

The City of Burden's Peak

The Dungeonsweeper's Guild



The Past, Present, and Future of the Famous Guild
that Helped to Build a City called Burden's Peak.

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History of the Dungeonsweepers

When the City of Burden's Peak was founded almost 400 years ago, there were no guilds to speak of. A few of the better trained warriors formed a small band, and referred to themselves simply as the Slayers. With the Harvest Massacre still fresh in everyone's mind, any and all skilled warriors were readily accepted into the Slayers. The standards for acceptance into the Slayers were minimal, and required very little more than a person know how to wield a weapon proficiently in combat.

With the standards being so low, any and every person with a sword began to sign on as a Slayer. Within a year, the Slayers numbered over 200 members. When they began, the Slayers were held as protectors and defenders of the city. What they had become were a mob, ready to kill anyone they suspected of ill doings. Of course, the interpretations of a person's intentions were often misconstrued, and dozens of people were killed without any real provocation.

Throughout the next few years, the Slayers became more feared than respected. People avoided them, lest they be accused of some wrong doing and forced to face the wrath of the Slayers.

One specific incident brought about the beginning of the end of the Slayers. A visiting dignitary was a guest of Duke Fellingier Marthos during a spring festival, and a small slip of the tongue to a Slayer member brought about the death of the dignitary. Up to this point, the Duke had all but ignored the group's actions, but this time he was forced to

act under threat from the dignitary's home country.

Duke Fellingier Marthos called for a trial of the Slayers responsible for the dignitary's death. As it turned out, every one of the over 200 members showed up to the trial, and the event was to become a benchmark in the city's history.

To no ones surprise, the responsible Slayer members were found guilty of murdering the dignitary and ordered to be executed for their crime. Upon reading the verdict, the other members of the Slayers immediately attacked the Duke, his guards, and the rest of the people present at the trial. The resulting massacre was a canker on the city that is still talked of today.

The following months were very turbulent amongst members of the Slayers. Members argued with members about the massacre, and whether or not it was justified. In-fighting lead to animosity between the members, and talk began of a split in the group. Repeated incidents of battle between Slayer members began occurring, and within the next year there were two separate factions. One group maintained the Slayers name, and the other called themselves the Dungeoneers.

The Dungeoneers were opposed to the violent rule of the Slayers, and were making attempts at establishing a new Duke to rule the city. The Slayers were furious, and stated that anyone put in charge would be killed on sight. The Dungeoneers stayed adamant to their cause, nevertheless, and tensions between the two factions grew even

more. Both sides knew that it was only a matter of time before the animosity boiled over.

As expected, the two sides ended up in a war against each other. The more organized Dungeoneers slew members of the Slayers one after one. The Slayers, not to be outdone, utilized guerilla tactics and unspeakable practices to demoralize the Dungeoneers. Members of the Dungeoneers lost many family members and friends in the resulting battles. Houses were burned, churches were razed, and children were killed in the name of the Slayers.

In the end, the Dungeoneers prevailed. Every single member of the Slayers lay dead in the bloody streets of Burden's Peak. The dead were mourned for months as the rebuilding process began.

By the time the city was again whole, the Dungeoneers numbered less than 20. The fiercest member of the Dungeoneers was a forty year old human named Markus Hollowind. A fair and intelligent man, he was elected as the leader of the Dungeoneers. In an attempt to remove any references to their dark past and the resulting tragedies, Markus renamed the group the Dungeonsweepers.

He swore that future members of the organization were to be strictly screened and judged for more than just their prowess with a blade, and proposed that the Dungeonsweepers be formed into a guild. A new Duke named Kullik Druss soon took office, and made the Dungeonsweepers the official first guild of Burden's Peak. Guild Master Hollowind's first promise to Duke Druss was to protect the city from all dangers, and to ensure the safety of its residents.

In the years that followed, Hollowind's promise remained true. The Dungeonsweepers became the official protectors of Burden's Peak, and their services were called upon time after time when danger threatened the growing city.

Eventually, a city guard and militia were instituted as Burden's Peak soon became too large for the Dungeonsweepers to keep track of efficiently. The guild master at that time, Markus Hollowind's son David, was part of the original guard selection process. David himself was made the city's first constable per order of Duke Druss who was himself a very elderly man.

Not long after, the Duke died and his successor, Duke Donovan Grull, took office. The new Duke honored the wishes of his predecessor in keeping the Dungeonsweepers as the city's honorary protectors. While the city guard and militia were doing a wonderful job protecting the city, any real perceived threat was taken to the Dungeonsweepers. The guild members were legends of the area, and word of their honor and sacrifice spread far and wide.

In the centuries that have passed since then, the Dungeonsweepers have dwindled in number. The city's need for their protection has faded, but their legend stays on. Fathers still tell their children of the mighty members of the old guild and their heroic exploits. Some of the stories might be more fantasy than reality these days, but the message is still well-known: should the city need its services, the Dungeonsweepers will always be there to heed that call. Every member of the famous guild is willing to lay down their lives for the city that loves and honors them.

Dungeonsweeper Guild Masters

- | | |
|--------------------------------------|-----------------------------|
| 1. Markus Hollowind (Human Male) | -ruled for 8 years |
| 2. David Hollowind (Human Male) | -ruled for 16 years |
| 3. Jarvis Gandell (Human Male) | -ruled for 19 years |
| 4. Garrett Gandell (Dwarf Male) | -ruled for 24 years |
| 5. Gordon Dulrith (Human Male) | -ruled for 16 years |
| 6. Chaunce Karrik (Elf Male) | -ruled for 12 years |
| 7. Chaunce Karrik II (Half-Elf Male) | -ruled for 19 years |
| 8. Lars Hammett (Human Male) | -ruled for 18 years |
| 9. Kira Dalefall (Human Female) | -ruled for 16 years |
| 10. Anson Dalefall (Human Male) | -ruled for 17 years |
| 11. Morrik Oakgrove (Eladrin Male) | -ruled for 14 years |
| 12. Lucious Spiredown (Eladrin Male) | -ruled for 21 years |
| 13. Solandon Pell (Elf Male) | -ruled for 17 years |
| 14. William Whitedown (Human Male) | -ruled for 13 years |
| 15. Karson Newgrove (Dwarf Male) | -ruled for 15 years |
| 16. Dresdon Morruck (Human Male) | -ruled for 18 years |
| 17. Raffdon Pembroke (Elf Male) | -ruled for 20 years |
| 18. Nevin Pembroke (Elf Male) | -ruled for 2 years |
| 19. Sorra Augustine (Eladrin Female) | -ruled for 23 years |
| 20. Ilsa Augustine (Eladrin Female) | -ruled for 19 years |
| 21. Urick Greymantle (Dwarf Male) | -ruled for 16 years |
| 22. Vinn Greymantle (Dwarf Male) | -ruled for 25 years |
| 23. Eric Highmoor (Human Male) | -ruled for 20 years |
| 24. Nuvak Highmoor (Human Male) | -current ruler for 12 years |

Guild Masters of Note:

Kira Dalefall is a guild master of importance because she was the first of only three females to lead the Dungeonsweepers. Her 16-year rule was a relatively peaceful one, with only a few random disturbances threatening the city. She passed the title of guild master to her son Anson when she retired.

