The gnoll demonic scourge applies its bloodthirst power to two allies instead of one.	
Pack Attack	
The gnoll demonic scourge deals an extra 5 damage on melee attacks against an enemy that has two or more of the demonic scourge's allies adjacent to it.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Insight +10, Intimidate +13, Religion +10	
Str 20 (+9)	Dex 14 (+6) Wis 12 (+5)
Con 16 (+7)	Int 13 (+5) Cha 15 (+6)
Equipment hide armor, heavy flail	

2 Tiefling Darkblades (D)	Level 7 Lurker
Medium natural humanoid	XP 300 each
Initiative +12	Senses Perception +5; low-light vision
HP 64; Bloodied 32	
AC 20; Fortitude 17, Reflex 19, Will 17	
Resist 12 fire	
Speed 6; see also cloak of lurking	
⚔ Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon	
+12 vs. AC (+13 against a bloodied target); 1d6 + 5 damage, and the tiefling darkblade makes a secondary attack against the same target. Secondary Attack: +10 vs. Fortitude; ongoing 5 poison damage (save ends).	
Cloak of Lurking (move; recharge ⏏) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the darkblade deals an extra 3 damage.	
Alignment Any	Languages Common
Skills Bluff +13, Stealth +15	
Str 13 (+4)	Dex 20 (+8) Wis 14 (+5)
Con 16 (+6)	Int 13 (+4) Cha 16 (+6)
Equipment leather armor, poisoned short sword	

Bargura (B)		Level 8 Brute
Large elemental beast (demon)		XP 350
Initiative +7	Senses Perception +12; low-light vision	
HP 108; Bloodied 54; see also <i>savage howl</i>		
AC 19; Fortitude 20, Reflex 17, Will 17		
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)		
Speed 8, climb 8		
⊕ Slam (standard; at-will)		
Reach 2, +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the bargura is bloodied.		
‡ Double Attack (standard; at-will)		
The bargura makes two slam attacks.		
Savage Howl (free, when first bloodied; encounter)		
The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.		
Alignment Chaotic evil	Languages Abyssal	
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)

TACTICS

If the PCs enter the scourge's room, she attacks, shrieking a prayer to Yeenoghu. At the start of her next turn, a bargura appears in the shrine, directly in front of the altar. The creature races out to attack the PCs.

The tieflings attempt to hide in the guard room when the PCs enter this encounter area. They reason that if the PCs are powerful enough to make it this far into the gnoll complex, they might overcome the gnolls. Azkelak and Katal watch from the guard room. If two or more PCs are bloodied, they rush forward to attack the characters to gain the scourge's favor. Otherwise, they continue to watch. When the fight is over, they hail the PCs.

If the PCs avoid the scourge's room and the shrine and instead enter the guard room, the tieflings put aside any thoughts of allying with the gnolls and throw in their lot with the adventurers.

THE TIEFLINGS

This encounter's outcome partially depends on how the PCs react to the tieflings. Azkelak tries to portray himself and his brother as simple adventurers who stumbled across the Well of Demons in search of treasure. He ruthlessly plays on the sympathies of any good or lawful good PCs. He deflects questions with questions of his own, and he tries to invalidate any statements that cast him and his brother in a bad light. He emphasizes that the PCs are murderers if they attack them.

Katal remains silent. If any questions are directed at him, he keeps his answers short.

Provided the tieflings don't attack the PCs during the encounter with the demonic scourge and the bargura, the tieflings attempt to ally with the PCs. If the PCs let them go, they wait near Location 1 and attack the PCs after the group has recovered the dungeon's treasures.

If the PCs ally with the tieflings, Azkelak and Katal pull their weight in any encounters. The next time the PCs camp, though, the two attack while the party sleeps. If

either is reduced to one-quarter of his maximum hit points or less, both run and attempt to ambush the PCs later.

FEATURES OF THE AREA

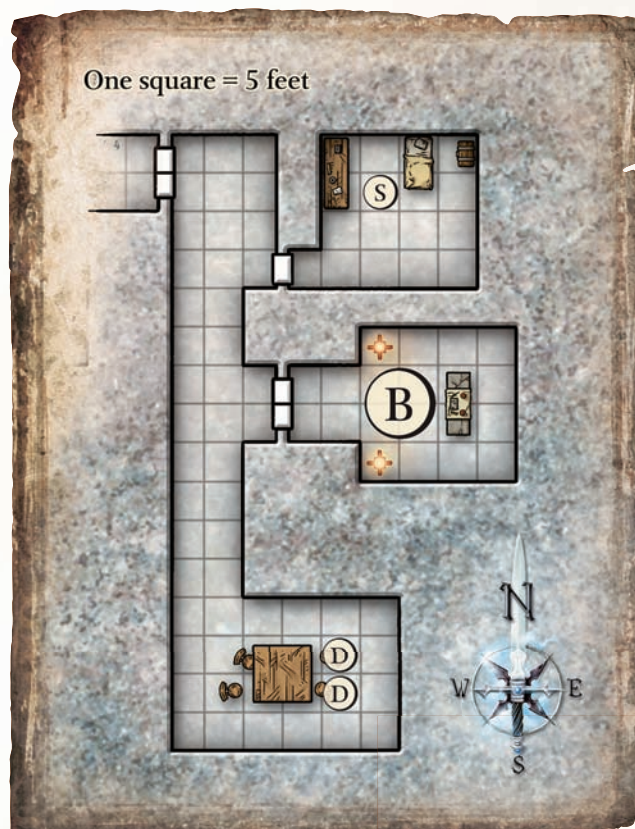
Illumination: Bright light. The area is illuminated by everburning torches.

Chairs: Chairs do not limit or restrict movement through a square. A chair is light enough to be picked up and used as an improvised weapon.

Tables: The tables are tall enough that a Small creature can move under them and gain cover from doing so. Hopping onto a table costs 1 extra square of movement. A character can use a standard action to tip over a table, which can then grant cover to a standing creature or superior cover to a prone creature.

Shrine: Two tall candleholders stand on either side of the shrine's entrance, each with a black candle set in it. The altar is made of humanoid bones stacked to form a four-legged table. The bones are joined with wire. A small book, bound in black leather, sits on the altar: *The Book of Wrath Unveiled*, a treatise on the cult of Baphomet. This item is needed to enter the inner sanctum, as described in the next set of encounters.

Treasure: The demonic scourge's chamber contains a locked chest. Opening the chest requires a DC 25 Thievery check or the key carried by the demonic scourge. The chest contains *Shadowfell gloves* (heroic tier), a gold necklace inlaid with diamonds and rubies worth 400 gp, a jade bracelet worth 100 gp, and 62 gp.



ENCOUNTER W5: THE RESTLESS DEAD

Encounter Level 5 (1,000 XP)

SETUP

This skill challenge involves the spirits of a trio of adventurers who were slain years ago when they attempted to cleanse Baphomet's demonic influence from this place. They managed to recover the items needed to open the door to the inner sanctum but were killed by the Guardian (Encounter W9).

The spirits can speak but are otherwise unable to affect the world. They have remained hidden from the gnolls, but when the PCs enter Location 5, they manifest and attempt to determine the PCs' intentions. If convinced that the PCs are not evil, the spirits provide information on what the PCs must do to reach the inner sanctum. Otherwise, the PCs must stumble their way through the challenges in the subsequent encounters without any aid.

When the PCs enter the area, read:

Blood stains the floor here. Crimson trails run from a set of double doors in the east down the corridor and into a door to the west. A sudden chill washes over you. The cold seems to penetrate your body, causing an involuntary shiver. Three spectral figures appear faintly before you, rising out of the bloodstains. The ghostly figures raise their hands in greeting.

THE SLAIN ADVENTURERS

The spirits of three slain adventurers greet the party: a cleric, a paladin, and a wizard.

Valdrog the Brute: Valdrog appears as a male human who has a thick, black beard and is clad in chainmail. His spectral armor is ripped apart because the Guardian killed him by tearing him in half.

Valdrog was a cleric of Kord, and he speaks with a booming voice. He is rude, aggressive, and quick to challenge the PCs' bravery; he respects demonstrations of strength and wants to help a worthy group.

Sir Terris: This dwarf was a paladin of Pelor and served as the group's valiant defender. Terris wears plate armor and keeps his helm's faceplate closed. He was slain when the Guardian crushed his skull with a single bite.

Sir Terris is wise and kind, though he is also judgmental. He asks many questions, seeking to trap the PCs in a contradiction or a lie. He is quick to make accusations and slow to trust. The PCs must prove their good intentions to win his support.

Mendara the Mystic: The group's wizard, Mendara is an elf who died by the dragon's breath. She wears green robes and carries a staff.

Mendara is eager to recruit someone with the intelligence and acumen to overcome the challenges in Encounters W6, W7, and W8. She lies to the PCs, hoping to expose their greed. She is haughty and talkative.

SPEAKING WITH THE DEAD

This skill challenge comprises the PCs' attempts to learn information from the three spirits. As the characters enter Location 5, the spirits greet them in Common and ask what they seek in the Well of Demons.

For the nonplayer characters to provide assistance, the PCs need to convince the spirits of their trustworthiness and that their cause is just.

Complexity: Twelve successes before six failures, though the PCs gain some information even if they fail this challenge (see below).

Primary Skills: Arcana, Athletics, Diplomacy, Dungeoneering.

Arcana or Dungeoneering: The characters can impress Mendara with their knowledge of mystic lore and dungeon environments. A PC succeeds with a DC 22 check using either skill, and the PCs can gain any number of successes this way.

Athletics: As a cleric of Kord, Valdrog applauds feats of strength or athletic prowess. A PC succeeds with a DC 22 Athletics check, but the PCs can gain no more than two successes in this way.

Diplomacy: The PCs can use the Diplomacy skill to convince the NPCs of their good intentions. However, the spirits believe that actions speak louder than words, so a DC 26 Diplomacy check is necessary to succeed. The PCs can score any number of successes this way.

Other Skills: Bluff, Intimidate, Insight.

Bluff: A character who has any ill intentions can use Bluff in place of Diplomacy to attempt to convince the spirits that his or her intentions are good.

Intimidate: The spirits cannot be intimidated, for they are beyond harm. Using this skill results in an automatic failure, and the PC making the Intimidate check takes a -2 penalty to all other skill checks in this challenge.

Insight: During the conversation, Mendara makes outrageous claims about the trio's exploits. If a character succeeds on a DC 22 Insight check, that PC realizes she is lying. If the character questions her and attempts to learn why she is lying, the PCs gain a success. Only one success can be gained in this way.

CONCLUSION

The PCs receive information based on the total number of successes achieved. Whether the PCs succeed or fail, the slain adventurers can finally rest in peace. They have attempted to help a group avenge their loss. Once the challenge ends, the NPCs say farewell (or mock the PCs and warn of impending death if the encounter went poorly) and fade from view.

Rewards: If the PCs attain twelve successes, the adventurers hail them as allies. The group provides all the information below.

Failure: If the PCs earn six failures, determine their total number of successes up to that point. The spirits provide information based on the PCs' number of successes, as shown below.

REWARDS

The following information is provided as read-aloud text that the spirits relay to the PCs after the skill challenge comes to a conclusion.

0-1 Successes: *This place is the Proving Grounds, a testing place for worshipers of the demon lord Baphomet. You must find four items: a knife, a mask, a bell, and a book. You must place each of these items on one of four circles of runes found in this complex. The items must be placed on the runes at the exact same time.*

2-3 Successes: *Three of the items are held within chambers built to test Baphomet's worshipers. You can find these chambers to the north, west, and south of where we now stand, through these eastern double doors and then through another set of double doors that leads to the west.*

4-5 Successes: *The fourth item, the book, is on an altar in a small shrine to the east.*

6-7 Successes: *To the east of the Proving Grounds is the inner sanctum. Its door opens only when the proper ceremony is completed. The items used for the ceremony disappear if you try to remove them from the Well of Demons, and upon completion of the ceremony, they return to their former locations.*

8-9 Successes: *Completing this ceremony summons the terrible Guardian and activates several traps in the area. The Guardian is a green dragon imprisoned here. It can swoop past its prey and attack. It emerges from a great pit in the center of the complex.*

10-11 Successes: *Each of the chambers in this complex has a magical trap designed to harass intruders. The central corridor is the fastest way to move around, but it also has its own trap: a crushing sphere of magical force that rolls along its length.*

12 Successes: *There is a treasure hidden in the complex. It is hidden beneath the altar in the chamber south of here.*

PROVING GROUNDS OVERVIEW

The Proving Grounds are quiet when the adventurers first enter. When the PCs place the four items they seek within the area's four runic circles, traps activate and the Guardian rises from its pit to attack. Until then, the PCs can explore this place in relative safety. This section provides an overview of what the PCs find in the Proving Grounds. A map and detailed description of the areas are provided in Encounter W9.

When the PCs begin to explore this area, lay out the poster map so they can see their surroundings. The rooms described here are locations that are not numbered on the map.

Illumination: Bright light. The area is magically illuminated.

9A. Central Chamber: The central chamber has two altars and a pit that is 100 feet deep.

9B. Inner Track: The corridor around the central area is covered in bloodstains, and it looks as though some massive object has scarred the floor and walls as it moved through here.

9C. Temple to Baphomet: East of the central chamber is a small temple to Baphomet. Buried under the altar is a small metal chest containing 600 gp and three 200 gp gems.

9D. Statuary: West of the central chamber is an area containing several statues of minotaur warriors. Two of the statues have been knocked over and destroyed.

9E Sacrificial Cells: In the southeastern section of the Proving Grounds are cells where the minotaurs once kept prisoners to be sacrificed to Baphomet. The skeletal remains of some of these victims are still chained to the walls. When the Proving Grounds awaken, several of the skeletons animate and attack any creatures that pass by. The portcullis that once sealed this area is rusted open.

9F. Chamber of Pools: Southwest of the central chamber is a room containing pools that provide various effects. A character can determine the effect of a pool with a DC 25 Arcana check. If any of the liquid is removed from the Well of Demons, it loses its effect.

Yellow: A character drinking from this pool takes ongoing 5 poison damage (save ends).

Green: A character drinking from this pool gains resist 5 poison for 1 hour.

Red: A character drinking from this pool is consumed by rage in the next battle, gaining a +1 bonus to attack rolls and taking a -2 penalty to AC and Reflex.

Blue: This pool has no effect.

Door to the Inner Sanctum: Only the act of placing the sacred objects of Baphomet within the runic circles can open the double door that leads to the inner sanctum.

ENCOUNTER W6: HALL OF ENFORCED INTROSPECTION

Encounter Level 6 (1,250 XP)

SETUP

- 2 boneshard skeletons (S)
- 3 sets of draining mirrors (D)
- 2 sets of teleportation mirrors (T)
- 4 sets of trapping mirrors (M)
- 1 gnoll marauder (G)

The Hall of Enforced Introspection once tested acolytes of Baphomet and remains active to this day. The test requires a combination of willpower, cunning, and toughness to complete. The hall features nine square pillars, each with mirrors on all sides. Those who look at the mirrors suffer their magical effects.

To retrieve the *face of Baphomet*, an item the PCs need to reach the inner sanctum, the PCs must make their way through the curtain, past the mirrors, and battle the skeletons guarding it on the other side of a second thick curtain.

When the PCs enter this chamber, read:

The door opens to reveal a 10-foot-wide room. Jet-black curtains hang from hooks set into the ceiling, forming a wall ahead of you.

