

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 worshipping 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 Krand 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 Krand, 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."

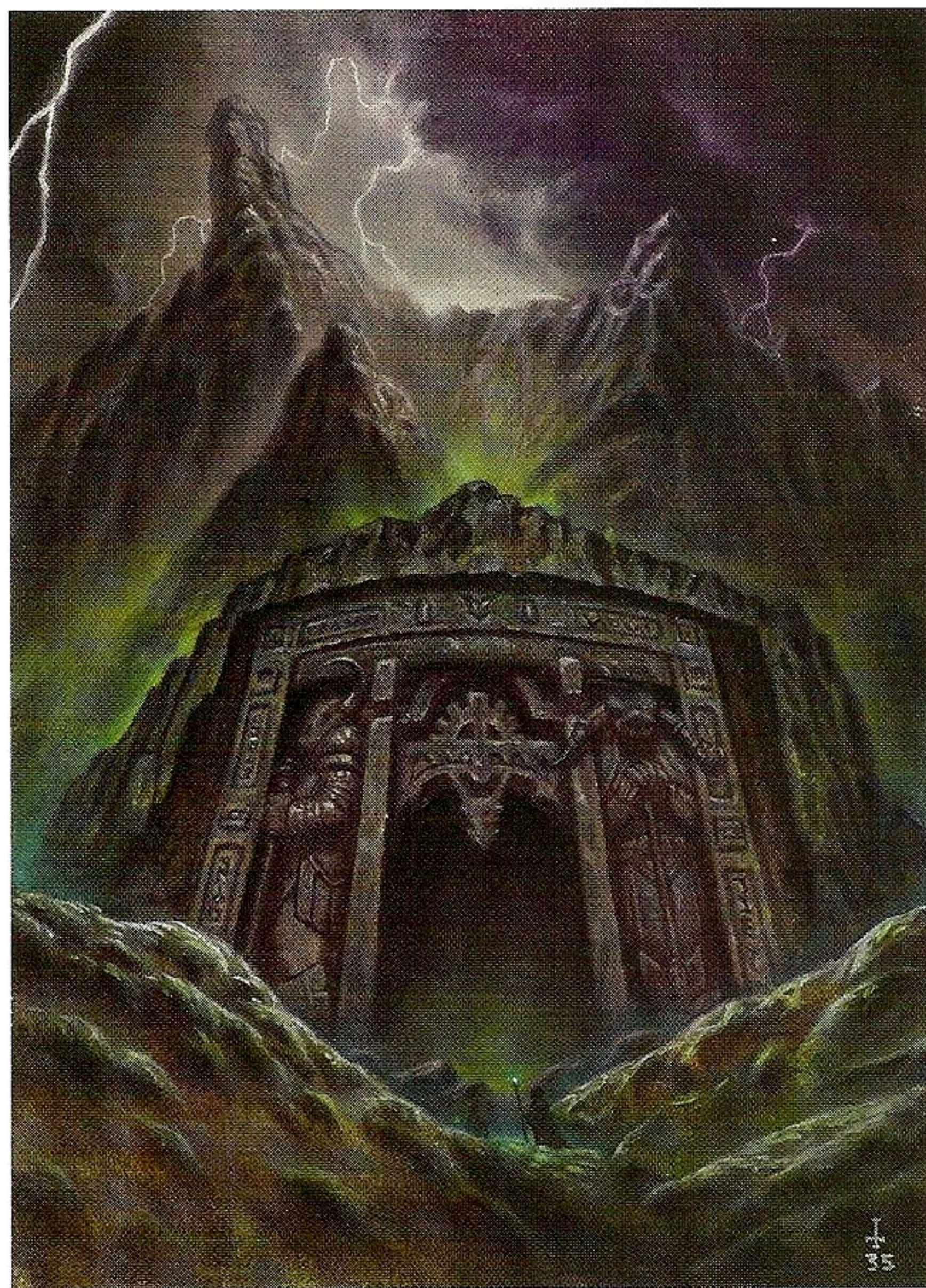
If the PCs are intrigued by this idea, Valthrun promises to provide them with as much information as he can uncover in his library. This boils down to a few pertinent legends, as outlined below.