Lucious Spiredown was a guild master of note because he was the first guild master to not be a fighter, but instead a warlock. His reign was a difficult one, often punctuated with raids by orcs from the Frostspine Mountains to the north.

The Elf male Nevin Pembroke stands out as an unfortunate guild master of note because of his short reign. Only two years in the role of guild master, Nevin was killed in an attack on the city from a band of well organized giants from the Whitethorn Forest to the east of the city.

Sorra Augustine, an Eladrin, was the second female to lead the Dungeonsweepers. Hers was a hostile reign, with further troubles from the Whitethorn Forest, this time with ogres. Her daughter Ilsa accepted the title of guild master from her mother upon her retirement. This was the first and only instance of a mother leaving the title of guild master to a daughter.

Past Dungeonsweeper Exploits

During the reign of Markus Hollowind, the first guild master of the Dungeonsweepers, times were very turbulent. The memory of the Harvest Massacre was still fresh in everyone's minds, and the slightest hint of disturbance from the surrounding areas was enough to raise the alarm to the Dungeonsweepers.

Two years into his reign, Markus Hollowind received word of a small gathering of trolls reforming the old war band in the Frostspine Mountains. As was feared, the trolls were hungry for revenge. Before any further time could be wasted, Markus gathered his guild and headed off into the mountains to the north of Burden's Peak.

Only nine days later Markus and the Dungeonsweepers returned to the city, each carrying a large bag with scorched troll-heads in it. As a sign of warning to the few trolls that escaped, the heads of the dead trolls were sat across the road that lead from the northern gate of Burden's Peak into the Frostspine Mountains. Obviously the message was clear, as no further troll attacks occurred.

Years later, under guild master David Hollowind, the Dungeonsweepers were dispatched into the city's dark sewers to root out a supposed cult of Orcus. Still a few decades from gaining the title Undermaze, the city's sewer network was significantly smaller then, and much easier to navigate. It took very little time to locate the cultists, and they were driven out.

Not long after, the first reports of undead sightings on the city's streets surfaced. Apparently the cult had been active long

enough to practice their dark arts and raise a handful of creatures from the dead. The undead were quickly destroyed, and it was soon after that the first church in Burden's Peak began construction: the Church of the Raven Queen. It was sworn that the undead would never walk the streets of Burden's Peak again. To this day, that promise has remained true.

For many years after, the city enjoyed relative peace. Several guild masters came and went, with very little trouble from outside influences. It was a blessing for Burden's Peak, as the city used this time of peace to grow exponentially. It was finally decided to divide the city into sectors for ease of reference. Burden's Peak had become a fairly well-travelled city, and people came from far away lands to buy and sell goods in the blossoming city.

It was during the reign of Lucious Spiredown that real trouble again reared its head. Once more from the northern Frostspine Mountains came the threat, this time in the form of raiding orcs bent on ransacking and pillaging the thriving city. Houses were torched, citizens were killed, and goods were stolen. As expected, the Dungeonsweepers were there to lend their assistance.

In a battle that lasted over three weeks, the powerful warlock Lucious led the Dungeonsweepers against the loathsome orcs. Raid after raid was thwarted by a mighty mix of magic and steel. Eventually the raids stopped just as suddenly as they began. When the fight was declared over, on the advice of Lucious, construction of a huge wall

around the city began. Burden's Peak was beginning to take the shape it now currently possesses.

Many years later, under the reign of the elf Nevin Pembroke, the city saw its next major threat. Crashing through the Whitethorn Forest to the east of Burden's Peak came a large band of giants, supposedly angered at the ever-increasing population of civilized races encroaching into the surrounding areas.

The first wave of giants attacked with absolutely no warning, almost completely destroying the east wall of the city. The second wave swarmed into the city and began obliterating everything in sight. Dozens of terrified people lost their lives and homes in the fury of the giants' attacks.

Dungeonsweeper guild master Nevin Pembroke immediately rallied the members as well as the city guard and militia. The next few days were total chaos. Giants lay dead alongside humans, elves, dwarves, and all other races of civilization.

Among the dead was Nevin, himself. Found crushed under the body of a giant, his sword protruding from the creature's back, Nevin still had the snarl of rage on his cold, bloody face. He was the first Dungeonsweeper guild master to lose his life while in charge of the guild, and the funeral that followed was the largest in the history of Burden's Peak.

The Duke at the time proclaimed on the day of Nevin's funeral that his death would be held as an official holiday of remembrance in Burden's Peak from that year on. Every year since, on the

day Nevin died, the city celebrates Remembrance Day in his honor.

The next guild master of the Dungeonsweepers was the Eladrin warrior-woman Sorra Augustine. She acquired a troubled title, as her predecessor's glory was known throughout the land. Soon enough, though, her own merits would be seen by all in Burden's Peak.

Once again from the Whitethorn Forest east of the city came ravagers, this time ogres. With the city wall still in disrepair, the ogres had little trouble breaching the makeshift defenses that attempted to halt them. With a steady voice and a swift blade, Sorra led the Dungeonsweepers as she carved her way through ogre after ogre.

A brilliant tactician, Sorra organized the guild like few ever had. The ogres, powerful as they were, stood little chance against the highly motivated Dungeonsweepers along with their militia and city guard comrades. Sorra is still held as one of the finest military minds in the history of Burden's Peak, a title that would pass on to the next guild master... Sorra's own daughter, Ilsa.

The past exploits of the Dungeonsweepers only added to their renown throughout the land. Requests are delivered to the Dungeonsweepers from countries as far away as fifteen-day's ride. The legend of the heroic guild continues to grow with every battle and every successful mission.

To preserve the dignity and fame of the Dungeonsweepers, Nuvak Highmoor accepts only the best, and expects every member to lay down their lives, if needed, to keep up the guild's name.

Why Would I Want to Join the Dungeonsweepers?

Aside from fame and renown, what are the benefits of joining the Dungeonsweepers? The reasons are many, although most of them have to do with personal pride and satisfaction. To be a Dungeonsweeper is to hold a title that so few possess, and many seek to have.

Statistical Reasons for Joining:

Every PC that is accepted into the Dungeonsweepers Guild is rewarded with the following ability changes:

+1 to the Diplomacy skill every four levels. For example: Derrick was accepted into the Dungeonsweepers when he was fourth level. Upon being accepted, he gains +1 to his Diplomacy skill. At 8th level, he gains another +1 to Diplomacy. This repeats every fourth level (12, 16, 20, etc.)

+1 to the Dungeoneering skill every four levels, such as with the above example.