TACTICS

Two boneshard skeletons guard the altar and are hidden behind the curtain that separates the altar from the rest of the room. They wait until an opponent moves into their line of sight before attacking. They are aware of the PCs as soon as the PCs enter the chamber, but they delay until the characters come into view.

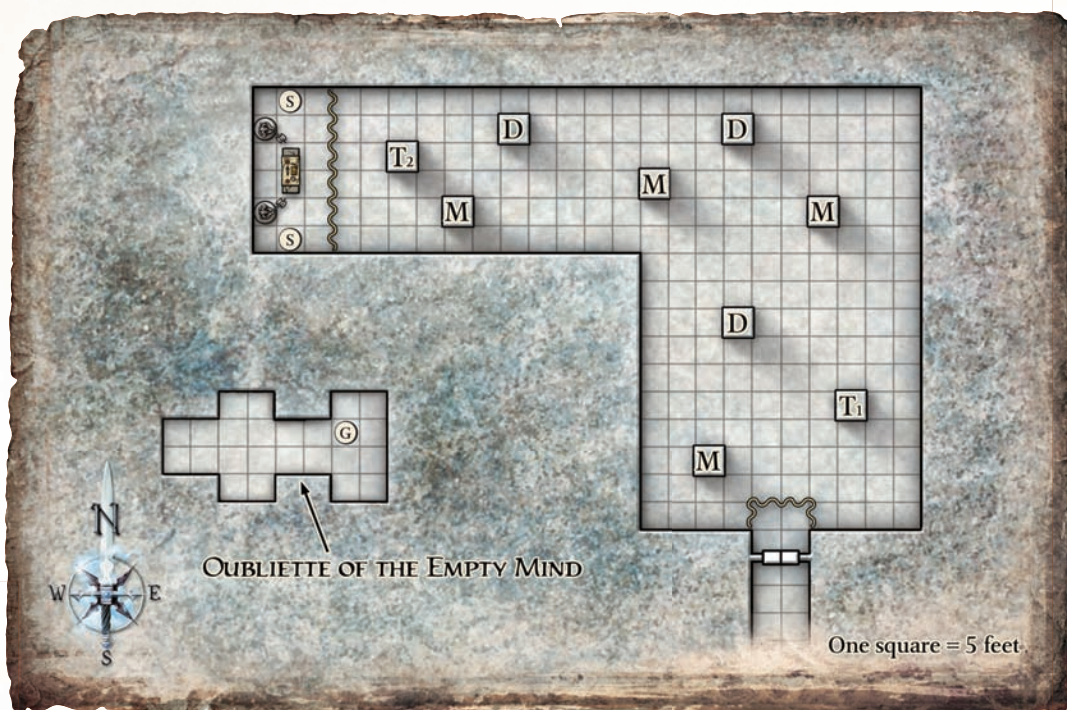
A gnoll looked into one of the trapping mirrors and is imprisoned in the Oubliette of the Empty Mind. The creature is crazed from hunger and isolation. It attacks anyone else trapped in the oubliette and fights to the death.

THE FACE OF BAPHOMET

The *face of Baphomet* is a mask carved from black wood. It sits on the altar in the chamber's western end.

Anyone who wears the mask gains darkvision. Non-minotaurs who wear the mask while bloodied and in combat select targets for their ranged and melee attacks at random from among both enemies and allies. This effect lasts until the end of the encounter or until a character is no longer bloodied.

2 Boneshard Skeletons (S)		Level 5 Brute
Medium natural animate (undead)		XP 200 each
Initiative +5	Senses Perception +4; darkvision	
HP 77; Bloodied 38; see also <i>boneshard burst</i>		
AC 17; Fortitude 16, Reflex 16, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⚔ Scimitar (standard; at-will) ♦ Necrotic, Weapon		
+9 vs. AC; 1d8 + 3 damage (crit 1d8 + 11) plus 5 necrotic damage.		
⚔ Boneshard (standard; at-will) ♦ Necrotic		
+9 vs. AC; 1d4 + 3 damage, and ongoing 5 necrotic damage (save ends).		
↖ Boneshard Burst (when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) ♦ Necrotic		
Close burst 3; +8 vs. Reflex; 2d6 + 3 necrotic damage.		
Alignment Unaligned		Languages –
Str 16 (+5)	Dex 16 (+5)	Wis 14 (+4)
Con 17 (+5)	Int 3 (-2)	Cha 3 (-2)
Equipment scimitar		



Gnoll Marauder		Level 6 Brute
Medium natural humanoid		XP 250
Initiative +5 Senses Perception +7; low-light vision		
HP 84; Bloodied 42		
AC 18; Fortitude 18, Reflex 15, Will 15		
Speed 7		
⬇ Spear (standard; at-will) ⬆ Weapon		
+10 vs. AC; 1d8 + 6 damage, or 1d8 + 8 while bloodied; see also <i>quick bite</i> and <i>pack attack</i> .		
⬇ Quick Bite (free, when the gnoll marauder hits a bloodied enemy with a melee attack; at-will)		
The gnoll marauder makes a bite attack against the same target: +7 vs. AC; 1d6 + 2 damage, or 1d6 + 4 damage while bloodied.		
Pack Attack		
The gnoll marauder deals an extra 5 damage on melee attacks against an enemy that has two or more of the marauder's allies adjacent to it.		
Alignment Chaotic evil		Languages Abyssal, Common
Skills Intimidate +8, Stealth +10		
Str 20 (+8)	Dex 14 (+5)	Wis 14 (+5)
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)
Equipment leather armor, light shield, spear		

THE MIRRORS

A set of mirrors hangs on each of the room's square pillars. The mirrors are reactive; when a character looks into one, its effect activates.

Trigger: On each character's turn, before he or she takes any actions, locate the nearest pillar within 5 squares and have one mirror on that pillar attack the character.

A character can close his or her eyes to avoid the attack. The character is considered blinded while doing so.

Appearance: The mirrors are framed in brass, with leering, demonic faces carved along the top of each frame.

The draining mirrors cause the image of any living creature within it to become skeletal and sickly.

The teleportation mirrors shimmer with magical energy. They reveal the image reflected in their counterparts.

The trapping mirrors show only darkness.

3 Sets of Draining Mirrors (D)		Level 5 Obstacle
Trap		XP 200 each
Trigger		
The mirrors have a shared trigger (see “The Mirrors”).		
Attack ♦ Necrotic		
Free Action	Ranged 5	
Target: One creature		
Attack: +11 vs. Fortitude		
Hit: 2d8 + 3 necrotic damage.		
Countermeasures		
♦ The mirror automatically misses a blinded or an undead target.		
♦ A curtain or other obstruction on a mirror blocks its attacks.		
♦ A character can attack a mirror (AC 5, Fortitude 10, Reflex 5; hp 20), provoking an opportunity attack from it. This attack can hit a character even if he or she is blinded or undead. Destroying a mirror disables the other mirrors on the same pillar.		

2 Sets of Teleportation Mirrors (T)		Level 5 Obstacle
Trap		XP 200 each
Trigger		
The mirrors have a shared trigger (see “The Mirrors”).		
Attack ♦ Teleportation		
Free Action	Ranged 5	
Target: One creature		
Attack: +13 vs. Will		
Hit: 1d8 damage, and the target is teleported to a space adjacent to a different teleportation mirror. If no other teleportation mirrors still function, the target takes 2d8 damage and is dazed (save ends).		
Countermeasures		
♦ The mirror automatically misses a blinded or an undead target.		
♦ A curtain or other obstruction on a mirror blocks its attacks.		
♦ A character can attack a mirror (AC 5, Fortitude 10, Reflex 5; hp 20), provoking an opportunity attack from it. This attack can hit a character even if he or she is blinded or undead. Destroying a mirror disables the other mirrors on the same pillar.		

4 Sets of Trapping Mirrors (M)		Level 5 Obstacle
Trap		XP 200 each
Trigger		
The mirrors have a shared trigger (see “The Mirrors”).		
Attack ♦ Teleportation		
Free Action	Ranged 5	
Target: One creature		
Attack: +13 vs. Reflex		
Hit: The target teleports to the Oubliette of the Empty Mind.		
Countermeasures		
♦ The mirror automatically misses a blinded or an undead target.		
♦ A curtain or other obstruction on a mirror blocks its attacks.		
♦ A character can attack a mirror (AC 5, Fortitude 10, Reflex 5; hp 20), provoking an opportunity attack from it. This attack can hit a character even if he or she is blinded or undead. Destroying a mirror disables the other mirrors on the same pillar.		
Special		
If every PC is trapped within the oubliette, they do have some hope of escape. A group of gnolls comes to the Hall of Enforced Introspection within a few days. One looks into the mirror and is teleported to the oubliette with them. The rest of the gnolls release them and try to take them prisoner. The gnolls, prodded by Maldrick Scarmaker, are eager to question captives and then offer them to Yeenoghu.		

FEATURES OF THE AREA

Illumination: Bright light. The area is magically illuminated.

Altar: The altar is crafted from brass. It is flanked by gray stone statues of minotaurs. A DC 15 Perception check reveals an indentation of a minotaur-sized hand on the altar. A character can place a hand against the indentation to release any trapped creatures from the Oubliette of the Empty Mind. Released creatures return to the chamber's entrance or the nearest unoccupied space.

Curtains: The curtains block line of sight but have no effect on movement. A second curtain is set before the altar to allow those worshiping Baphomet to avoid the mirrors' effects.

ENCOUNTER W7: HALL OF THE CRIMSON WHIP

Encounter Level 6 (1,250 XP)

SETUP

3 evistro (carnage demons) (D)
2 minotaur bloodtaker statues

The Hall of the Crimson Whip once tested minotaur acolytes of Baphomet. Two statues in this room are infused with the essence of captured demons. The statues lash out at those entering the room, testing their endurance and courage.

In addition, three evistro, or carnage demons, lurk in the knee-deep pools of blood that fill this chamber. The carnage demons lie prone, hiding beneath the blood's surface. While there, they gain a +5 bonus to Stealth checks (included in the Perception DC to spot them). The demons, like the blood, are a remnant of the enchantment on this area. They have been trapped in this chamber for centuries and are eager to consume fresh blood.

When the adventurers enter this chamber, show them "View of the Crimson Whip" on page 31 of *Adventure Book One*, and read:

Before you is a scene torn from the Abyss. You stand on a small stone platform overlooking two large pools of blood. A stone

walkway divides the room and sits just above the surface of the pools. On opposite sides of the room, large bronze statues of snarling minotaurs face each other. Each minotaur statue holds a long barbed whip, as if about to strike. A smaller minotaur statue stands beside each of the doors leading into this place. Flanking the large statue on the far side of the room are two pedestals that rise out of the blood. On one pedestal rests a gray dagger-sized blade. On the other rests a matching hilt.

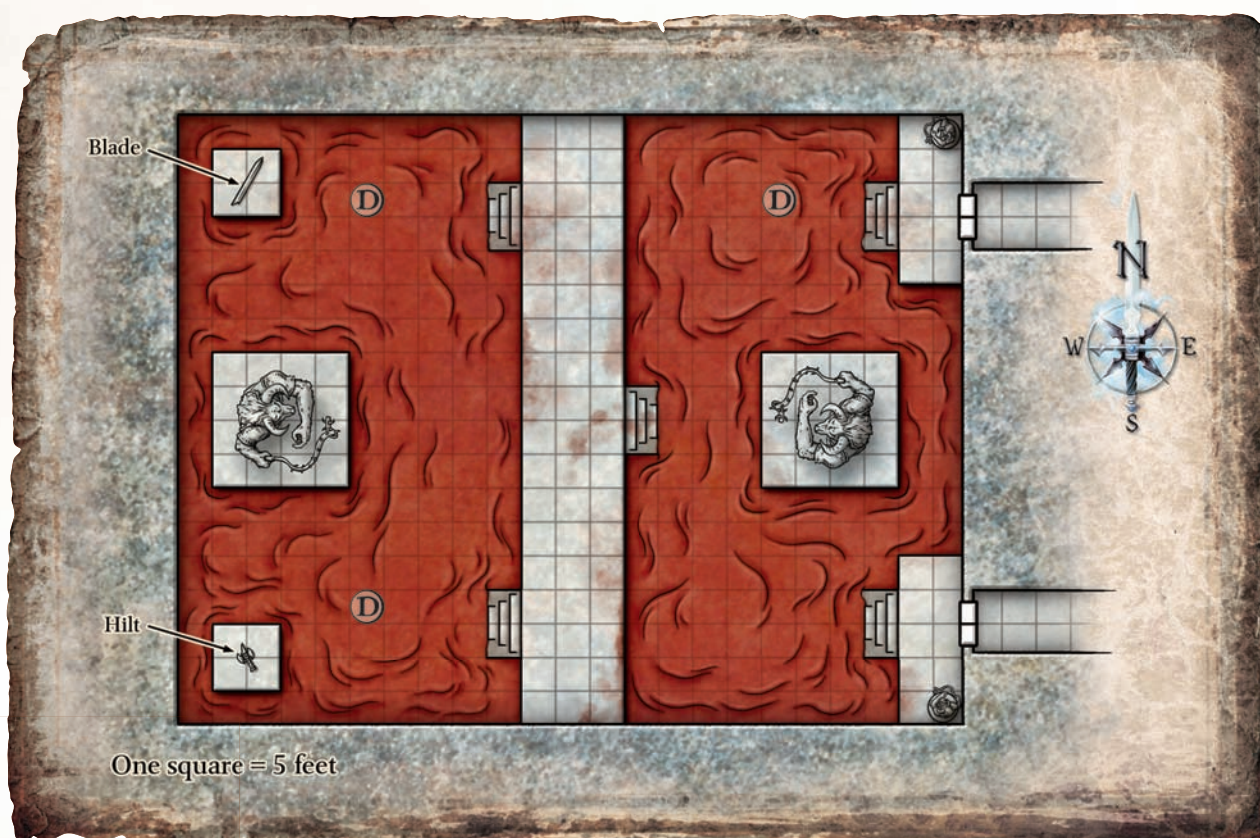
Perception Check

DC 27: Several dark forms lie below the surface of the pools of blood.

THE TRAP

When the adventurers enter the pool of blood or first set foot on the stone walkway that divides the chamber, the two statues animate and attack, using their long, barbed scourges to force PCs into the blood pool. The blood is poisonous to creatures that are not demons (see "Features of the Area" for details). The carnage demons become frenzied at the sight of blood-drenched targets.

The large statues do not leave the space they begin in. Instead, they rotate at the torso and use their arms to make sweeping attacks with their barbed whips. They attack every creature within range each round.



OBJECTIVE

The PCs must advance across the room and claim the two halves of the *bloodhorn blade*, one of the items they need to complete the ritual to reach the inner sanctum.

Once the characters claim both halves of the dagger, the magic of the large statues generates a strong current. Creatures in either blood pool on a statue's turn are pushed 1 square to the west, away from the exits. In the meantime, the statues continue to attack, making two attacks per round once the PCs have acquired both halves of the dagger.