- ◆ 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.

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, halfling. 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 Krاند, 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)

Medium natural humanoid

Level 3 Soldier

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)

Medium natural humanoid

Level 3 Controller (Leader)

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.

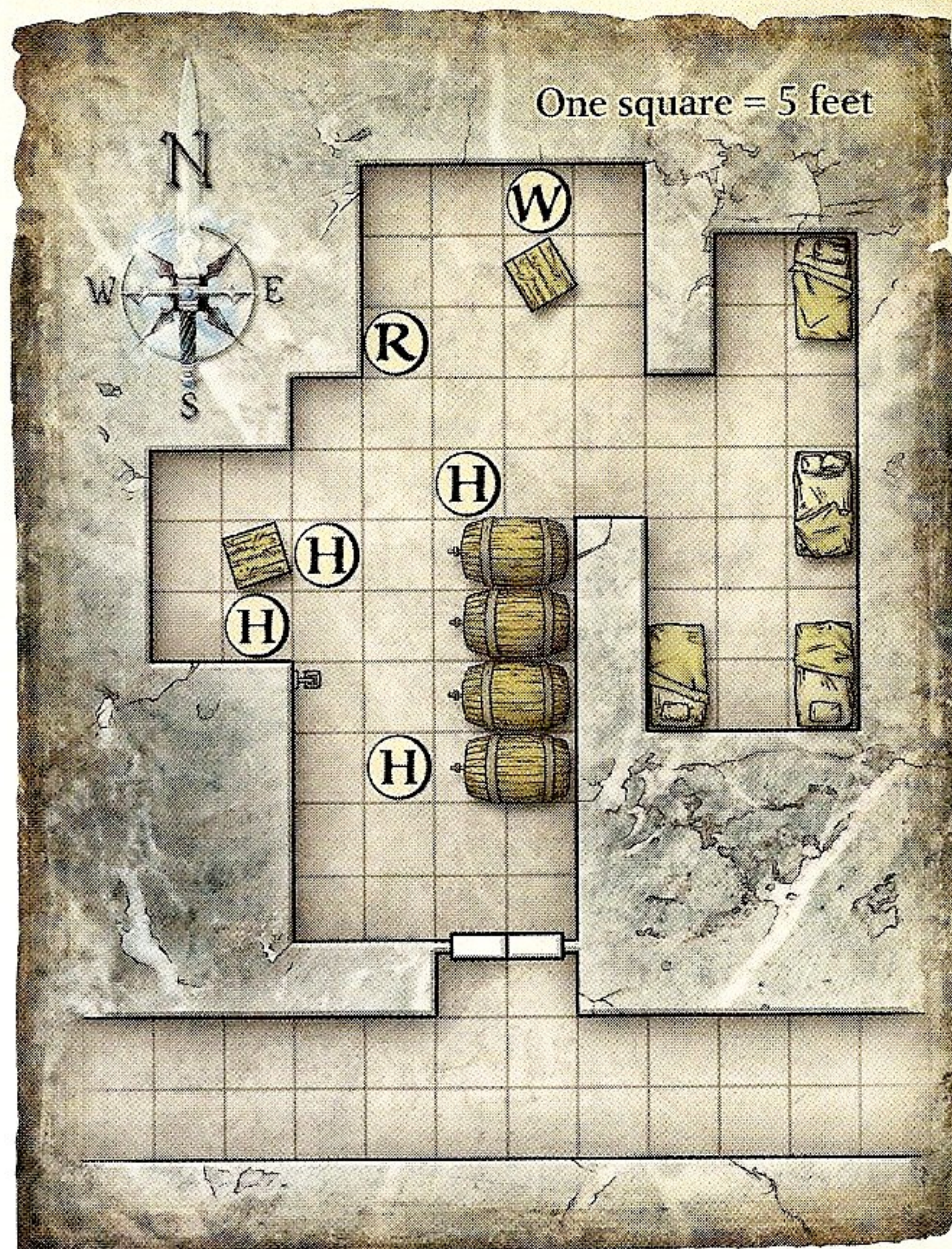
RENDIL'S STORY

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 DEEPGEM 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).