+1 to Charisma. This bonus, while it may seem to be a significant one, is dependant solely on membership in the Dungeonsweepers Guild. Should the member drop out of the guild, they lose the +1 Charisma bonus. If they are banished from the guild under bad pretenses, not only do they lose the +1 Charisma bonus, they also lose an additional 1 point from Charisma.

Dungeonsweepers also get a monthly salary of 100gp. This funding comes from the city of Burden's Peak as payment for the services of the guild. Taxes are not charges on the guild-hall, nor do individual members have to pay any taxes to the Duke.

Social Reasons for Joining:

The biggest social reason for joining would, of course, be the fame. Your name is added to a group known throughout the land as defenders of the mighty city of Burden's Peak.

Whenever a social encounter takes place, members of the Dungeonsweepers are held at high regard. Their words are taken as truth, and to accuse a Dungeonsweeper of lying is bound to attract much negative attention. Anyone bringing about allegations of a Dungeonsweeper lying had better have plenty of evidence to support their claims.

Besides the social encounter benefits of membership in the Dungeonsweepers Guild, there are also excellent resources that become available to guild members. Access to ancient books, scrolls, maps, and information are immediately made available upon request. People feel very comfortable talking to guild members, and are more likely to give credible information and truthful rumors.

Even away from Burden's Peak, members are well known and much respected. Other countries' rulers have been known to offer high payment to past and present Dungeonsweeper guild members should they join forces with them. While the payment is usually very high, the Dungeonsweepers are a very tight-knit group. Members often see each other more as brothers and sisters than just fellow guild members. This kind of family-bond is often very difficult to sever, and more than a few guild members stay until their age or health simply prevents further participation.

Dungeonsweeper's Guild Adventures

Inclusion in the famed Dungeonsweeper's Guild is limited only to the toughest, most hardened adventurers. The guild-master, Nuvak Highmoor, expects every one of his guild-members to meet all obstacles head-on, and never back down from a fight.

Nuvak himself is a rugged, loud, boisterous man. He is a man of very intent demeanor, and more often than not he can stare down a person before having to fight them. Intimidating, but not bully-ish, Nuvak is a large man of over six and a half feet and possibly three hundred pounds.

In combat, Nuvak is ruthless. He is well trained with many types of weaponry, and will employ the use of whatever weapon is readily available. His favored weapon is, however, his long sword. He is a brutal combatant, and will fight to the death for his beliefs and honor.

Nuvak Highmoor- Medium Natural Humanoid (Human) XP- 17000 Initiative +20 HP: 307 Bloodied: 153 AC: 41 Fortitude: 42 Reflex: 41 Will: 40 Speed: 6 ⊕ Long Sword (Standard, Weapon) +32 vs AC; 4d8+10 damage † Cyclone Spin (Standard, Encounter, Weapon) +30 vs Fort; 3d8+10 damage and Nuvak makes another basic melee attack. Recharge ☹️ or ☹️☹️ Alignment: Good Str: 18 (+7) Dex: 16 (+6) Wis: 14 (+5) Con: 18 (+7) Int: 13 (+4) Cha: 16 (+6) Long Sword, 10GP, Cloth Armor	Lvl. 29 Brute Perception +5
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Nuvak always has the best interests of the Dungeonsweeper's Guild at heart, and all decisions he makes are reflections of those beliefs. He enjoys

looking for new recruits for the guild, and can often be found in various taverns around Burden's Peak. His favorite of which is the Singing Sword tavern in the Northwest Sector. He has had several good recruits come from the Singing Sword, and as such he continues to search there.

If anyone shows interest in joining the Dungeonsweeper's Guild, their first stop is usually the guild itself. Several members of the guild stay there on a permanent basis, and act as guards for the guild building and supplement the local city guard presence in the Southwest Sector. At any given time, a guild-member will be posted at the front door of the guild-hall, and acts as the building's guard.

Dungeonsweeper- Medium Natural Humanoid (Human) Initiative +10 HP: 135 Bloodied: 67 AC: 24 Fortitude: 25 Reflex: 24 Will: 23 Speed: 6 ⊕ Short Sword (Standard, Weapon) +15 vs AC; 2d6+5 damage † Hit and Run (Standard, Encounter, Weapon) +13 vs Fort; 2d6+5 damage and Dungeonsweeper may shift up to 2 squares as a free action. Recharge ☹️. Alignment: Good Str: 15 (+4) Dex: 14 (+4) Wis: 14 (+4) Con: 16 (+5) Int: 11 (+2) Cha: 12 (+3) Short Sword, 10GP, Cloth Armor	Lvl. 12 Brute XP- 700 Perception +4
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The Dungeonsweeper Guild-hall is a large, two story building with few windows and simple adornments. The main entrance door is probably the most elaborate part of the building visible from the outside. It is a solid onyx-wood door, about 3 inches thick, with the symbol of the Dungeonsweepers.



The main floor of the Dungeonsweepers Guild is 60 ft. by 90 ft., and made of stone and block. In the main hall is a large communal table where the higher echelon members, including Nuvak, discuss the various missions of the Guild. A large hearth warms the building, and several suits of armor stand as silent guardians over the Dungeonsweepers Guild.

The northwest room is a stock room, where various food stocks and everyday items are kept. The northeast room is a small library where the Dungeonsweepers chronicles are kept and reviewed. In the southwest room are various prized treasures that have been acquired by the guild, and are kept safe until their true usage is discovered. The southeast room contains the staircase that leads both up to the second floor, and down to the guild's cellar.

The second floor of the Dungeonsweepers Guild is mostly made up of bedrooms and quarters for those members who make the guild-hall their home. Each bedroom has a large, comfortable bed and a simple nightstand table.

In the center of the second floor is the expanded library. Contained therein are books both ancient and new. The one thing all of the books have in common is the value of their contents. Tales both fact and fiction give almost a complete history of Burden's Peak and its surrounding environments. The east room of the second floor is another storage room, containing adventuring supplies for the guild. The west room is another showcase of claimed treasures, these being of known, but highly protected nature. Several artifacts of great power sit proudly on display here.



The cellar of the Dungeonsweepers Guild is a two-purpose room. The first is as further storage for the guild's needs. Food, ale, supplies, and treasure are all neatly organized for future use by the guild members. The northern-most room is the main storage room in the cellar. The stair-room has a few supplies, as well as treasure and ale. Large drainage grates lead down to the city's dark Undermaze.

The central room is a kind of holy room, for those that wish peace and quiet while they pray to whatever god they see fit. The eastern-most room serves as the second-purpose area of the cellar. Nine large caskets sit side by side, and contain the bodies of some of the guild-masters prior to Nuvak. Members may go into the crypt and pay their respects to the founding fathers of the Dungeon-sweepers Guild without disturbances.