3 Evistro (Carnage Demon) (D)	Level 6 Brute
Medium elemental magical beast (demon)	XP 250 each
Initiative +4	Senses Perception +4
HP 90; Bloodied 45	
AC 16; Fortitude 18, Reflex 14, Will 14	
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)	
Speed 6	
⬇ Claws (standard; at-will)	
+9 vs. AC; 1d8 + 5 damage (+2 bonus to damage while standing in a blood pool).	
⬇ Destructive Bite (minor; at-will)	
Bloodied target only; +8 vs. AC; 1d6 + 5 damage (+2 bonus to damage while standing in a blood pool).	
Carnage	
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Alignment Chaotic evil	Languages Abyssal
Str 21 (+8)	Dex 12 (+4) Wis 12 (+4)
Con 20 (+8)	Int 5 (+0) Cha 7 (+1)

2 Minotaur Bloodtaker Statues	Level 6 Blaster
Trap	XP 250 each
Perception	
◆ DC 18: The character spots bloodstains on the statues' scourges.	
◆ DC 22: The character notices that the statues are built to move their arms and torsos.	
Initiative +7	
Trigger	
When a character first enters either pool of blood or first steps upon the stone walkway that divides the chamber, the traps roll initiative.	
Attack	
Standard Action Close burst 7	
Target: All creatures in burst.	
Attack: +13 vs. AC	
Hit: 1d8 + 3 damage, and the target slides 1 square and is knocked prone.	
Countermeasure	
◆ A character adjacent to a statue can disable it with four DC 20 Thievery checks before attaining two failures. A statue makes an immediate attack when a failure is attained.	
◆ The statues have AC 18, Fortitude 19, Reflex 16, and Will 18. Each has 68 hp. If a statue is reduced to 0 hp, it is destroyed. The magic of the area restores a destroyed statue in 24 hours.	

TACTICS

The three carnage demons begin hidden beneath the surface of the blood pool, at the positions marked on the map. The carnage demons attempt to avoid the bloodtakers' attacks while battling the PCs. They keep along the walls or remain beneath the surface of the blood pools to avoid a bloodtaker's reach.

The carnage demons focus their attacks on any bloodied characters, even taking opportunity attacks and strikes from the bloodtakers to attack a bloodied target.

After the characters seize the halves of the *bloodhorn blade*, the demons must contend with the statues' push effect as well (see "Objective" for details).

FEATURES OF THE AREA

Illumination: Bright light. The chamber is magically illuminated.

Blood Pools: The two blood pools are 6 feet deep. Each is considered to be difficult terrain for Small and Medium creatures. In addition, the blood provides two benefits to demons standing in it: regeneration 5 and a +2 bonus to melee damage rolls.

A creature beneath the surface of a blood pool has concealment.

The blood has an adverse effect on any creatures that are not demons: Any creature that is not a demon and enters or starts its turn in a blood pool takes 1d10 poison damage, and ongoing 5 poison damage and a -2 penalty to all defenses against attacks from demons (save ends both).

Platforms: The platforms, as well as the walkway in the center of the room, are 5 feet above the blood's surface. The edges of the platforms require a DC 20 Athletics check to climb up onto from out of a blood pool.

Stairs: The stairs in this chamber are normal terrain. Each set leads down into the blood pool.

THE BLOODHORN BLADE

The characters' objective in this room is to recover the halves of the *bloodhorn blade*, a magic dagger used in the rites of the Baphomet cult.

The blade and the hilt of the *bloodhorn blade* are marked on the map. Once a character has both parts of the dagger, he or she can combine them as a minor action.

The *bloodhorn blade* is a +3 *magic dagger*. When it hits, it pushes a target 3 squares, in addition to the other effects of the attack. If the attack already has a push effect, use the greater of the two push amounts. When the dagger pushes a target, it emits the howling roar of a minotaur.

The *bloodhorn blade* also has a drawback. Any nonminotaur who makes an attack with it must make a saving throw at the end of his or her turn. If the saving throw fails, the bearer enters a mindless bloodlust, attacking the nearest creature, friend or foe, each turn (save ends).

ENCOUNTER W8: HALL OF THE HOWLING PILLARS

Encounter Level 8 (1,750 XP)

SETUP

5 evistro (carnage demons) (D)

1 bargura (B)

6 howling pillars

Minotaurs who died in the Hall of the Crimson Whip or the Hall of Enforced Introspection had their souls bound forever in this chamber, forced to serve as guardians.

Each evistro begins this encounter merged with one of the pillars in this chamber, as does the bargura. Don't place the monsters until they emerge to attack the adventurers.

This chamber once housed many treasures of the cult of Baphomet. Now it contains the object that couldn't be removed from the Well of Demons: the *bell of fury's calling*. The PCs need this item to enter the inner sanctum of the Well of Demons.

When the adventurers enter this chamber, show them "View of the Howling Pillars" on page 31 of Adventure Book One, and read:

A hot blast of damp air washes over you as the double doors to this chamber open. The room ahead is carved from black rock. Here and there, pillars formed of piled bodies stretch from floor to ceiling. Gibbering mouths, darting eyes, and squirming arms which end in taloned hands move within the strange columns of flesh. As one, the forms within the pillars let loose a mournful howl.

OBJECTIVE

The PCs must advance through these connected chambers, overcome the effects of the howling pillars, and defeat the protecting demons to claim the *bell of fury's calling*, one of the items they need to complete the ritual to reach the inner sanctum.

THE HOWLING PILLARS

As soon as the PCs enter the room, have them roll initiative. The pillars have an initiative of 1. On the pillars' turn, roll 1d6 to determine their action. They each perform the same action on a turn.

1. Maddening Babble

The figures within the pillars open their mouths and unleash a chorus of disturbing howls and shrieks.

Close burst 3; +11 vs. Will; the target takes a -2 penalty to attack rolls and all defenses until the end of his or her next turn.

2. Hungry Maws

The figures within the pillars bite at creatures near them.

Close burst 1; +13 vs. AC; 1d6 + 2 damage, and creatures gain a +2 power bonus to attack rolls against the target until the end of the pillars' next turn.

3. Grasping Arms

The figures within the pillars reach out to grab those near them.

Close burst 2; +13 vs. Reflex; the target is grabbed (until escape). The pillars' Fortitude and Reflex defenses are both 18.

4. Baleful Eyes ♦ Fear

The eyes of the figures within the pillars glow with a terrifying energy.

Ranged 5; +11 vs. Will; the target is pushed 3 squares.

5. Acid Burst ♦ Acid

The figures within the pillars open their mouths and unleash streams of acid.

Close burst 3; +11 vs. Reflex; 2d6 acid damage.

6. Screaming Warp ♦ Teleportation

The air around the pillars warps as the figures within the pillars scream in rage.

Close burst 3; +11 vs. Will; the target is teleported to an unoccupied space adjacent to a randomly determined pillar. Roll 1d6 to determine the pillar and 1d8 to determine the square.

Characters can attack the pillars (AC 6, Fortitude 18, Reflex 16), but the pillars instantly regenerate. They are creations of Baphomet and cannot be destroyed.

TACTICS

The pillars exert a variety of effects. They pose little direct threat to the adventurers, but their interference can prove deadly as the characters battle the five carnage demons and the bargura that spring out from the pillars.

Each demon starts the encounter merged with a pillar, is aware of its surroundings, and can emerge by using a minor action. The demons wait until a character has approached within 5 squares of the pillar nearest the altar. At that point, they all leap out to attack. Place them as shown on the encounter map at this time.

The carnage demons attack the nearest enemies and fight to the death.

The bargura follows the same tactics as the carnage demons, but it remains close to the altar to protect the *bell of fury's calling*.

While the demons and the pillars share a magical connection to the Well of Demons, they do not fight as a team. The pillar effects might hit the demons along with the adventurers.

5 Evistro (Carnage Demon) (D)		Level 6 Brute
Medium elemental magical beast (demon)		XP 250 each
Initiative +4 Senses Perception +4		
HP 90; Bloodied 45		
AC 16; Fortitude 18, Reflex 14, Will 14		
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)		
Speed 6		
⬇ Claws (standard; at-will)		
+9 vs. AC; 1d8 + 5 damage.		
⬇ Destructive Bite (minor; at-will)		
Bloodied target only; +8 vs. AC; 1d6 + 5 damage.		
Carnage		
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.		
Alignment Chaotic evil	Languages Abyssal	
Str 21 (+8)	Dex 12 (+4)	Wis 12 (+4)
Con 20 (+8)	Int 5 (+0)	Cha 7 (+1)

Bargura (B)		Level 8 Brute
Large elemental beast (demon)		XP 350
Initiative +7 Senses Perception +12; low-light vision		
HP 108; Bloodied 54; see also <i>savage howl</i>		
AC 19; Fortitude 20, Reflex 17, Will 17		
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)		
Speed 8, climb 8		
⬇ Slam (standard; at-will)		
Reach 2, +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the bargura is bloodied.		
⬇ Double Attack (standard; at-will)		
The bargura makes two slam attacks.		
Savage Howl (free, when first bloodied; encounter)		
The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.		
Alignment Chaotic evil	Languages Abyssal	
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)

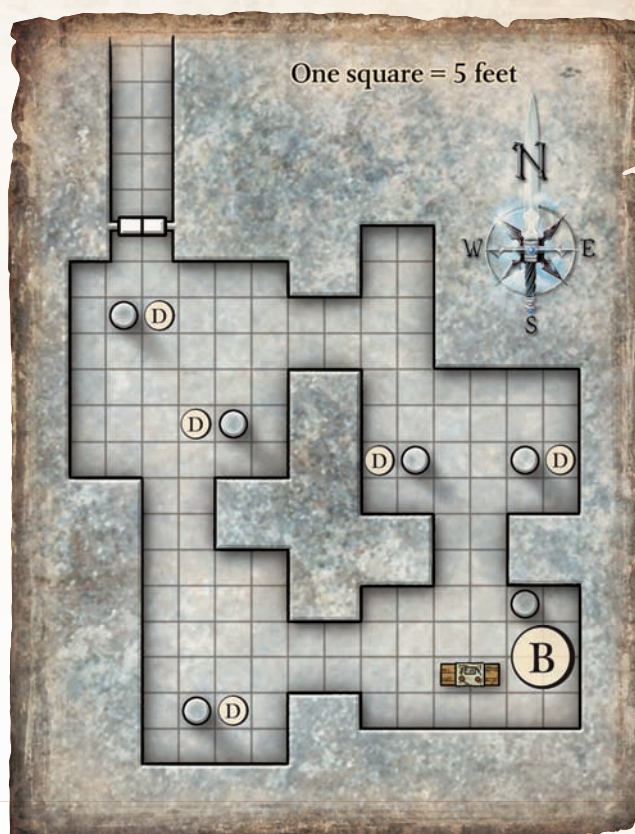
FEATURES OF THE AREA

Illumination: Bright light. The area is magically illuminated.

Altar: In the southeastern corner of the room is a plain stone altar. All that remains of a once-fantastic treasure that filled the chamber around the altar is the *bell of fury's calling*. This item sits atop the altar, in plain sight.

Pillars: Bound with the essence of those who failed Baphomet's tests, the pillars unleash a variety of magical effects. A character cannot occupy a pillar's square, but any character adjacent to a pillar receives cover.

Treasure: Characters searching around the altar can find a loose tile on the floor with a DC 26 Perception check. In a space beneath the tile, the PCs discover a set of



ENCOUNTER W8: HALL OF THE HOWLING PILLARS

bracers of defense (heroic tier). This item is described in the *Player's Handbook*.

THE BELL OF FURY'S CALLING

The *bell of fury's calling* is covered with glyphs, but the golden bell has no clapper. Its handle is made of bone, and along its length are sharp, steel spikes. If a creature grasps the handle, the bell drives the spikes into the creature's hand, dealing 2d10 damage. The bell then forms a temporary clapper and can be rung once.

When rung, the bell unleashes a burst of crimson energy. The creature that rang the bell and all creatures within 5 squares fly into a fit of rage; they take a -4 penalty to all defenses (minotaurs take only a -2 penalty) but gain a +2 bonus to melee attack rolls and damage rolls. These modifiers last until the end of the ringer's next turn.

ENCOUNTER W9: PROVING GROUNDS

Encounter Level 8 (1,800 XP)

SETUP

- 1 guardian (G)
- 1 doom sphere (D)
- 2 roaring terrors (R)
- 2 crossbow turrets (T)
- 5 grasping dead (S)
- 1 elemental vortex (V)

This encounter occurs when the PCs place the four items they have recovered—the *bell of fury's calling*, the *bloodhorn blade*, the *face of Baphomet*, and *The Book of Wrath Unveiled*—upon the four runic circles in the Proving Grounds. The PCs can place any item on any of the runes. The key is that all the items must be placed simultaneously. If the characters place one item at a time, the door to the inner sanctum remains closed and the Proving Grounds fail to activate.

If the characters leave intervening doors open, they can shout to coordinate their activation of the runes. When the characters do place the objects on the four circles at the same time, the objects blaze with magical light and then disappear. After the items disappear, the runes begin to glow, and a monstrous roar echoes from the pit at the center of the Proving Grounds as the Guardian awakens.

The magic from the runes flows into the chambers of this area, causing each chamber to manifest a dangerous hazard.

Meanwhile, the door to the inner sanctum remains closed. The magic that infuses the Proving Grounds causes it to open, but the process takes 1 minute. Thus, the adventurers must survive the Proving Grounds for 10 rounds before they can escape to the inner sanctum.

When the adventurers place the items on the runes at the same time, read:

All the doors in the area simultaneously bang open. From somewhere beyond comes a roar that echoes throughout the complex.

BEGINNING THE ENCOUNTER

This encounter begins as soon as the adventurers have placed the items in the runic circles. All the hazards in the area activate, the Guardian flies out of its pit, and the doom sphere materializes and begins its relentless circuit around the inner track. None of the traps affect or are triggered by the Guardian, except the doom sphere. However, the Guardian intuitively knows the location of the sphere and is very good at avoiding it.

9A. CENTRAL CHAMBER

Two altars dedicated to Baphomet stand on opposite sides of a large pit. The pit is 100 feet deep. When the adventurers place the four items in the runic circles at the same time, the Guardian, a young green dragon, flies out of the pit and attacks.

Young Green Dragon	Level 5 Solo Skirmisher
Large natural magical beast (dragon)	XP 1,000
Initiative +7 Senses Perception +10; darkvision	
HP 260; Bloodied 130; see also <i>bloodied breath</i>	
AC 21; Fortitude 17, Reflex 19, Will 17	
Resist 15 poison	
Saving Throws +5	
Speed 8, fly 10 (hover), overland flight 15; see also <i>flyby attack</i>	
Action Points 2	
⚔ Bite (standard; at-will) ♦ Poison	
Reach 2; +10 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).	
⚔ Claw (standard; at-will)	
Reach 2; +10 vs. AC; 1d6 + 5 damage.	
⚔ Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
⚔ Flyby Attack (standard; recharge ⏏ ⏏) ♦	
The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.	
⚔ Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)	
+8 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.	
⚔ Luring Glare (minor 1/round; at-will) ♦ Charm, Gaze	
Range 10; +8 vs. Will; the target slides 2 squares.	
⚔ Breath Weapon (standard; recharge ⏏ ⏏) ♦ Poison	
Close blast 5; +8 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).	
⚔ Bloodied Breath (free, when first bloodied; encounter) ♦ Poison	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
⚔ Frightful Presence (standard; encounter) ♦ Fear	
Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	Languages Common, Draconic
Skills Bluff +15, Diplomacy +10, Insight +15, Intimidate +10	
Str 15 (+4)	Dex 20 (+7) Wis 16 (+5)
Con 17 (+5)	Int 15 (+4) Cha 17 (+5)

THE GUARDIAN'S TACTICS

The only monster in this encounter is the Guardian. It appears directly above the pit, soaring through the air and unleashing a ferocious roar.