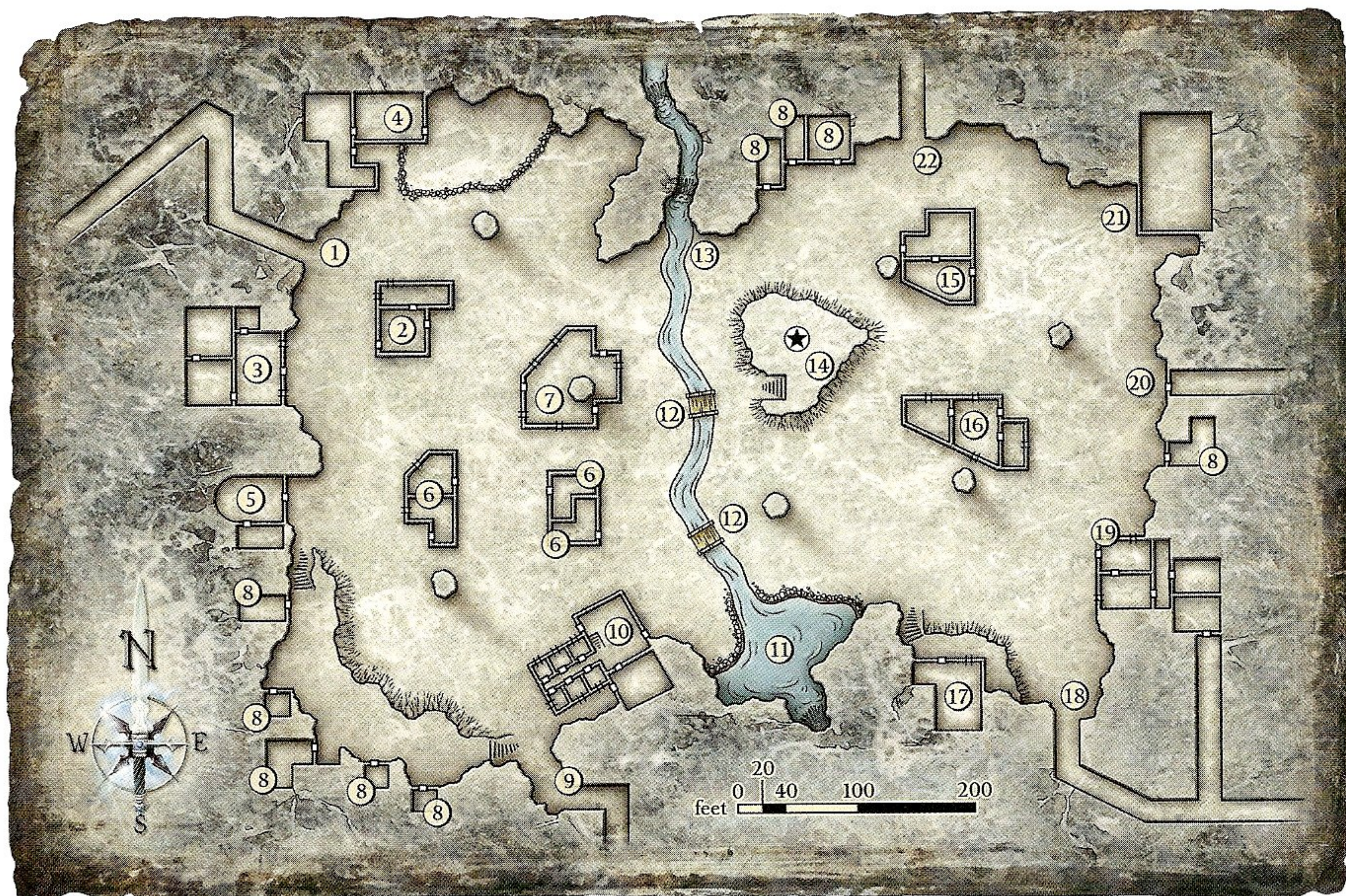
HOOK: FIND THE BOAR

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 freshwater 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.