Once accepted as a possible member of the Dungeonsweepers Guild, hopeful members must prove their intentions to Nuvak and the rest of the guild by completing a quest chosen specifically by Nuvak. The quests are varied, and might include:

- Exploring an unknown cavern
- Guarding a travelling group
- Killing a specific monster
- Locating a lost object
- Spying on possible enemies

The method by which Nuvak chooses to select a quest for a hopeful guild-member usually has ties to current events in Burden's Peak. If a new cave has been discovered in the forests to the east of the city, Nuvak might make a hopeful member explore it and report back with his findings. If a particular

monster has been harassing travelers outside the city gates, Nuvak might require the hopeful member dispatch the creature.

His quests are often dangerous, and Nuvak will not aid the guild-member hopefuls in any way, save for advice and perhaps maps of the surrounding areas. He feels that if someone truly wants inclusion in the Dungeonsweepers Guild, they must be able to take care of themselves. Many adventurers have died trying to win the favor of Nuvak and the guild. These deaths are seen as little more than martyrs to the cause.

Nuvak likes to state to outsiders that for every one death in the name of Dungeon-sweepers Guild, 5 deaths to evil have occurred. It is absolutely self-serving, but the message is clear that the Dungeonsweepers mean serious business, and few dare oppose them outright, for if one member of the guild is in danger, every member will take up arms in their defense. Not too many groups, let alone individuals, are willing or able to take on an organization such as the Dungeonsweepers Guild.

It is even rumored that the Dungeon-sweepers Guild is beyond the power of Duke Geveau himself. With many guild-members also serving as city guards, there very well may be a touch of truth behind these rumors. What is known is that there has never been a confirmed arrest of a Dungeonsweeper Guild-member. Whether this means that the guild is beyond the rule of the Duke, or just that the guild-members are all law-abiding citizens is always up for debate. Neither the Duke nor Nuvak will comment on this, so it will have to be left as nothing more than rumor.

Guild Initiation Adventures:

Although the adventures presented here are tailored for specific party levels, feel free to modify them to suit whatever party-level you wish. These are no more than guidelines.

Levels 1-4:

The Unexplored Cave:

To the east of Burden's Peak, in the thick Whitethorn forest, loggers have discovered a large cave-entrance. The amount of disturbed ground and loose dirt around the mouth of the cave lead the loggers to believe the cave is being used by creatures with footprints similar to kobolds and goblins. The loggers reported this information to the Dungeonsweepers Guild, just in case there are actually threatening creatures inhabiting the cave.

Nuvak Highmoor tells the PCs that their initiation into the guild will be determined by their exploration of this cave. He explains that if there are monsters inhabiting the cave, the PCs are to remove them by any means necessary. The only assistance Nuvak and the guild will offer the PCs is a map detailing the route the PCs should take in order to reach the cave.

The small path through the Whitethorn Forest is used mostly by loggers who bring the trees they gather back to Burden's Peak for milling. It is not uncommon for small monsters to use the dense forest as cover while they wait to ambush the passers by. As the majority of people that pass through are nothing more than loggers, it is rare that the ambushing monsters get anything more than a few coins or simple logging tools

for their troubles. There are, of course, adventurers who occasionally pass through. The promise of gold and weapons is enough to keep the ambushing monsters always on the lookout. At any random points in the Whitethorn Forest, there is a 30% chance that a monster ambush will happen. Use the following list to choose the size and type of an ambush party:

As per the Monster Manual, p. 141:

Level 1 Encounter (XP 500)

- 2 Goblin Warriors
- 2 Fire Beetles
- 1 Goblin Blackblade

Level 3 Encounter (XP 750)

- 2 Goblin Sharpshooters
- 4 Goblin Warriors
- 4 Goblin Cutters

As per the Monster Manual, p. 169:

Level 1 Encounter (XP 500)

- 2 Kobold Slingers
- 8 Kobold Minions
- 1 Stormclaw Scorpion

Level 2 Encounter (XP 625)

- 2 Kobold Slingers
- 4 Kobold Minions
- 2 Dire Rats
- 1 Rat Swarm

Level 3 Encounter (XP 750)

- 1 Kobold Wyrmpriest
- 2 Kobold Skirmishers
- 1 Spitting Drake
- 6 Kobold Minions
- 4 Fire Beetles

Level 4 Encounter (XP 875)

- 1 Kobold Slyblade
- 4 Kobold Dragonshields

Level 6 Encounter (XP 1,250)

- 3 Kobold Dragonshields
- 1 Young Black Dragon



The cave entrance is a mold-covered, mouth-like outcropping of granite that rises from the grassy ground near the outskirts of the Whitethorn Forest.

Indeed, both goblin and kobold footprints can be seen in the disturbed dirt at the cave entrance. Unfortunately, those are not the only footprints that can be seen. Have the PCs make a Nature skill check (DC 12) to determine that the footprints are of Lizardfolk origin.

The entrance of the cave is 15 feet wide by 12 feet in height. Several old bloodstains smear the rocky ground in the cave entrance. The cavern gets dark very quickly, and characters without

darkvision will need a light source of some kind.

As the cavern winds to the left, a small band of 4 Kobold Skirmishers and 1 Kobold Dragonshield confronts the PCs with an immediate attack.

The cave continues on ahead and also forks off to the left. If the left fork is explored, the PCs soon find themselves in an encounter with a Greenscale Hunter. The statistics for the Hunter is on p. 178 of the Monster Manual, as well as at the end of this source book. In the small room the Greenscale Hunter was occupying is a burnt out fire pit. In the smoldering remains of the fire pit are the bones of what look like humanoid creatures. Scattered around the room are 2d20 gold pieces, as well as 1d4 gems worth 2d12 gold pieces each.

Continuing down the cavern, the PCs make a turn to the right, and encounter:

Level 4 Encounter (XP 875)

- 1 Kobold Slyblade
- 4 Kobold Dragonshield

Even further along the cavern path, the PCs will make another turn to the right.

Halfway down the last leg of the cavern, the PCs encounter a Spear Gauntlet Trap. The statistics for it are:

Spear Gauntlet Trap	Level 2 Obstacle XP-125
<i>Hidden spears thrust upward from the floor in response to pressure.</i>	
Trap: 5 squares with hidden spears	
Perception:	
<ul style="list-style-type: none"> ◆ DC 20-The character notices the trigger plates ◆ DC 25-The character notices the control panel on the other side of the trap 	
Trigger:	
The trap, 5 squares placed within the cave, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square. When the trap is triggered, all 5 spears thrust up at the same time.	
Attack:	Opportunity Action Melee
Target: All creatures on trigger squares when the trap activates.	
Attack: +7 vs. AC	
Hit: 1d8+3 damage	
Countermeasures:	
<ul style="list-style-type: none"> ◆ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single pressure plate square. ◆ An adjacent character can disable a trigger plate with a DC 25 Thievery check. ◆ A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to disable or delay the trap. ◆ A character can attack a trigger plate or the control panel (AC 12, other defenses 10; 30 HP; resist 5 all). Destroying a trigger plate renders it useless, and destroying the control panel disables the entire trap. 	