The Guardian follows a simple set of tactics. It uses *flyby attack* to harass the adventurers, sniping at them as they dodge the various hazards throughout this complex. The Guardian uses its breath weapon only if it can catch

two or more adventurers together or if it has the chance to finish off a wounded adventurer from a distance.

The beast avoids stopping next to an adventurer except in one situation. If a character in light armor or no armor is isolated from the rest of the group, the dragon swoops down next to that character to finish him or her off. Otherwise, the dragon keeps moving. Chances are that the adventurers want to regroup as quickly as possible after splitting up to complete the ritual. The dragon is aware of this because it has attacked many groups that have attempted to enter the inner sanctum. Thus, the dragon makes an effort to keep the adventurers separated and to lure them into the other dangers in the area.

None of the traps target or affect the dragon, except for the doom sphere. The dragon avoids the inner track, where the doom sphere rolls, but tries to force the adventurers into this deadly section of the complex.

9B. THE INNER TRACK

The doom sphere is made of black force energy and has spikes of force protruding in every direction. It appears on the north side of the inner track, the corridor surrounding the central chamber, and begins moving.

Doom Sphere (D)		Level 5 Hazard
Trap		XP 200
Trap: The doom sphere is the size of a Large creature. Each round, it moves clockwise, traveling in an endless circuit around the inner track.		
Initiative +9	Speed 12	
Trigger		
When the four items are placed in the runic circles, the trap rolls initiative. The doom sphere double moves on its turn, moving through squares occupied by creatures. It attacks every creature whose space it enters.		
Attack		
Move Action	Melee	
Targets: Every creature whose space the doom sphere enters		
Attack: +9 vs. Reflex		
Hit: 2d6 + 5 damage, and the doom sphere makes a secondary attack against the same target.		
Secondary Attack: +11 vs. Fortitude		
Hit: The target is knocked prone.		
If the doom sphere ends its movement in a creature's space, that creature slides to the nearest unoccupied space.		

9C. TEMPLE TO BAPHOMET

This lesser shrine to Baphomet was used by petitioners to pray to their dread lord before beginning the trials here. When the Proving Grounds activate, this place becomes infused with divine energy that causes a horrifying roar to emit from two idols behind the altar. The idols are representations of the dread Baphomet.

2 Roaring Terrors (R)		Level 3 Obstacle
Trap		XP 150 each
Initiative +3		
Trigger		
When the four items are placed in the runic circles, the trap rolls initiative. It attacks any creature that approaches within 5 squares of it.		
Attack ♦ Fear		
Immediate Reaction	Ranged 5	
Target: One creature		
Attack: +7 vs. Will		
Hit: The target uses any remaining actions on its turn to run toward the western door, exit into the inner track, and turn south.		
Countermeasures		
♦ A creature adjacent to the altar can disable the trap with a DC 20 Religion check, performing a brief rite as a standard action.		
♦ The idols can be destroyed by attacking them (AC 5, Fortitude 10, Reflex 5; hp 40).		

9D. STATUE GALLERY

This chamber once contained a variety of richly detailed statues set with gems and other jewels. Those treasures have long since been looted, but the magic crossbow trap that defends the chamber still operates when the four items are placed in the runic circles. A pair of crossbow turrets drops down from the ceiling in the squares indicated on the map.

2 Crossbow Turrets (T)		Level 3 Blaster
Trap		XP 150 each
Perception		
♦ DC 25: On the ceiling there seems to be a section of stone containing a seam.		
Initiative +3		
Trigger		
When the four items are placed in the runic circles, the trap rolls initiative. After a creature enters the room, the turrets pop out of the ceiling as a free action. They rise back up when no creatures remain in the room.		
Attack		
Standard Action	Ranged 15/30	
Target: One creature		
Attack: +10 vs. AC		
Hit: 2d8 + 3 damage.		
Countermeasures		
♦ A character adjacent to a turret can disable it with a DC 25 Thievery check.		

9E. SACRIFICIAL CELLS

When the PCs approach this chamber, show them “The Door to the Inner Sanctum” on page 30 of *Adventure Book One*.

In the southeastern part of the Proving Grounds, the skeletal remains of many sacrificial victims are still chained to the walls. When the Proving Grounds awaken, several of the skeletons animate and attack. The portcullis that once sealed this area is rusted open.

This encounter is continued on the next page.

5 Grasping Dead (S)

Level 3 Obstacle

Trap

XP 150 each

Trap: Every square in this chamber marked with an "S" has a skeleton in it, ready to grasp at creatures passing by.

Perception

◆ DC 18: The skeletons littering the floor seem to stir slightly as you approach.

Trigger

When a creature enters or begins its turn in any square adjacent to a marked skeleton, the trap attacks.

Attack

Opportunity Action Melee

Target: Any creature

Attack: +10 vs. AC

Hit: 1d8 + 2 damage, and the target is grabbed (until escape).

Countermeasures

- ◆ The skeletons have Reflex and Fortitude defenses of 15. Use this value when a PC attempts to escape a grab.
- ◆ Attacking the skeleton in a square can weaken all of them. Each skeleton has AC 16 and resist 9 to all damage. A hit that deals at least 1 point of damage causes the skeletons to take a -1 penalty to attack rolls. This penalty is cumulative.
- ◆ If the skeleton in a square is hit by an attack that has the radiant keyword, its next attack automatically misses.
- ◆ A DC 24 Religion check (standard action) allows a character to perform a brief rite that puts the restless dead at ease. Each success provides a -1 penalty to the trap's attack rolls (cumulative). Four successes neutralizes the trap, as long as they are attained before two failures. With a failure, all skeletons make an immediate close burst 1 attack (using the attack and damage listed above).

9F. CHAMBER OF POOLS

The pools in this room provide special benefits or drawbacks if the adventurers drink from them. Taking a drink from a pool requires a minor action. A character can determine the effect of drinking from a particular pool by making a DC 25 Arcana check. If any liquid is removed from the Well of Demons, it loses its effects.

Yellow Pool: A character drinking from this pool takes ongoing 5 poison damage (save ends).

Green Pool: A character drinking from this pool gains resist 5 poison for 1 hour.

Red Pool: A character drinking from this pool is consumed by rage in the next battle, gaining a +1 bonus to attack rolls and taking a -2 penalty to AC and Reflex defenses.

Blue Pool: The blue pool provides no benefit or drawback prior to placing the items in the runic circles. It shows its true nature once the items are placed in the runic circles and the complex activates. At this point, it animates as elemental water, a malevolent vortex that lashes out and grabs creatures that enter this chamber.

Elemental Vortex

Level 3 Obstacle

Trap

XP 150

Initiative +6

Trigger

When the four items are placed in the runic circles, this trap rolls initiative.

Attack

Standard Action Close blast 5

Target: All creatures in blast

Attack: +10 vs. AC

Hit: 1d10 + 3 damage, and the target is pulled 5. A creature pulled adjacent to the blue pool is grabbed (until escape). The trap can grab any number of creatures.

Countermeasures

- ◆ The vortex has 16 on all defenses but is immune to damage.
- ◆ If the vortex is hit by an attack that has the cold keyword, it cannot attack on its next turn.
- ◆ A DC 18 Arcana check (standard action) allows a character to disrupt the runes that power this trap. A character must be adjacent to the vortex to disable the runes. Four successful checks before attaining two failures neutralizes the trap. On a failure, the vortex make an attack against the creature that failed the check (using the attack and damage listed above).

THE DOOR TO THE INNER SANCTUM

The door to the inner sanctum, on the eastern wall beyond the rusted-open portcullis, slowly begins to open as the adventurers deal with the traps and the Guardian in the Proving Grounds. It moves a slight distance each round, never opening quite enough for anything larger than a mouse to move through. At the end of the tenth round, the double doors open wide with a great booming sound. If the Guardian is still alive, it flies to the doors to prevent anyone from moving through them.

At this point, the traps slowly cease their action. At the end of the Guardian's turn, roll 1d20 for each of the traps. On a roll of 15 or higher, a trap deactivates.

When the doors open, the adventurers see only a thick, gray mist. The mist blocks line of sight into the inner sanctum and also blocks all noise. However, it has no special effect on creatures that walk through it. The mist was a final test of Baphomet's followers, to ensure they had the faith needed to step forward and embrace their destiny.

DEVELOPMENT

The adventurers might have to return here at a later time. Perhaps they must head home after enduring too many injuries during their battles here.

The doors remain open for 24 hours. After that time, they once again close and the four magic items needed to open them must again be retrieved and placed as before.

Luckily, Maldrick is too intent on finishing his ritual to pursue them. Instead, he continues to pray and relies on his guards to protect him. He does not attack until the PCs enter the inner sanctum.

ENCOUNTER W10: THE INNER SANCTUM

Encounter Level 9 (2,100 XP)

SETUP

3 evistro (carnage demons) (D)
1 bonecrusher skeleton (S)
1 barlgura (B)
Maldrick Scarmaker (M)

The inner sanctum is the heart of Baphomet's power over the Well of Demons. Maldrick Scarmaker seeks to subvert this power and offer it to Yeenoghu, the demon lord of gnolls and archenemy of Baphomet. Maldrick is accompanied by his demonic servants, slowly completing a ritual to turn this place into a new bastion of evil.

When the adventurers reach this chamber, read:

This chamber is dominated by a leering idol depicting a howling minotaur warrior armed with a massive axe. Before this idol is an iron cauldron filled with a bubbling liquid that gives off a thick mist. A short staircase leads to a raised area that overlooks the idol. Three more cauldrons are set on this upper area, along with a stone altar. To the east of the altar, a series of green, ghostly runes have been scribed into the floor.

Two humans stand within the glowing runes. They appear to be in some kind of trance.

A gnoll with large bat wings and curved horns stands behind the altar. He grasps a rod in one hand and a sheaf of parchment in the other. A massive apelike demon stands beside him, while a small pack of carnage demons snarls at you from atop the raised platform. Looming over all of them is a massive skeleton of a minotaur clutching a greataxe. With a shrill howl from the gnoll, the monsters move to attack.

TACTICS

The monsters in this chamber use relatively simple tactics. They are utterly devoted to Maldrick and do everything they can to preserve his life.

The skeleton lumbers down the stairs to prevent the PCs from easily reaching Maldrick's position.

The barlgura leaps down to rush the PCs. It makes an Athletics check to jump over the cauldron in front of the idol (DC 10) to flank with the skeleton.

The carnage demons spread out and attack the PCs from multiple directions. Like the barlgura, they leap down to attack. They ignore heavily armored PCs to attack characters to the rear, taking opportunity attacks to do so.

Maldrick hangs back by the altar, sniping at the PCs with his warlock powers. He seeks to slow down the PCs to allow his followers time to wear them down. Each round as a minor action, he continues his ritual (see below).

3 Evistro (Carnage Demon) (D)	Level 6 Brute
Medium elemental magical beast (demon)	XP 250 each
Initiative +4	Senses Perception +4
HP 90; Bloodied 45	
AC 16; Fortitude 18, Reflex 14, Will 14	
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)	
Speed 6	
⬇ Claws (standard; at-will)	
+9 vs. AC; 1d8 + 5 damage.	
⬇ Destructive Bite (minor; at-will)	
Bloodied target only; +8 vs. AC; 1d6 + 5 damage.	
Carnage	
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Alignment Chaotic evil	Languages Abyssal
Str 21 (+8)	Dex 12 (+4) Wis 12 (+4)
Con 20 (+8)	Int 5 (+0) Cha 7 (+1)

Bonecrusher Skeleton (S)	Level 7 Soldier
Large natural animate (undead)	XP 300
Initiative +10	Senses Perception +6; darkvision
HP 80; Bloodied 40	
AC 23; Fortitude 19, Reflex 20, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
⬇ Greatclub (standard; at-will) ⬆ Weapon	
Reach 2; +14 vs. AC; 1d10 + 5 damage.	
⬇ Crushing Blow (standard; recharge 6) ⬆ Weapon	
Reach 2; +14 vs. AC; 2d10 + 5 damage, and the target is pushed 1 square and knocked prone.	
Threatening Reach	
The bonecrusher skeleton can make opportunity attacks against all enemies within its reach (2 squares).	
Alignment Unaligned	Languages –
Str 20 (+8)	Dex 21 (+8) Wis 16 (+6)
Con 16 (+6)	Int 3 (-1) Cha 3 (-1)
Equipment greatclub	

Barlgura (B)	Level 8 Brute
Large elemental beast (demon)	XP 350
Initiative +7	Senses Perception +12; low-light vision
HP 108; Bloodied 54; see also <i>savage howl</i>	
AC 19; Fortitude 20, Reflex 17, Will 17	
Resist 10 variable (1/encounter; see <i>Monster Manual</i> page 282)	
Speed 8, climb 8	
⬇ Slam (standard; at-will)	
Reach 2, +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the barlgura is bloodied.	
⬇ Double Attack (standard; at-will)	
The barlgura makes two slam attacks.	
Savage Howl (free, when first bloodied; encounter)	
The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.	
Alignment Chaotic evil	Languages Abyssal
Skills Athletics +15	
Str 22 (+10)	Dex 16 (+7) Wis 16 (+7)
Con 18 (+8)	Int 6 (+2) Cha 12 (+5)

Maldrick Scarmaker (M)		Level 8 Elite Artillery
Medium natural humanoid (gnoll)		XP 700
Initiative +8 Senses Perception +5; low-light vision		
Aura of Abyssal Majesty aura 5; demons in the aura gain regeneration 5.		
HP 148; Bloodied 74		
AC 22; Fortitude 22, Reflex 21, Will 21		
Resist 10 radiant		
Saving Throws +2		
Speed 7, fly 9		
Action Points 1		
⚔ Mace (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d10 + 3 damage.		
⚡ Eldritch Blast (standard; at-will) ♦ Arcane, Implement		
Ranged 10, +13 vs. Reflex; 1d10 + 8 damage.		
⚡ Spined Tail (immediate reaction, when an enemy enters an adjacent square)		
+13 vs. AC; 1d10 + 8 damage.		
⚡ Dire Radiance (standard; at-will) ♦ Arcane, Implement		
Ranged 10; +13 vs. Fortitude; 1d6 + 8 damage, and if the target moves nearer to Maldrick on its next turn, it takes an extra 1d6 + 8 damage.		
⚡ Infernal Moon Curse (standard; encounter) ♦ Arcane, Implement, Poison		
Ranged 10; +13 vs. Fortitude; 2d8 + 8 poison damage, and the target is held immobilized 5 feet off the ground until the end of Maldrick's next turn.		
Dark One's Own Luck (free; encounter) ♦ Arcane		
Maldrick can reroll one attack roll, skill check, ability check, or saving throw, using the higher of the two results.		
Warlock's Curse (minor 1/round; at-will)		
Maldrick places his curse on the nearest enemy that he can see and that is not already cursed. Maldrick's arcane attacks deal 1d6 extra damage against the enemy. The curse lasts until the end of the encounter or until the enemy drops to 0 hit points or fewer.		
Alignment Chaotic evil		Languages Abyssal, Common
Skills Arcana +9, Intimidate +12, Religion +9, Stealth +10, Thievery +13		
Str 11 (+4)	Dex 18 (+8)	Wis 12 (+5)
Con 20 (+9)	Int 10 (+4)	Cha 13 (+5)
Equipment leather armor, mace, rod, +2 elven cloak		

FEATURES OF THE AREA

The inner sanctum was a place where Baphomet's followers received their final blessings for overcoming the obstacles set before them. Now it is the site of the final battle between the adventurers and Maldrick, leader of the gnolls in the Well of Demons.