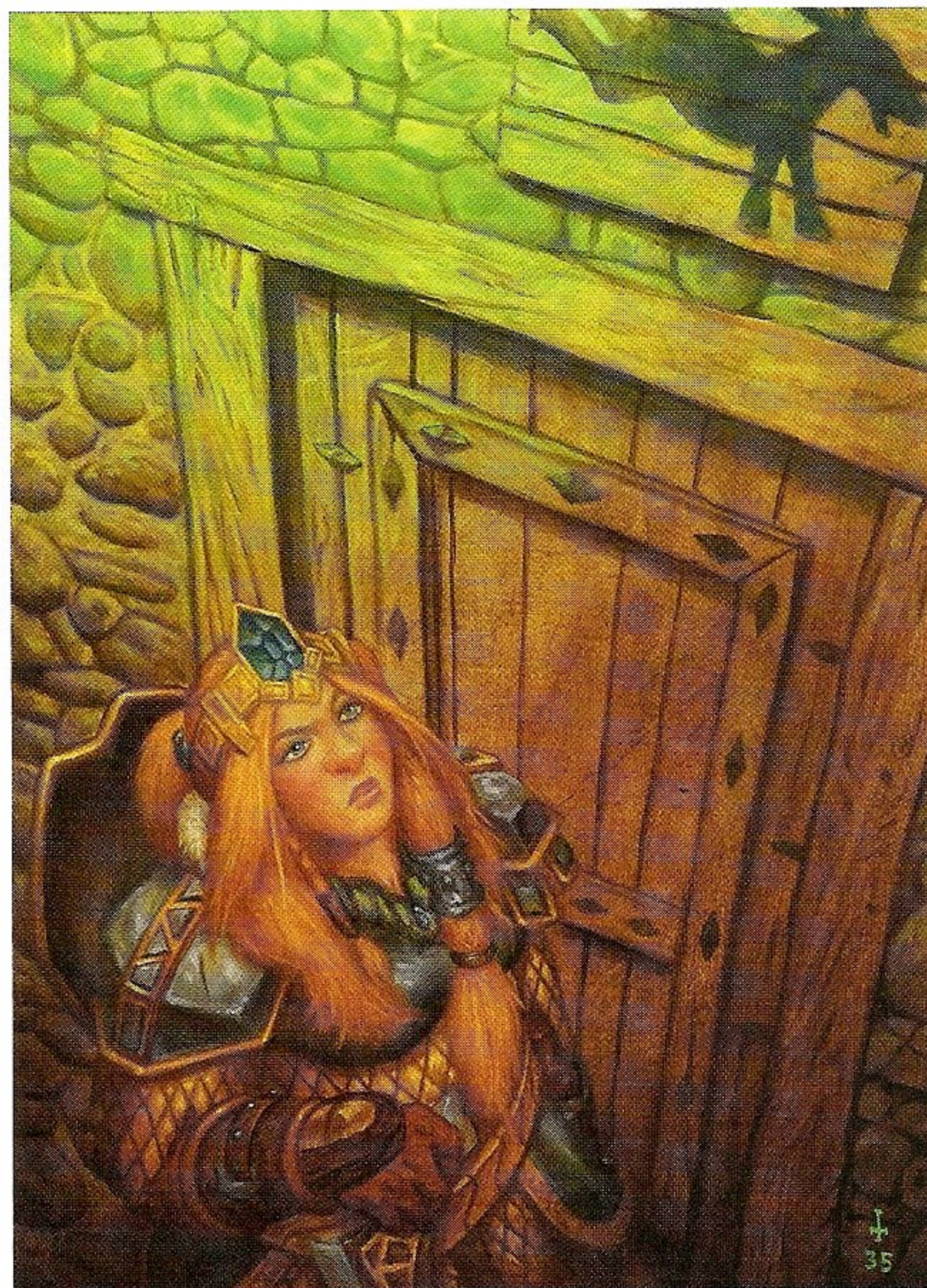
18. THE ROAD OF SHADOWS

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 ⚡) ♦ 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. Whichever 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

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 all

Saving Throws +2

Speed 5; see also *inexorable movement* and *ponderous*

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 *axe sweep*.

⬅️ **Axe Sweep** (free, usable only 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)

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 unequalled 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)



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)