If the PCs get across the spear gauntlet trap and make it the rest of the way down the cavern, it opens up into a large room. In the center of the large room is a fire. Two treasure chests are against the side walls, and a small stack of logs is against the east wall.

Near the back wall of the room is a large, black lizardman with a smaller, green lizardman on either side of him. Upon entering the large room, the black-scaled lizardman screams out to his comrades and points his great club at the PCs. They immediately attack.

Blackscale Bruiser	Level 6 Brute XP-250
Large natural humanoid (reptile)	
Initiative: +6	Senses: Perception +9
HP: 86	Bloodied: 43
AC: 18	Fort: 19 Reflex: 16 Will: 14
Speed: 8 (swamp walk)	
⚔ Greatclub: (standard, at-will) Weapon	
Reach 2; +9 vs AC; 1d10+6 damage and target is pushed 1 square.	
⚔ Tail Slap: (standard, at-will)	
+7 vs Reflex; 1d8+6 damage and target is knocked prone.	
Alignment: Unaligned	Languages: Draconic
Skills: Athletics +13	
Str: 22 (+9)	Dex: 16 (+6) Wis: 12 (+4)
Con: 16 (+6)	Int: 5 (+0) Cha: 6 (+1)
Equipment: Greatclub	

Greenscale Hunter	Level 4 Skirmisher XP-175
Medium natural humanoid (reptile)	
Initiative: +6	Senses: Perception +8
HP: 54	Bloodied: 27
AC: 17	Fort: 15 Reflex: 14 Will: 13
Speed: 6 (swamp walk)	
⚔ Spear: (standard, at-will) Weapon	
+9 vs AC; 1d8+3 damage.	
⚔ Sidestep Attack: (standard, at-will)	
The Lizardfolk shifts and makes a basic melee attack.	
Alignment: Unaligned	Languages: Draconic
Skills: Athletics +10, Nature +8	
Str: 17 (+5)	Dex: 15 (+4) Wis: 12 (+3)
Con: 14 (+4)	Int: 8 (+1) Cha: 8 (+1)
Equipment: light shield, spear	

Once the Lizardfolk are dead, the PCs are free to check the treasure chests:

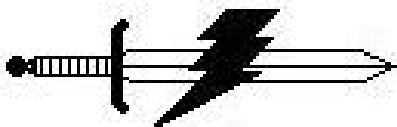
Chest One: 200 GP, 12 jewels worth 2d20 GP each, a +1 dagger, and a Ring of Protection +1 with a strange emblem on its amber face.

Chest Two: 2 potions of healing, 100 SP, 50 CP, and a +1 short sword.

Upon returning to Burden's Peak, Nuvak Highmoor inquires as to what the PCs found. If the PCs show the items found in the cave to Nuvak, he will ask if he can take the Ring of Protection to one of his friends at the Watchful Order of Magists. If the PCs agree, Nuvak takes the ring and leaves.

Not too much time later, he returns with the ring. He tells the PCs that the ring belonged to a new member of the Magists Order that set out to explore the Whitethorn Forest a few weeks ago. When the new member never returned, the Order inquired of the Dungeonsweepers Guild to investigate the man's disappearance. No clues were ever discovered within the forest, and the Order of Magists believed the new recruit had simply changed his mind about the Order and left.

Nuvak is pleased at the PCs findings. He returns the ring, and offers his hand in congratulations and acceptance in the Dungeonsweepers Guild. An acceptance ceremony is scheduled for later that night. The PCs are presented with a red leather bracer emblazoned with the Dungeonsweepers Guild logo:



Levels 5 – 8

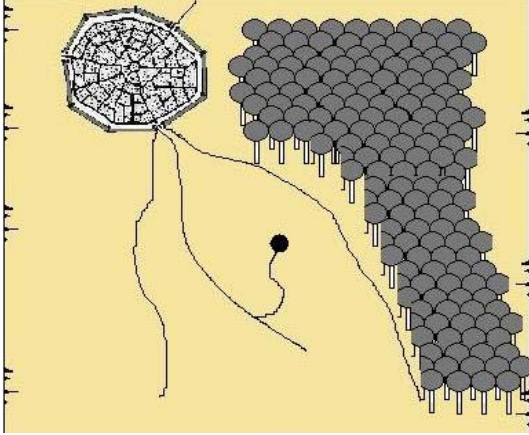
The Wailing Witch:

Far to the south of Burden's peak, tucked away in the dark Direfell Swamp is a dismal hut. This hut is the residence of a rather foul and wicked hag known only as Ferra. Ferra has been spotted through the cracked and dirty windows of her hut practicing magic of a very dark and dangerous kind.

Several days ago, travelers making their way through the Direfell Swamp to Burden's Peak came across Ferra and her small hut. Not having any clue of what she was or how dangerous their actions were, they proceeded to knock on her door in order to ask for shelter from the coming dismal night.

Suffice to say, Ferra was incensed at the trespassing travelers, and at once sought to destroy them. Three of the original seven were able to escape into the swamp and finally made their way to Burden's Peak. Near death and exhausted, the travelers were taken in by a member of the Fellowship of Bowyers and Fletchers guild. After a bit of healing, food, and comfort, the three surviving visitors told of the horrifying hag and her evil hut in the swamp.

This was all brought to the attention of Nuvak, who promised to rid the swamp of the hag. With the PCs inquiring about guild membership, it seems an appropriate time to act on the potential threat. The PCs are told the same tale Nuvak was, and instructed to rid the Direfell Swamp of the menace. To assist the PCs, Nuvak hands them a small, crude map of the swamp that gives the approximate location of the hag's hut.



Nuvak explains that there is an old, grown-over road that used to wind its way through the swamp. If they follow that road, they should find a large trail that branches off of it several miles into the swamp. It is hoped that if they follow that trail, it should lead them to the hag's accursed hut. He then wishes the PCs well, and says he will pray for their safe return to Burden's Peak.

As the trip could take up to 2 days, Nuvak advises the PCs to come up with a good plan of attack. The Direfell Swamp can be a very dangerous place, especially at night. He advises the constant use of fire when it is applicable.

Heading into the swamp via the city's South Gate, the PCs will notice an immediate change in environment. The tall cypress trees hang thick with moss, and the ground becomes damp underfoot rather quickly. Once the PCs are well into the swamp, it seems as though it is twilight even in the middle of the day. The sounds of various frogs and insects are often very loud, and the humidity is at times stifling.

Encounters in the Direfell Swamp are usually swift and deadly. Native creatures make full use of the dark and dense surroundings to their advantage,

and surprise attacks are all too common. Refer to the following chart to determine any random encounters that might occur. During the daytime, the chance of an encounter is 40% per hour. At night, the chance rises drastically to 70% per hour.