Cauldrons: Each cauldron emits thick plumes of smoke in all adjacent squares. This smoke provides concealment. In addition, any nondemon or non-undead that ends its turn adjacent to a cauldron is attacked by a slimy tentacle that reaches out from the cauldron: +10 vs. AC; 1d6 + 4 damage, and the target slides 1 square.

Any character foolish enough to climb into a cauldron is roasted in the strange liquid that boils within. A character takes 5d10 damage upon entering or starting its turn in the boiling liquid.

The Runes: The two humans are the last of the captives from Riverdown. Their life energy is slowly being siphoned off to power Maldrick's dark ritual. When the

PCs arrive, the ritual is nearing completion. If the captives are removed from the runes, the ritual is derailed.

The Ritual: Each round as a minor action, Maldrick makes a DC 24 Arcana check. He needs three successes to complete the ritual. On the second success, one of the captives is consumed in a flash of bright light. The remaining captive is consumed with the third success. If Maldrick completes the ritual, the entire complex comes under the control of Yeenoghu.

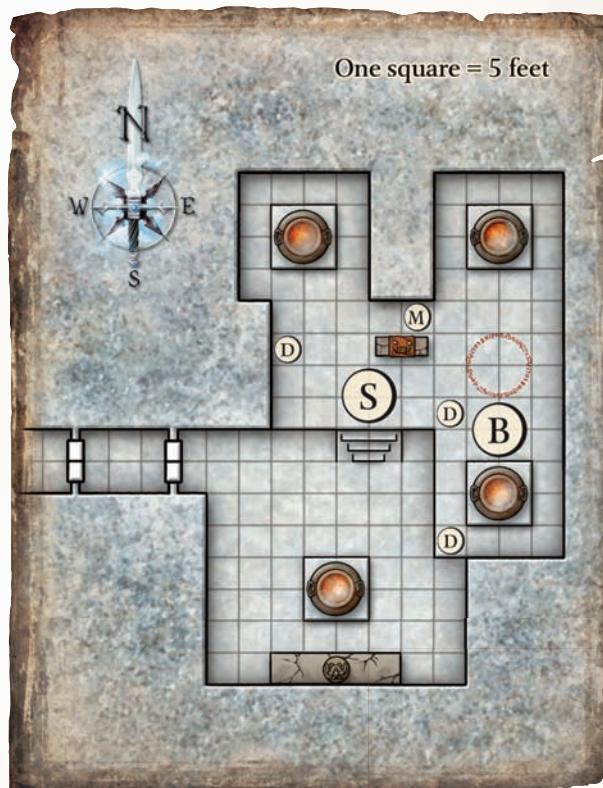
Treasure: Maldrick wears a +2 elven cloak and has the silver key, which opens the way to the Tower of Mysteries.

THE MESSAGE

Maldrick carries a series of letters from Paldemar. In these letters, Paldemar promises Maldrick an alliance. Using a variety of demonic items uncovered in the Well of Demons, Paldemar has slowly gathered the power he seeks. Paldemar wishes to topple the Mages of Saruun and spread his influence to the valley beyond the mountain. He has sacrificed the objects to Vecna. In return, he has gained great knowledge and lordship over a hidden stronghold dedicated to Vecna: the Tower of Mysteries.

THE SILVER KEY

Once the adventurers defeat Maldrick, they can claim the silver key. The first PC to touch the item gains a clear vision of a secret tunnel north of the Seven-Pillared Hall. This tunnel leads to a teleportation circle that allows access to the Tower of Mysteries, a hidden sanctuary once used by renegade minotaur wizards who pledged their souls to Vecna. The key opens the door to this secret tunnel.



AREA 4: THE TOWER OF MYSTERIES (T1-T3)

In the inner sanctum of the Well of Demons, the adventurers gain the *silver key* by defeating Maldrick. With the key, they can unlock a hidden passage near the Seven-Pillared Hall that leads to Paldemar's bastion, the Tower of Mysteries. The character carrying the *silver key* feels a tug that guides him or her to the tower's location. The path to the tower veers off from the Road of Lanterns and leads down an unremarkable stretch of tunnel.

The key eventually leads the character possessing it to a secret door, at which point the key begins to glow with a faint blue light. The character feels a magnetic tug toward the wall and can either guide the key to the keyhole or merely release the key, which causes it to shoot like a dart into the stone wall. Once the key connects with the wall, a secret door opens, revealing a passage. The key can then be removed from the wall, causing the secret door to slide shut after 15 seconds.

The passage is magically hidden so that the followers of Vecna who dwell in the tower can come and go as they please without the Mages of Saruun detecting them. Without the key, the passage is impossible to find.

The secret passage is 10 feet wide and stretches 50 feet before ending in a chamber that is 40 feet on a side. In the middle of the room is a 10-foot-wide teleportation circle.

Before the adventurers can enter the tower, they must face an additional defense. Paldemar has created a challenge to allow only those willing to pay Vecna's price to enter the Tower of Mysteries (see "Vecna's Challenge," on the next page).

THE GOAL

The adventurers must find their way into the Tower of Mysteries, confront Paldemar, learn what the renegade mage is up to, and defeat him and his allies to complete this section of the adventure.

TOWER WITHOUT DOORS

Paldemar has followed the teachings of Vecna for years, though always in secret and without the knowledge of his fellow Mages of Saruun. He has been studying the ancient ruins of Saruun Khel, slowly building a plan that would allow him to gain power and bring glory to Vecna. By urging the Bloodreavers to new heights of depravity and forming an alliance with Maldrick and the Blackfang gnolls, Paldemar has been sowing the seeds of confusion and unrest within the Labyrinth. When the majority of the Mages of Saruun departed Thunderspire to engage in the various arcane studies that often occupy their time, Paldemar knew that his moment had finally arrived. He cut his last ties with the order, urged Maldrick to destroy the last remnants of Baphomet's presence, and then he entered his own sanctum—the Tower of Mysteries.

The original purpose of this hidden tower has been lost to the passage of time, but Paldemar believes that it even predates the minotaur civilization. What matters now is that Paldemar discovered the place, mastered its secrets, and now uses it as a headquarters from which to launch his final plans to obtain ultimate power.

PALDEMAR'S PLAN

In addition to establishing a vibrant temple and cult of Vecna in Thunderspire, Paldemar has been gathering arcane power to use against the Mages of Saruun. At this point, he has a number of promising leads to ultimate power, but he is in the process of completing an infernal machine that, when activated, will give him control of all of the bronze warders within the mountain. Without their protectors, Paldemar believes he will be able to dispose of the Mages of Saruun—his first step in taking complete control of Thunderspire and the surrounding lands.

His future plans, as the adventurers can learn should they defeat him and search his personal chamber on the third level of the tower, include an evil ritual that channels the arcane power of captured mages to him and the location of a place of power known as the Pyramid of Shadows. After taking control of the Seven-Pillared Hall and the Labyrinth, Paldemar plans to use the ritual and seize the pyramid.

TOWER OF MYSTERIES OVERVIEW

The original purpose of Vecna's Tower of Mysteries has been forgotten, but it now serves as Paldemar's stronghold and the base of operations for his Vecna cult.

Tower Level 1 (T1): This level of the tower is designed for defense, and it is guarded by norkers, enigmas of Vecna, and terrible arcane energies.

Tower Level 2 (T2): Paldemar uses this level of the tower as a workshop and place to conduct arcane experiments. It features a holding cell for prisoners, as well as a library that Paldemar has collected over the years and hidden within this secret stronghold. A bronze warder controlled by Paldemar helps guard this level of the tower. The infernal machine is nearing completion in this level's laboratory.

Tower Level 3 (T3): The uppermost level of the tower serves as the lair and headquarters of Paldemar. It is dominated by a large temple dedicated to Vecna, god of undeath and secret knowledge. On this level of the tower, Paldemar will make his last stand against the adventurers.

ENCOUNTER A2-2: VECNA'S CHALLENGE

Encounter Level 6 (1,250 XP)

SETUP

This skill challenge involves the adventurers and a spectral manifestation of Vecna.

After opening the secret door with the silver key and following the hidden passage, the adventurers reach a nondescript chamber that features a 10-foot-wide circle inscribed in the center of the floor. The circle glows with a faint pulse of arcane light.

A DC 18 Arcana check allows a character to determine that this is a teleportation circle.

When a character moves adjacent to the circle, read:

The circle flares with blinding energy for a moment. When the light fades away, a spectral, skeletal figure is standing within the circle. The figure is clad in thick robes of deepest scarlet. It is missing its left hand, and while an eye fills its right socket, the left is empty.

The figure glares as it says the following:

"The secrets of the tower come at a price. You must each pay for the right to enter this place. What can you offer to the dreaded lord of secrets? I seek lore, power, and your souls."

This manifestation of Vecna cares only for gaining power and learning new lore. It allows anyone who pays its price to enter the tower. Vecna is an uncaring deity who gladly betrays his followers for the right price. He believes that if his adepts are worthy of his blessing, then they should be able to overcome the adventurers.

The spirit is arrogant and haughty. It cannot take damage and laughs at any effort to kill it. The manifestation derides the abilities of warriors and views the use of arcane spells for combat as an insult to magic.

THE CHALLENGE

The adventurers must negotiate successfully with this manifestation of Vecna.

Complexity: Twelve successes before six failures, though the PCs gain some information even if they fail this challenge (see below).

Primary Skills: Arcana, Diplomacy, History, Religion.

Arcana, History, or Religion: The characters can offer lore to the spirit. A PC gains a success with a DC 22 Arcana, History, or Religion check. The PCs can gain any number of successes in this way.

Diplomacy: The spirit is amused by good conversation and enjoys flattery. A PC can gain a success with a DC 22 Diplomacy check. The PCs can gain no more than four successes in this way.

Other Skills: Bluff, Insight, Intimidate.

Bluff: The spirit is eager for useful information and is susceptible to well-told lies. A PC can gain a success with a DC 18 Bluff check, but the PCs can gain no more than four successes in this way. Also, on the first failure with this skill, the PCs can no longer use Bluff to gain successes.

Insight: A PC making a DC 18 Insight check can discern the spirit's weakness for flattery and the victories that might be gained through use of the Bluff skill.

Intimidate: The spirit cannot be intimidated because it cannot be harmed. Using this skill earns a failure.

CONCLUSION

The negotiation continues until the PCs earn twelve successes or six failures. The PCs receive information based on the total number of successes achieved by the end of the challenge. Then the spirit provides the information, takes its payment, and departs.

Reward: When the PCs complete the challenge, they gain access to the teleportation circle. If they earned twelve successes, they don't have to make a concession to Vecna's manifestation.

Failure: If the PCs achieve six defeats, determine their total number of successes at that point. The PCs must pay the spirit a tax to use the teleportation circle. The successes they scored determine the severity of the tax.

Regardless of the number of successes, the characters can activate the teleportation circle as a standard action. Everyone standing on it immediately teleports to the circle on the first level of the Tower of Mysteries.

REWARDS

The spirit exacts a tax on the characters determined by the number of successes they earned. Character who cannot pay the cost are not allowed in and must return with sufficient resources to pay the cost before gaining admittance.

0-3 Successes: The spirit mocks the PCs for their stupidity and allows them to use the circle at a steep cost. The characters must offer power and life energy to the spirit. Each PC loses two healing surges and the use of one encounter power and one daily power for the rest of the adventure.

4-7 Successes: The spirit is partially appeased. It demands payment for the use of the teleportation circle. Each PC loses two healing surges and the use of one encounter power for the rest of the adventure.

8-11 Successes: The spirit is mostly appeased but it still requires a sacrifice. Each PC loses one healing surge for the rest of the adventure.

When the PCs have completed the challenge and paid the cost, read:

"You may now enter this Tower of Mysteries. May its secrets intrigue you."

ENCOUNTER T1: LEVEL OF DEFENSE

Encounter Level 7 (1,554 XP)

SETUP

5 norkers (N)
2 enigmas of Vecna (E)
8 norker grunts (G)

The norker soldiers and enigmas of Vecna begin this encounter in the spaces marked on the map. The norker grunts arrive after the battle starts, in two waves of four each, as described below.

The first tower level is designed for defense. Adventurers who activate the teleportation circle after dealing with the aspect of Vecna arrive in the teleportation circle on this level in the central chamber. The arrival of the adventurers instantly sets off a magical alarm. The magical alarm recognizes only worshipers of Vecna, and as soon as it is triggered the entire level mobilizes to deal with the intruders. A small gang of norkers and a pair of hideous enigmas of Vecna march from their barracks to investigate the disturbance.

When adventurers teleport onto this level of the tower, read:

With a flash of light, the teleportation circle activates. Suddenly, you are standing in a 20-foot-by-20-foot room with two exits, one to the north and one to the west. The walls of this chamber are covered with carvings that depict human faces. Each face wears a blindfold or a gag. Immediately upon your arrival, the blindfolded faces animate and begin to chant, while the eyes of the gagged faces glare at you with rage.

5 Norkers (N)	Level 3 Soldier
Small natural humanoid (goblin)	XP 150 each
Initiative +4	Senses Perception +1; low-light vision
HP 49; Bloodied 24	
AC 19; Fortitude 16, Reflex 13, Will 14	
Speed 6	
⚔ Battleaxe (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 2 damage.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker makes a bite attack against the attacker if the attacker is within reach: +10 vs. AC; 1d6 + 2 damage.	
Snarling Ferocity (minor; at-will)	
An enemy the norker has attacked this round is marked.	
Relentless Endurance (minor, usable only while bloodied; once per round; at-will) ♦ Healing	
The norker regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +8, Endurance +9, Stealth +7	
Str 14 (+3)	Dex 12 (+2) Wis 11 (+1)
Con 17 (+4)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, battleaxe	

8 Norker Grunts (G)	Level 3 Minion
Small natural humanoid (goblin)	XP 38 each
Initiative +4	Senses Perception +1; low-light vision
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 16, Reflex 13, Will 14	
Speed 6	
⚔ Flail (standard; at-will) ♦ Weapon	
+9 vs. AC; 3 damage.	
Norker Swarm	
For each additional norker grunt attacking the same target, increase the damage the norker grunts deal by +1.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +8, Endurance +9, Stealth +7	
Str 14 (+3)	Dex 12 (+2) Wis 11 (+1)
Con 17 (+4)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, flail	

2 Enigmas of Vecna (E)	Level 6 Controller
Medium natural humanoid (shapechanger)	XP 250 each
Initiative +5	Senses Perception +10
HP 68; Bloodied 34; see also <i>flesh ripper</i>	
AC 20; Fortitude 17, Reflex 18, Will 19	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 1 damage.	
⚡ Shock Bolt (standard; at-will) ♦ Lightning	
Ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage, and the target is slowed until the end of its next turn.	
⚡ Memory Ripper (standard; at-will) ♦ Psychic	
Ranged 5; +10 vs. Will; 1d10 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). <i>Aftereffect:</i> The target is dazed until the end of its next turn.	
⚡ Horrific Visage (when first bloodied; encounter) ♦ Psychic	
Close burst 2; targets enemies; +10 vs. Will; 1d8 + 3 psychic damage, and the target is pushed 3 squares.	
Flesh Ripper Rage	
Once the enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except <i>rend flesh</i> until the end of the encounter.	
⚔ Rend Flesh (standard, usable only after <i>flesh ripper rage</i> ; at-will)	
+9 vs. AC; 2d8 + 5 damage.	
Alignment Evil	Languages Common
Skills Arcana +13	
Str 12 (+4)	Dex 15 (+5) Wis 15 (+5)
Con 12 (+4)	Int 20 (+8) Cha 16 (+6)
Equipment robes, dagger	

TACTICS

The norkers and enigmas guard this area, and the sound of the chanting signals the presence of intruders. The norkers immediately move in an attempt to bottle up the PCs in the corridor and prevent them from reaching the runes to teleport to the next level of the tower. The norkers are utter slaves to Vecna's cause and gladly give their lives in his unholy name.

Two norkers begin near the teleportation circle, and the rest start in their barracks. The norkers divide into two groups, a group of two and a group of three. The group of three stays near the runes while the pair moves out to look for intruders. Once the PCs engage one group, the other norkers move in to attack.

The norker soldiers try to use the pillars to their advantage. See “Features of the Area” for details on the pillars.

The enigmas stay away from melee and use their psychic link with the pillars to gain line of sight against characters. The enigmas gain combat advantage against character unable to see them.

The enigmas attempt to remain out of sight even after the norkers fall, yet they continue to attack the PCs. They are utterly fanatical and will die to defend the tower. They try to keep the characters away from the runes by blocking the area or distracting the characters with ranged attacks.

On the second round of combat, roll initiative for the norker grunts. On their turns, the first four grunts appear in the open squares adjacent to the runes. On the fourth round of combat, on the same initiative count, the second four grunts appear. When the grunts arrive, they immediately move out to join the battle.

FEATURES OF THE AREA

Illumination: Bright light. The area is magically illuminated.

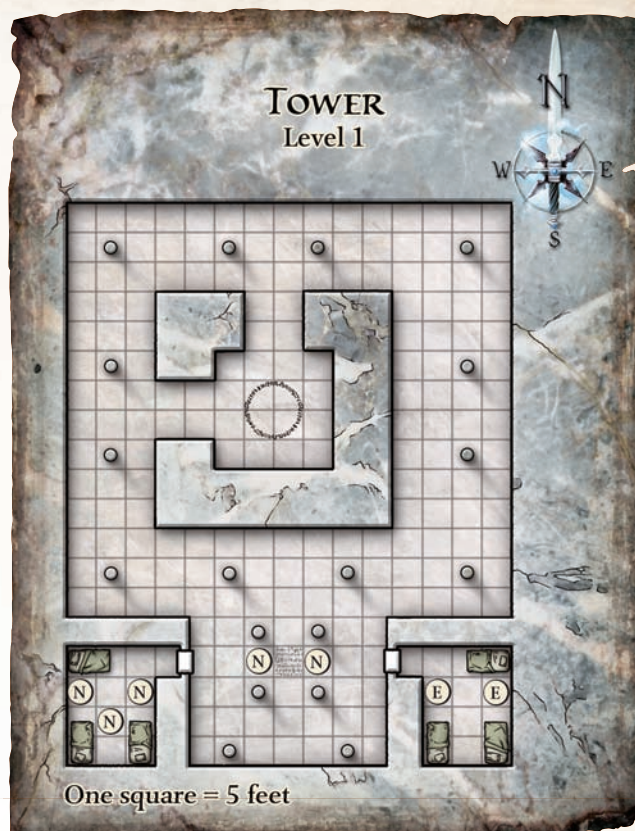
Beds: A bed can provide cover for someone adjacent to it. Hopping onto a bed costs 1 extra square of movement. A character can use a standard action to tip over a bed, which can then grant superior cover to a prone creature.

Teleportation Circle: Creatures arrive onto this circle from outside the tower, in the chamber hidden behind the secret door that can only be opened with a silver key. Characters can, as a move action, teleport from here back to the chamber from which they entered.

Pillars: The pillars are covered with carvings of one-eyed faces. A creature cannot enter a square occupied by a pillar, and the pillars can provide cover. The enigmas of Vecna can see through the pillars, enabling them to treat the pillars as their space for the purposes of using their ranged powers. For example, an enigma inside its barracks can pick any pillar and treat it as its origin square for purposes of targeting and attacks the PCs with ranged powers.

In addition, the pillars are deadly to anyone who isn't a sanctified follower of Vecna. Any creature other than the norkers or enigmas adjacent to a pillar on the start of its turn takes 1d6 points of necrotic damage.

Runes: A thin veil of shimmering mist rises above the runes inscribed on the floor between the pillars in the southern portion of this area. Entering the mist allows creatures to teleport to the next level of the tower. A character standing on or adjacent to the square intuitively knows that he can, as a move action, teleport to the next



level (Encounter T2). Characters arrive on or adjacent to the runes in the northwest portion of that level.

Treasure: Tucked away under the beds, the enigmas keep a few treasures. With a DC 18 Perception check, a character finds the following: an onyx worth 800 gp and a quartz carved to resemble an eyeball worth 500 gp.

ENCOUNTER T2: THE LEVEL OF SECRET KNOWLEDGE

Encounter Level 7 (1,550 XP)

SETUP

2 norkers (N)
2 enigmas of Vecna (E)
1 bronze warder (W)
1 imp (I)

The second level of the tower serves as Paldemar's workshop. The area includes a lab, a library, a summoning chamber, and a holding cell.

Characters arrive on this level via the runes in the northwest corner. The runes in the southeast allow characters to teleport to the top level of the tower.

When the adventurers arrive on this level, read:

You appear beside a set of four pillars. Unlike the pillars on the previous level, these are smooth and unadorned. A set of metal double doors stands to the east, while a 10-foot-wide corridor leads off to the south.

2 Enigmas of Vecna (E)	Level 6 Controller
Medium natural humanoid (shapechanger)	XP 250 each
Initiative +5	Senses Perception +10
HP 68; Bloodied 34; see also <i>flesh ripper</i>	
AC 20; Fortitude 17, Reflex 18, Will 19	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 1 damage.	
⚡ Shock Bolt (standard; at-will) ♦ Lightning	
Ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage, and the target is slowed until the end of its next turn.	
🧠 Memory Ripper (standard; at-will) ♦ Psychic	
Ranged 5; +10 vs. Will; 1d10 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). <i>Aftereffect</i> : The target is dazed until the end of its next turn.	
👁 Horrific Visage (when first bloodied; encounter) ♦ Psychic	
Close burst 2; targets enemies; +10 vs. Will; 1d8 + 3 psychic damage, and the target is pushed 3 squares.	
Flesh Ripper Rage	
Once the enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except <i>rend flesh</i> until the end of the encounter.	
⚔ Rend Flesh (standard, usable only after <i>flesh ripper rage</i> ; at-will)	
+9 vs. AC; 2d8 + 5 damage.	
Alignment Evil	Languages Common
Skills Arcana +13	
Str 12 (+4)	Dex 15 (+5) Wis 15 (+5)
Con 12 (+4)	Int 20 (+8) Cha 16 (+6)
Equipment robes, dagger	

2 Norkers (N)	Level 3 Soldier
Small natural humanoid (goblin)	XP 150 each
Initiative +4	Senses Perception +1; low-light vision
HP 49; Bloodied 24	
AC 19; Fortitude 16, Reflex 13, Will 14	
Speed 6	
⚔ Battleaxe (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 2 damage.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The norker makes a bite attack against the attacker if the attacker is within reach: +10 vs. AC; 1d6 + 2 damage.	
Snarling Ferocity (minor; at-will)	
An enemy the norker has attacked this round is marked.	
Relentless Endurance (minor, usable only while bloodied; once per round; at-will) ♦ Healing	
The norker regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +8, Endurance +9, Stealth +7	
Str 14 (+3)	Dex 12 (+2) Wis 11 (+1)
Con 17 (+4)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, battleaxe	

Imp (I)	Level 3 Lurker
Tiny immortal humanoid (devil)	XP 150
Initiative +8	Senses Perception +8; darkvision
HP 40; Bloodied 20	
AC 17; Fortitude 15, Reflex 15, Will 15	
Resist 15 fire	
Speed 4, fly 6 (hover)	
⚔ Bite (standard; at-will)	
+7 vs. AC; 1d6 + 1 damage.	
🦇 Tail Sting (standard; recharges when the imp uses <i>vanish</i>) ♦ Poison	
+8 vs. AC; 1d8 + 3 damage, and the imp makes a secondary attack against the same target. <i>Secondary Attack</i> : +5 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).	
Vanish (standard; at-will) ♦ Illusion	
The imp becomes invisible until the end of its next turn or until it attacks.	
Alignment Evil	Languages Common, Supernal
Skills Arcana +9, Bluff +9, Stealth +9	
Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)
Con 16 (+4)	Int 16 (+4) Cha 16 (+4)

TACTICS

An enigma of Vecna studies in the library, and the other puts the finishing touches on the infernal machine in the lab. Each is attended by one norker, and all come running at the sound of battle.

The bronze warder marches between the two teleport runes. Roll its initiative and keep track of its progress until it encounters the PCs. It moves half its speed each round. As soon as the warder spots the PCs, it attacks.

Once in battle, the enigmas use hit-and-run tactics, moving from room to room while the bronze warder and norkers try to keep the characters at bay.

Bronze Warder (W)

Large natural animate, construct

Level 7 Elite Soldier

XP 600

Initiative +4 **Senses** Perception +2; darkvision**HP** 168; **Bloodied** 84**AC** 25; **Fortitude** 23, **Reflex** 20, **Will** 21**Immune** charm, fear, poison; **Resist** 5 to all damage**Saving Throws** +2**Speed** 5; see also *inexorable movement* and *ponderous***Action Points** 1⊕ **Greataxe** (standard; at-will) ♦ **Weapon**

Reach 2; +14 vs. AC; 1d12 + 5 damage.

⊕ **Rampage** (standard; recharge ⓈⓈ)The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use *axe sweep*.↵ **Axe Sweep** (free, only usable immediately after *rampage*; at-will)♦ **Weapon**

Close burst 1; +14 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).

Guard (immediate reaction, when the bronze warder's master is within 2 squares of it and is hit by an attack; recharge ⓈⓈ)

The bronze warder takes half of the attack's damage, and its master takes the other half.

Inexorable Movement

The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.

Ponderous

The bronze warder cannot shift.

Alignment Unaligned**Languages** –**Str** 20 (+8)**Dex** 9 (+2)**Wis** 8 (+2)**Con** 20 (+8)**Int** 3 (-1)**Cha** 3 (-1)

If the PCs destroy the infernal machine, Paldemar teleports into the room to see who has derailed his plans. "Oh, you shall die for this!" he says, then he teleports back to level 3 to prepare for the final battle.

FEATURES OF THE AREA

Illumination: Bright light. The area is magically illuminated.

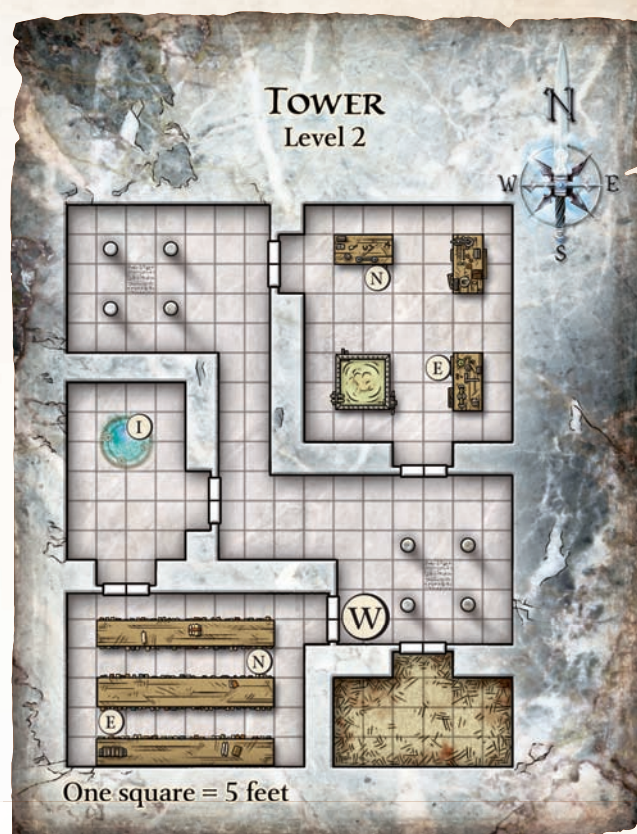
Holding Cell: The door is locked and requires a DC 22 Thievery check to open. The area is empty.

Lab: The worshippers of Vecna conduct bizarre experiments here.

Tables: The tables are covered with alchemical materials. A character adjacent to a table who misses a melee attack hits materials on the table and takes 1d6 acid damage.

The Infernal Machine: This large, glass container features tubes and metal pipes. It is filled with an acrid, glowing liquid and the floating head of a bronze warder. This is the arcane machine that will allow Paldemar to control all of the bronze warders throughout the Labyrinth. The enigma is close to completing the ritual that will activate the machine. The PCs can destroy the machine by attacking it (AC 16, other defenses 18, 60 hp). When destroyed, the acrid liquid bursts out and attacks all creatures in the room (close burst 3, +12 vs. Reflex, 2d6 + 2 acid damage.)

Library: The library holds dozens of volumes of lore. However, an enchantment upon the books and scrolls



makes anyone other than a cultist of Vecna sees nothing but blank pages.

Runes: The southeast runes allow creatures to teleport to the top level of the tower (Encounter T3). A character standing on or adjacent to the square intuitively knows that he can, as a move action, teleport to the next level. Characters arrive on or adjacent to the runes in the southern portion of that level. The rune in the northwestern area allows a character to return to the first level with a move action.

Summoning Chamber: The summoning chamber allows the cultists of Vecna to commune with gods, demons, and devils. An imp is currently trapped here.

Summoning Circle: A magical symbol is scribed into the floor in chalk and silver dust. An imp is bound within and cannot escape until it succeeds on a saving throw. It can make saving throws only after someone opens a door to this room. The imp is invisible while bound, and once unleashed, it seeks to cause as much havoc as possible.

ENCOUNTER T3: THE SHRINE OF VECNA

Encounter Level 10 (2,700 XP)

SETUP

Paldemar (P)
2 norker slingers (N)
1 norker berserker (N)
1 enigma of Vecna (E)
1 bronze warder (W)

The adventurers appear in a small chamber, between four unadorned pillars. Paldemar begins play in his chamber, hidden behind a curtain. The bronze warder waits within the room to the east. Three norkers, two slingers and a berserker, are positioned around the temple, along with an enigma of Vecna. Choose which of the three norkers you want to be the berserker.

The uppermost level of the Tower of Mysteries is dominated by a shrine dedicated to Vecna. Paldemar tends to the shrine, holds audiences with his followers, and plots to overthrow the Mages of Saruun and further Vecna's cause in the Nentir Vale.