As per the Monster Manual, p. 141:

Level 7 Encounter (XP 1500)

- ◆ 1 Hobgoblin Commander
- ◆ 1 Hobgoblin Warcaster
- ◆ 5 Hobgoblin Soldiers
- ◆ 1 Worg

Level 9 Encounter (XP 2050)

- ◆ 1 Hobgoblin Hand of Bane
- ◆ 12 Hobgoblin Warriors
- ◆ 1 Macetail Behemoth

As per the Monster Manual, p. 154:

Level 8 Encounter (XP 1750)

- ◆ 1 Bloodfire Harpy
- ◆ 3 Gnoll Marauders
- ◆ 2 Cacklefiend Hyenas

Level 8 Encounter (XP 1850)

- ◆ 2 Harpies
- ◆ 1 Sahuagin Priest
- ◆ 3 Sahuagin Raiders

As per the Monster Manual, p. 199:

Level 8 Encounter (XP 1850)

- ◆ 1 Ogre Savage
- ◆ Orc Eye of Gruumsh
- ◆ 8 Orc Warriors
- ◆ 2 Dire Boars

Level 10 Encounter (XP 2600)

- ◆ 1 Ogre Warhulk
- ◆ 2 Ogre Savages
- ◆ 2 Ogre Skirmishers

As per the Monster Manual, p. 232:

Level 9 Encounter (XP 1900)

- ◆ 1 Shambling Mound
- ◆ 1 Vine Horror Spellfiend
- ◆ 2 Vine Horrors
- ◆ 2 Dryads

As per the Monster Manual, p. 255:

Level 9 Encounter (XP 2000)

- ◆ 3 Trolls
- ◆ 2 Destrachans

Halfway into the second day of travel, the PCs do indeed find a well-worn path that leads off of the overgrown road just like the map indicated. As the PCs begin to make their way down this path, however, it is abundantly clear that something of great evil inhabits this area of the Direfell Swamp. The trees begin to take on a more menacing look, some of the plant-life is either dead or dying,

and the various swamp-animal sounds, such as frogs and insects, cease.

Another few hours of travel leads the PCs into a rather large clearing in the swamp. Before them is a small home of thatch, wood, and stone. An evil smell surrounds this area, as does the smell of decay and death. From a slight distance, this hut appears to be little more than an abandoned, run-down shack. The closer the PCs get, however, the worse the smell of death becomes, and the viler the hut appears. Blood stains some of the broken window-panes, and black, thick smoke emits from the stone chimney.

Hut of the Swamp Hag:



As the PCs approach the hut, the door opens and a tall, slender Eladrin woman of apparent young age steps out. Her voice is soft and soothing as she asks the PCs why they have come so far through such dangerous surroundings. A successful Arcana check with a DC 15 will tell the PCs that most hags have the ability to alter their appearance at will. If confronted with this fact, the Eladrin woman immediately polymorphs back into her original form of a Rot Hag.

In a screaming, threatening voice, the hag demands the PCs leave immediately, or she will call upon all the evils of the Direfell Swamp to destroy them. The ground around the hag changes the entire time she stands still. The grass wilts and turns black. Everywhere she walks the plants die and the ground turns to muck. If the PCs do not leave, she will attack.

Rot Hag	Level 11 Skirmisher
Medium fey humanoid (aquatic)	XP 600
Initiative +14	Senses Perception +7
Dark Aura aura 3; the ground around the Rot Hag is changed as she moves, and is then to be treated as Difficult Terrain.	
HP 127 Bloodied 63	
AC 25 Fortitude 23 Reflex 24 Will 22	
Speed 8 (swamp walk)	
☯ Claw (standard; at-will)	
+16 vs AC; 2d6+5 damage	
⚔ Cruel Swipe (standard, recharges when bloodied)	
Rot Hag makes 2 Claw attacks against the same target; if both claws hit, the Rot Hag deals an extra 5 damage to the target.	
↩ Rot Cloud (standard, recharge ☹☹☹) Necrotic	
Close Blast 5: +14 vs Fortitude; 1d8+4 Necrotic damage, and target is slowed until the end of their next turn (save ends).	
Change Shape (minor, at-will) Polymorph	
See Change Shape in the Monster Manual, p. 280	
Alignment Evil	Languages Common, Elven
Skills Intimidate +14, Nature +13, Stealth +14	
STR 22 (+11)	DEX 19 (+9) WIS 16 (+7)
CON 19 (+9)	INT 13 (+6) CHA 16 (+7)

When the Rot Hag is dispatched, the PCs may freely search the hut. Moss and blood stains are on the floor as well as most of the furnishings. It appears as though this hut used to belong to someone else, such as a woodsman, as there are items very unbecoming a hag.

Various books are on the bookshelves that detail minor points of the area's history and surroundings. There are, however, a few books written in ancient, forgotten languages that are blood-stained and moldy.

A large chest sits at the end of a long-unused bed, and appears locked. A PC may Take 10 and use the Thievery skill to open the simple lock on the chest. Inside the chest are various empty bottles, 200gp, 180sp, and 200cp. A large metal box is inside the chest as well. It is unlocked, and upon opening the PCs discover 12 gems worth approximately 25gp each. There is nothing else of real value inside the hut.

Upon making their return trip to Burden's Peak, the same random encounter rules apply as before. Use page 25 as a reference to daily and nightly random encounters.

Once back in Burden's Peak and upon finding Nuvak, the PCs tell of the hag and her hut. Nuvak congratulates the PCs on a job well done. An acceptance ceremony is scheduled for later that night as he welcomes the PCs into the Dungeonsweepers Guild. The PCs are each presented with a red leather bracer emblazoned with the Dungeonsweepers Guild logo, as seen on page 14.

Levels 9 - 13

The Diamond Eye of Korr:

Many years ago, an old, venerable wizard lay dying alone in his small thatch house. Wise and kind, the wizard had made many friends in his life, yet none were at his side in his last hour. The reason for this is not entirely proven to be known, but rumor has it that the elderly mage had posed a quest to those that adored him.

He told them a tale of yet another wizard, this one very dark and evil. Supposedly, this dark wizard owned a large diamond that he referred to as the Eye of Korr. With this diamond, the evil mage could scry into the minds of any he wished, and manipulate his victim's thoughts.

The dark mage is rumored to have locked the Eye of Korr in a small black box and kept it on his person at all times, even in his sleep. One morning, a personal assistant of the evil wizard found a gruesome sight: the mage laying on his bed, torn to pieces. His head had been severed, and it had been placed on the stomach of his corpse, his hands draped over it, as though holding it down. His eyes were wide open, as was his mouth. The Eye of Korr was not found.

When the assistant reported what he found to other assistants, he was, of course, suspected of the dark mages death. Naturally, he denied any involvement, and he insisted he had no idea where the diamond was.

Well, as most stories of murder and theft go, the evil wizard's death did

nothing but incite more death. Assistants killed each other. Thieves after the diamond killed each other. Accusations abounded, but few facts were known. The most outlandish rumor was that a fiend from hell was the original owner of the Eye of Korr, and it returned to retrieve its property.