When the adventurers arrive on this level, read:

You appear in a small room surrounded by four unadorned pillars. To the north, west, and south stand doors emblazoned with an eyeball.

If the adventurers did not destroy the infernal machine on the previous level, then the norkers and the enigma are praying to Vecna and are distracted. Paldemar is in his room, which is locked, but he can hear any sounds of combat. The bronze warder waits in its room.

If the adventurers destroyed the infernal machine, then this level is ready for their arrival.

TACTICS

Paldemar and his servants quickly rally against the adventurers. Paldemar is a crafty strategist. When combat begins, he waits until the bronze warder has engaged the intruders before joining the attack himself. He uses any unused actions each round to draw power from the crystal pillars (see "Features of the Area" on page 64) while assaulting the adventurers with his ranged powers.

Paldemar uses hit-and-run tactics. He can retreat into the Master's Chamber, bypassing his own Arcane Lock and then using it to cut off pursuit. He tries to circle around behind the PCs if possible; however, if the fight goes poorly, he uses his position near the rune to escape. He heads down to the second level, rallying any creatures left alive or attempting to flee to safety.

Paldemar (P)	Level 11 Elite Artillery
Medium natural humanoid (human)	XP 1,200
Initiative +5	Senses Perception +7
HP 178; Bloodied 89	
AC 25; Fortitude 23, Reflex 24, Will 24	
Saving Throws +2	
Speed 6	
Action Point 1	
⚔ Staff (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d8 + 8 damage (+2d6 on a crit).	
☞ Magic Missile (standard; at-will) ♦ Arcane, Force	
Ranged 20; +16 vs. Reflex; 2d4 + 9 force damage.	
✂ Pluck the Mind's Eye (immediate interrupt, when targeted by an attack; at-will) ♦ Illusion	
Ranged 20 or Melee 1; +16 vs. Will; Paldemar is invisible to the attacker (save ends).	
⚡ Ray of Frost (standard; at-will) ♦ Arcane, Cold, Implement	
Ranged 10; +18 vs. Fortitude; 1d6 + 9 damage, and the target is slowed until the end of Paldemar's next turn.	
✂ Plunder the Mind's Vault (standard; recharge ☞ ☞) ♦ Arcane	
Ranged 10; +16 vs. Will; the target cannot use daily or encounter powers (save ends). Paldemar recharges a power, other than <i>plunder the mind's vault</i> .	
⚡ Lightning Bolt (standard; recharge ☞ ☞) ♦ Arcane, Implement, Lightning	
Ranged 10; +18 vs. Reflex; 2d6 + 9 lightning damage. Paldemar makes secondary attacks against two other targets within 10 squares of the primary target, whether or not the primary attack hits. Secondary Attack: +16 vs. Reflex; 1d6 + 9 lightning damage.	
✂ Shock Sphere (standard; recharge ☞ ☞) ♦ Arcane, Implement, Lightning	
Burst 2 within 10 squares; +18 vs. Reflex; 2d6 + 9 lightning damage	
Alignment Evil	Languages Abyssal, Common
Skills Arcana +14, Diplomacy +11, Insight +12, Religion +14	
Str 12 (+6)	Dex 11 (+5) Wis 18 (+9)
Con 17 (+8)	Int 19 (+9) Cha 13 (+6)
Equipment mantle, +2 magic staff	

2 Norker Slingers (N)	Level 3 Artillery
Small natural humanoid (goblin)	XP 150 each
Initiative +4	Senses Perception +1; low-light vision
HP 37; Bloodied 18	
AC 15; Fortitude 15, Reflex 16, Will 13	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 +1 damage.	
✂ Sling (standard; at-will)	
Ranged 10; +10 vs. Reflex; 1d6 + 2 damage.	
Relentless Endurance (minor, usable only while bloodied, once per round; at-will) ♦ Healing	
The norker slinger regains 5 hit points.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +8	
Str 12 (+2)	Dex 14 (+3) Wis 11 (+1)
Con 13 (+2)	Int 6 (-1) Cha 7 (-1)
Equipment leather armor, sling, 20 bullets, dagger	

Norker Berserker (N)		Level 4 Elite Brute	
Small natural humanoid (goblin)		XP 350	
Initiative +3		Senses Perception +2; low-light vision	
HP 136; Bloodied 68			
AC 16; Fortitude 16, Reflex 15, Will 15			
Speed 6			
⬇ Flail (standard; at-will) ♦ Weapon		+8 vs. AC; 1d10 + 3 damage.	
⬇ Double Strike (standard; at-will) ♦ Weapon		The norker berserker makes two flail attacks against the same target. If both attacks hit, the target is pushed 1 square.	
Snapping Rebuke (immediate reaction, when hit by a melee attack; at-will)		The norker berserker makes a bite attack against the attacker if the attacker is within reach: +7 vs. AC; 1d6 + 3 damage.	
Alignment Evil		Languages Common, Goblin	
Skills Athletics +10, Endurance +11			
Str 16 (+5)	Dex 12 (+3)	Wis 11 (+2)	
Con 18 (+6)	Int 5 (-1)	Cha 5 (-1)	
Equipment leather armor, flail			

Bronze Warder		Level 7 Elite Soldier	
Large natural animate, construct		XP 600	
Initiative +4		Senses Perception +2; darkvision	
HP 168; Bloodied 84			
AC 25; Fortitude 23, Reflex 20, Will 21			
Immune charm, fear, poison; Resist 5 to all damage			
Saving Throws +2			
Speed 5; see also <i>inexorable movement</i> and <i>ponderous</i>			
Action Point 1			
⬇ Greataxe (standard; at-will) ♦ Weapon		Reach 2; +14 vs. AC; 1d12 + 5 damage.	
⬇ Rampage (standard; recharge ☞ ☞)		The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use <i>axe sweep</i> .	
⬅ Axe Sweep (free, only usable immediately after <i>rampage</i> ; at-will) ♦ Weapon		Close burst 1; +14 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).	
Guard (immediate reaction, when the bronze warder's master is within 2 squares of it and is hit by an attack; recharge ☞ ☞)		The bronze warder takes half of the attack's damage, and its master takes the other half.	
Inexorable Movement		The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.	
Ponderous		The bronze warder cannot shift.	
Alignment Unaligned		Languages –	
Str 20 (+8)	Dex 9 (+2)	Wis 8 (+2)	
Con 20 (+8)	Int 3 (-1)	Cha 3 (-1)	

Enigma of Vecna (E)		Level 6 Controller	
Medium natural humanoid (shapechanger)		XP 250	
Initiative +5		Senses Perception +10	
HP 68; Bloodied 34; see also <i>flesh ripper</i>			
AC 20; Fortitude 17, Reflex 18, Will 19			
Speed 6			
⬇ Dagger (standard; at-will) ♦ Weapon		+12 vs. AC; 1d4 + 1 damage.	
⚡ Shock Bolt (standard; at-will) ♦ Lightning		Ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage, and the target is slowed until the end of its next turn.	
⚡ Memory Ripper (standard; at-will) ♦ Psychic		Ranged 5; +10 vs. Will; 1d10 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). <i>Aftereffect</i> : The target is dazed until the end of its next turn.	
⬅ Horrific Visage (when first bloodied; encounter) ♦ Psychic		Close burst 2; targets enemies; +10 vs. Will; 1d8 + 3 psychic damage, and the target is pushed 3 squares.	
Flesh Ripper Rage		Once the enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except <i>rend flesh</i> until the end of the encounter.	
⬇ Rend Flesh (standard, usable only after <i>flesh ripper rage</i> ; at-will)		+9 vs. AC; 2d8 + 5 damage.	
Alignment Evil		Languages Common	
Skills Arcana +13			
Str 12 (+4)	Dex 15 (+5)	Wis 15 (+5)	
Con 12 (+4)	Int 20 (+8)	Cha 16 (+6)	
Equipment robes, dagger			

FEATURES OF THE AREA

Each chamber on this level has its own section detailing its features, as described below.

ENTRY CHAMBER

Illumination: Dim light. The area is magically illuminated.

Runes: The southern runes allows creatures to teleport to and from the second level of the tower. Characters standing on or adjacent to the square intuitively know that they can, as a move action, teleport to the second level (Encounter T2). Characters arrive on or adjacent to the rune in the southeastern portion of that level.

THE ROOM OF THE GUARDIAN

This room is utterly bare. A bronze warder waits here, ready to defend this level and come to the aid of Paldemar.

THE MASTER'S CHAMBER

This is the personal chamber of Paldemar, master of this shrine of Vecna.

Illumination: Dim light. The area is magically illuminated.

Doors: The doors to this room are sealed by the Arcane Lock ritual. Opening them requires a DC 30 Thievery or Strength check.

This encounter is continued on the next page.



Table: The table is neatly arranged with alchemical gear and several tomes of ancient lore. As with the books in the library on Level 2, the pages appear blank to creatures that don't worship Vecna.

The Crystal Orb: This device allows Paldemar to spy on the Seven-Pillared Hall. Any character can gaze into the orb as a standard action and make a DC 20 Wisdom check. On a successful check, he or she can view any location in the Seven-Pillared Hall. On a failed check, he or she gains a glimpse of a shadowy figure clad in robes. The figure shakes its head and reaches toward the character, causing 2d6 psychic damage. The orb then cracks and falls into a dozen shards.

The Bed and the Curtain: The bed is a mundane piece of furniture, but the curtain is warded by magic to defend Paldemar. As long as Paldemar is adjacent to the curtain, all of his defenses receive a +2 bonus.

Treasure: Paldemar uses a +2 *magic staff*. He has 1,000 gp hidden beneath his bed. If the adventurers search through the items on the table (DC 22 Perception check), they find three items that have not yet been subjected to the magic that makes the other books appear blank. These include a ritual book, a scroll of a nearly completed ritual, and a map.

The ritual book contains three rituals: Arcane Lock, Brew Potion, and Leomund's Secret Chest.

The scroll features a ritual in progress. A DC 26 Arcana check allows a character to determine that the ritual has not been fully designed, but that it appears to be a way to

channel arcane power from one mage to another. The process reeks of evil and necromancy.

The map shows a glowing pyramid within a lush forest, about a week's travel north of the Nentir Vale. Notes scribbled on the side of the page read: "Place of power." "Vast magic for the taking." And "Seek Karavakos." This map can lead the adventurers to *H3: The Pyramid of Shadows*.

THE CHAPEL OF SHADES

This chamber is a minor temple to Vecna. It contains a variety of strange, magical effects.

When the adventurers enter this chamber, show them "Inside the Temple of Vecna" on page 30 of *Adventure Book One*.

Illumination: Dim light. The area is magically illuminated.

Crystal Pillars: These pillars of crystalline rock represent Paldemar's first attempt to create a means for absorbing arcane energy and focus it into his own spells. As a minor action once per round, Paldemar can drain the energy from one of the pillars to gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with the next arcane power he uses. He can use each pillar once, and he must be within 10 squares of it to do so.

Statue of Vecna: This statue is crafted from iron and depicts a skeletal figure in robes that is missing its left eye and left hand. Any character who starts his or her turn within 3 squares of the statue is the target of an attack: +14 vs. Will; the target is dazed (save ends).

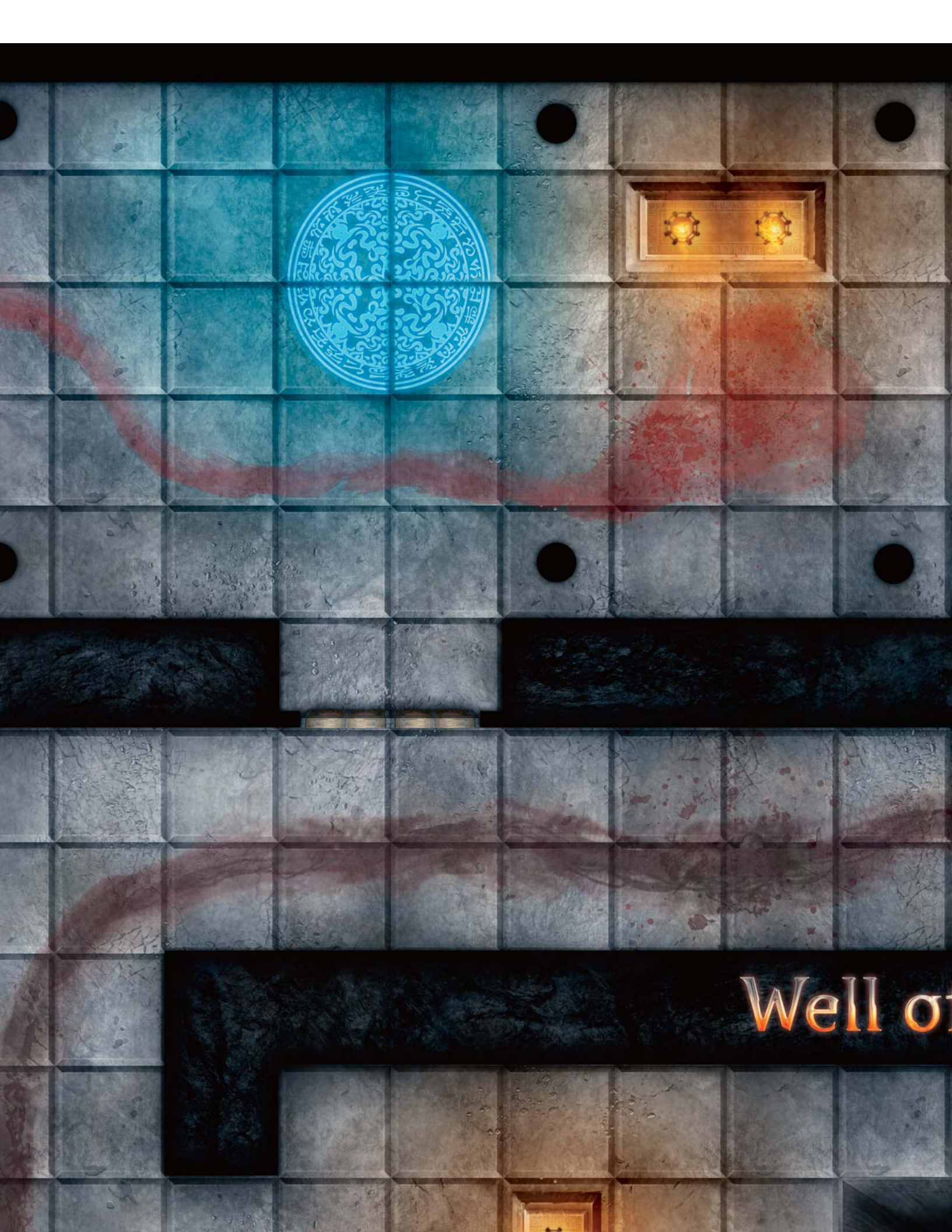
Symbol of Vecna: A huge mosaic of the hand and eye of Vecna dominates the floor of this place. Worshipers of Vecna gain a +2 bonus to saving throws inside this room.

Idol of Vecna: The idol is filled with malign magic. It is carved from black rock and is fashioned into a giant skull with an eye set in its right socket. The left socket is empty. Its initiative modifier is +5. On its turn, it launches a ray of fire at the nearest PC: Ranged 5; +14 vs. Reflex; 1d10 fire damage.