According to the kind old mage, the Eye of Korr passed from thief to thief, from king to king, and from mage to mage. Every time the Eye found a new owner, that owner would die, come up missing, or be the victim of theft.

The Eye of Korr eventually ended up in the possession of the kind elderly mage. He took great magical means to protect and hide it, which he did for several decades. During a tremendous encounter with an evil wizard, the kind mage was blighted with an anti-magic curse that rendered him powerless. Barely surviving the battle, the kind wizard returned home to find the Eye of Korr gone from its hiding place.

Many people gathered around the benevolent old wizard. Everyone knew he was not long for the world, himself included. In a whispered voice, the mage told his friends of the Eye of Korr, and of where he thought it was.

One by one his friends abandoned him, following the hopes and dreams of magical power granted by the huge diamond. Only one man remained at his side, and it was to this man that the dying mage told the true location of the Eye of Korr. He knew the others were there only in hopes of receiving something, and were not truly his friends. The mage knew the one man that remained cared not for power, but

would benefit from possession of the Eye.

Soon after, the elderly mage died. The man that had the true knowledge of the Eye of Korr's location made his way to Burden's Peak and found a small group of adventurers that would help him on his quest. The group was small, but all had big hearts and good intentions.

Unbelievably, the band found the Eye of Korr and returned it to Burden's Peak. Only two of the original party remained, the others left dead at the hands of the Eye's previous owner. It was decided that the Eye of Korr was too powerful and drew too much evil attention.

The two men were on their way to give the diamond to members of the Watchful Order of Magists, who they thought would know better than anyone what to do with the powerful artifact, when they were ambushed by petty street thieves. Weakened by their previous ordeal, the thieves easily bested the pair, took the Eye, and vanished. Disheartened and near death, the two men finally made it to the guild hall of the Watchful Order of Magists and told them their tale.

Several attempts were made to discover the location of the Eye of Korr, but every time a specific location was derived, the Eye would vanish before it could be found. Eventually, the Order came to the Dungeon-sweepers Guild and requested the aid of Nuvak and his guild members. Never one to pass up a challenge, Nuvak gladly accepted. Nuvak instructs the PCs that the Watchful Order of Magists in the South

Sector will have a good indication of where the Eye of Korr currently is. He tells them to seek out the man named Rellin Donar, the master of the Order's guild. Nuvak tells the PCs that if anyone would be able to help, it would be Rellin.

Rellin Donar, elderly as he appears, is much more physically able than people seem to give him credit for. When the PCs approach the Watchful Order of Magists guild-hall, Rellin himself is coming out the main door. When approached, Rellin tells the PCs that if they want to speak with him then they should walk with him.

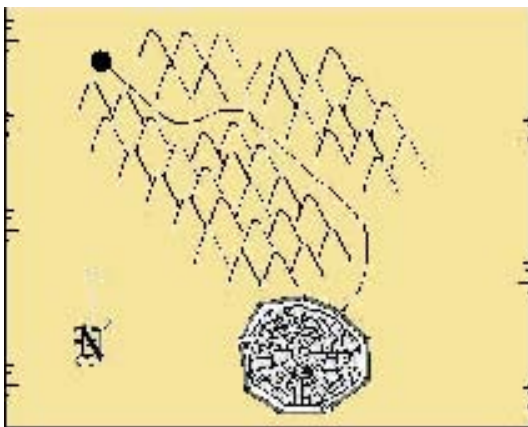
As Rellin makes his way down the streets of the South Sector, the PCs explain the story they were told. Rellin listens and acknowledges the vital points of the story. When the PCs are finished, Rellin begins telling his own tale of the Eye of Korr.

According to the old mage, the Eye of Korr was originally created by a powerful necromancer named Dolman Tholl. Supposedly, the necromancer was in a world-altering battle with a devil named Korr. By the time the battle was done, Korr was dead and the necromancer cut out his eye. Dolman returned to his black tower and locked himself in for three years. When he emerged, Dolman had aged thirty years, and he had in his possession a magic orb of incredible power. Within a year, Dolman Tholl was dead, and thus began the migration of the Eye of Korr.

Rellin tells the PCs that the exact location of the Eye of Korr is difficult to divine, but that he could give them

an approximation that would put them within a hundred yards. The PCs are instructed to return to the Watchful Order of Magists guild-hall the next morning, at which time Rellin would have the information they seek.

The following morning, when the PCs return to the Order's guild-hall, they find a guard outside waiting for them. He shows the PCs in, and tells them to wait in the foyer for Rellin. After only a few moments, Rellin enters the foyer with a small, black, flat piece of round glass and a hand-drawn map. He presents the items to the PCs and explains to them that the map would get them to within a close distance to the Eye of Korr, and the black mirror would change color the closer they get to the artifact. He wishes them luck, but it is an empty, unbelieving wish.



Rellin tells the PCs that it will be at least a two day journey, and that they will most certainly know when they arrive at their destination. He says it is forbidden for him to tell them any more than he already has.

Rellin tells the PCs to return to the Dungeonsweepers Guild and tell Nuvak what is going on. He hands the

PCs a small envelope and instructs them to give it to Nuvak personally, and to let no one else see it.

When the PCs return to Nuvak and give him the letter, the guild-master reads it, and then it crumbles to dust. Nuvak tells the PCs that this mission is extremely dangerous, and to avoid any confrontation if at all possible. He states that the enemies they will come across are all very powerful, and to tempt battle would end in certain death. If the PCs agree, Nuvak wishes them well and tells them to go on their way.

As the PCs begin their journey into the towering Frostspine Mountains, encounters are random on a 30% per hour scale. Consult the following table to determine the creatures encountered while on the mountain pass.

Level 4 Encounter (XP 900)

- 2 Orc raiders
- 2 Orc berserkers
- 1 Dire boar

Level 6 Encounter (XP 1,350)

- 1 Orc eye of gruumsh
- 2 Orc berserkers
- 4 Orc warriors
- 2 Dire wolves

Level 6 Encounter (XP 1,250)

- 2 Gnoll Huntmaster
- 1 Gnoll Claw Fighter
- 2 Hyenas

Level 7 Encounter (XP 1,550)

- 1 Gnoll demonic scourge
- 2 Gnoll claw fighters
- 2 Gnoll huntmasters
- 1 Cacklefiend Hyena

Twice per day, there is a 30% chance that a rockslide will occur.

Rockslide

Area of Effect: 30 squares by 10 squares

Damage: 2d10 (save for half)

A successful Athletics check or Acrobatics checks (DC 15) will successfully avoid the falling rocks.

After a rockslide, the Area of Effect is considered difficult terrain.

At nightfall, the chance of random encounters increases to 40% per hour. If the PCs have a campfire or are making an excessive amount of noise, the chance of a random encounter rises to 60% per hour until sunrise.

Into the second day, the PCs will reach the end of their journey: a huge tower of ebony that reaches high into the grey sky. Flying creatures can be seen

circling the top of the tower. There are no signs of life on the ground near the base of the tower.