CONCLUSION

As long as the adventurers disrupt Paldemar's plans (whether or not the mage escapes), they earn the gratitude of the Mages of Saruun. While the Mages aren't exactly good, they aren't as dangerously evil as Paldemar, either. If the PCs share what they learn with the Mages, in addition to any quest rewards, the Mages offer an additional reward if the PCs will investigate the Pyramid of Shadows.

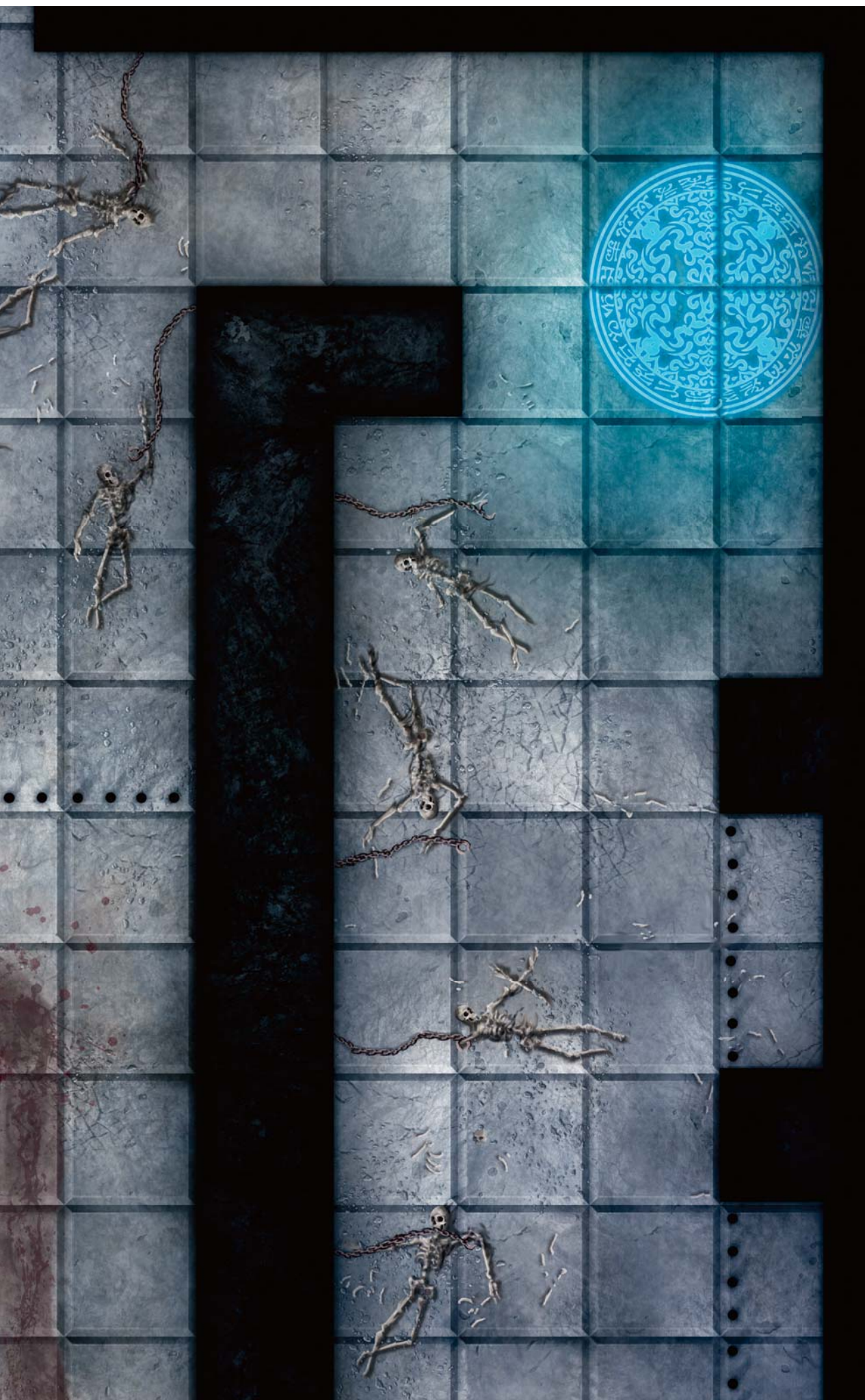




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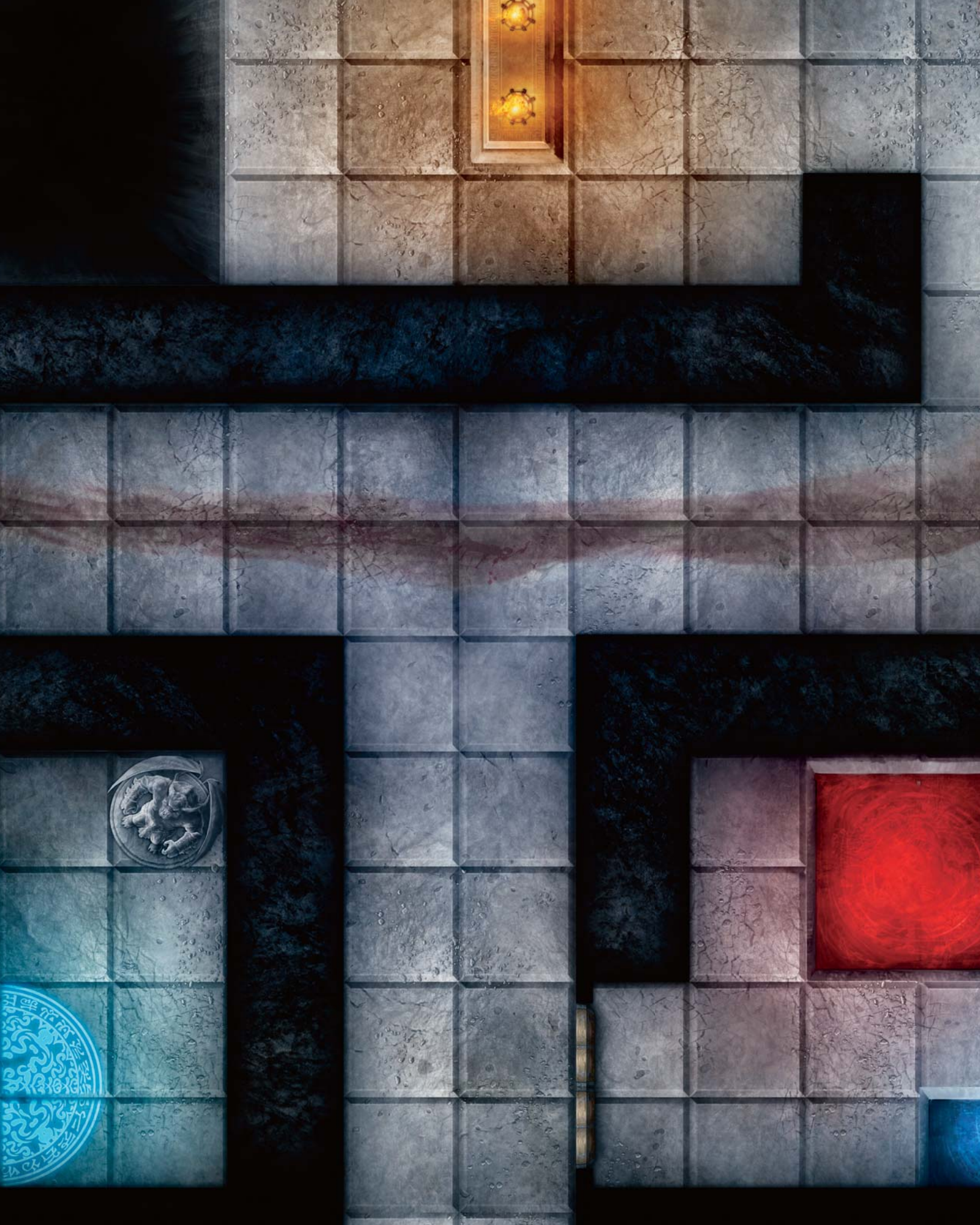


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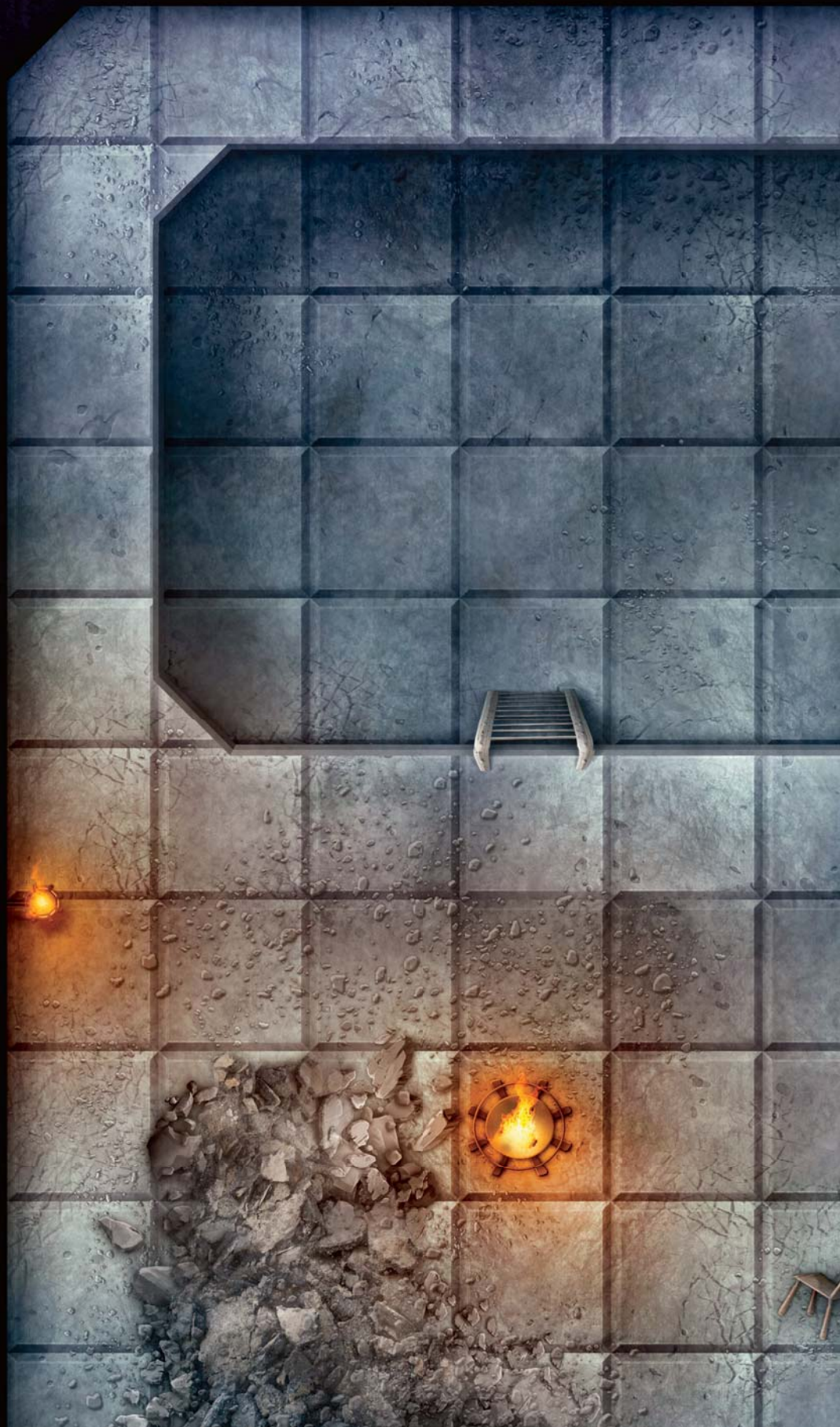


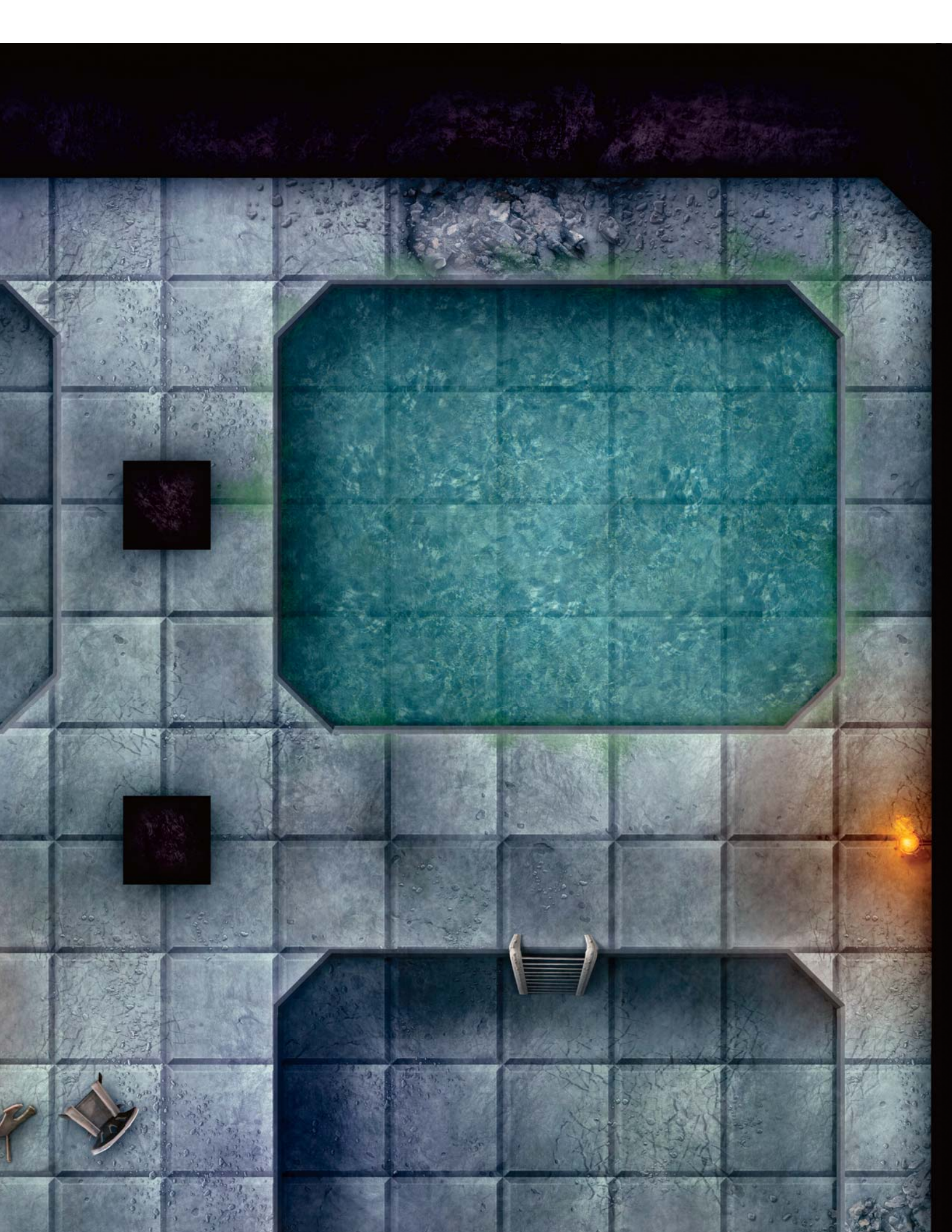














Horned Hold





Charm





ber of Eyes