The double-door to the tower is 20 feet high and 10 feet wide. It appears to be made of iron, and has large, round handles. Huge strap-hinges stretch from the black walls to the edges of each of the double-doors.

Nuvak's warning should be repeated to the PCs in regards to NOT confronting the creatures that they are apt to find within the walls of the giant tower.

The door is unlocked, and will open with very little effort.

Ebony Tower, First Floor



The main floor is 100 feet long by 80 feet wide. In the northwest room is a library with three bookcases along with a small desk with a chair. Also in the room is a Death Knight (level 17 Elite Soldier), as per pg. 50 of the Monster Manual. If the door to this room is opened, the Death Knight will immediately attack. None of the books in the room appear to have any real value.

The northern-most room is nothing more than a small meeting room that is adorned with little more than a round table with three chairs. Nothing of discernable value is in the room.

In the northeast corner is the stairwell leading up to the second floor. The large suit of armor just to the west of the stairwell is, in fact, a Shield Guardian (level 14 Soldier), as per pg. 149 of the Monster Manual. If anyone mounts the stairs that has not been allowed by the resident of the tower, the Shield Guardian will come to life and pursue the trespassers.

The southwest room is a depository of items used in the creation of undead. None of the items in the room are of any use to anyone not involved in the necromantic arts.

Ebony Tower, Second Floor



The second floor of the tower is the same size as the first floor. Upon entering the second floor via the stairwell, there are three more Shield Guardians (level 14 Soldier), as per pg. 149 of the Monster Manual, that will activate and attack immediately. If the trespassers never get off the stairwell and onto the second floor, the Shield Guardians will not activate.

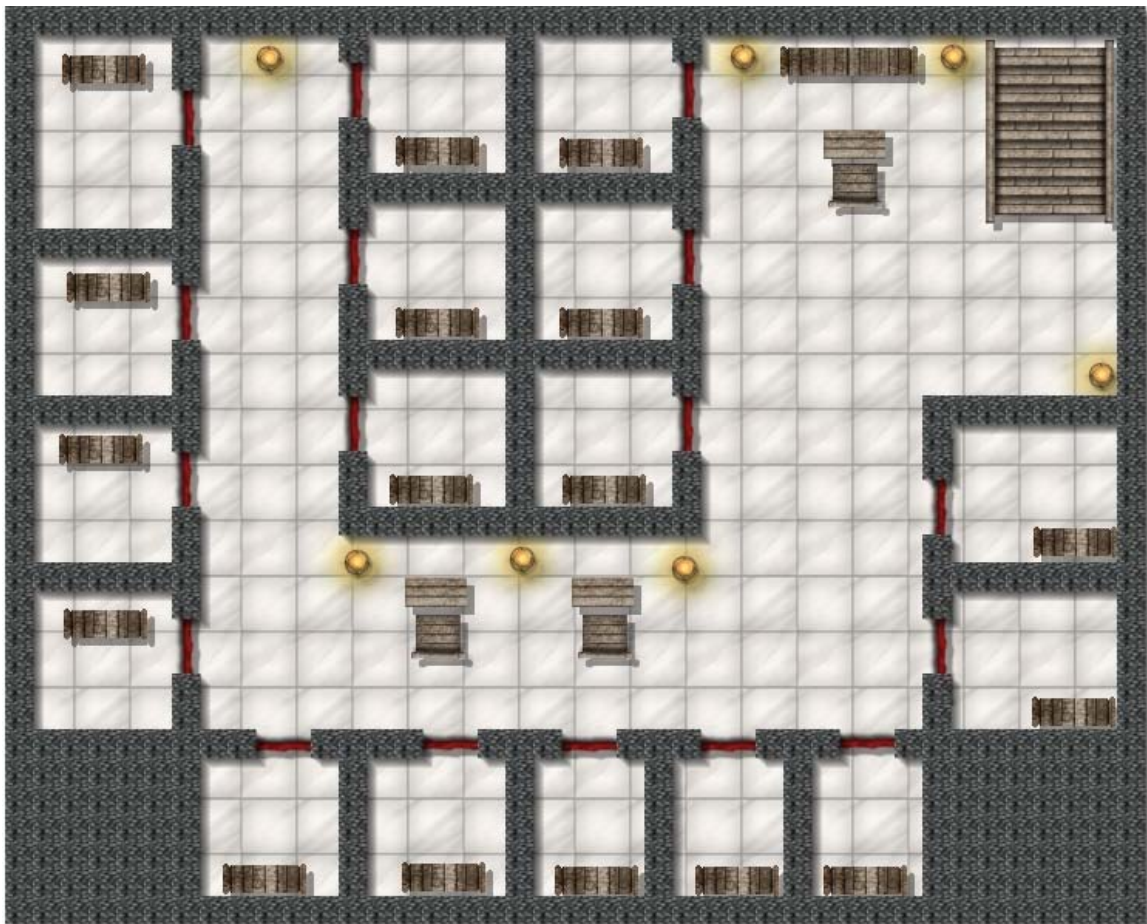
Against the north wall of the second floor are three bedrooms. Each of these bedrooms contains a simple bed, a nightstand, and a set of shelves. Also in each bedroom is a Boneclaw (level 14 Soldier), as per the Monster Manual, pg.

37, that will attack any who enter or pass by any of the bedrooms.

To the south of the second floor is a huge library. Three long rows of bookshelves dominate the room, and six small desks with chairs sit against the east wall of the library.

Contained on the large bookshelves are volumes upon volumes of cryptic, evil texts detailing the various processes that need to take place before, during, and after the constructing and animating of the dead. From the gathering of raw materials to the surgical instruments required for surgery are presented at length in these books.

Ebony Tower, Third Floor



The third floor of the Ebony Tower is the holding cell floor. Seventeen large stone and steel holding cells fill this room. Ten of these cells contain either a living creature, a dead creature, or an undead creature. It is up to the DM as to the exact nature of these creatures, but some suggestions for the cells inhabitants are as follows:

Bone Claw (level 14 Soldier)
Monster Manual, p.37

Death Knight (level 17 Elite Soldier)
Monster Manual, p.50

Spirit Devourer (level 11 Elite Soldier)
Monster Manual, p.68

Foulspawn Hulk (Level 12 Brute)

Monster Manual, p.113

Savage Minotaur (Level 16 Brute)
Monster Manual, p.191

Ogre Warhulk (Level 11 Elite Brute)
Monster Manual, p.199

Skeletal Tomb Guardian (Level 10 Brute)
Monster Manual, p.235

Slaughter Wight (Level 18 Brute)
Monster Manual, p.263

Aside from the creatures in the cells, there is nothing of real value on this floor of the tower.

Ebony Tower, Fourth Floor



Serving as the tower's surgical room, the fourth floor is a foul-smelling area with puddles of dried blood on the floor. In the center of the room are two operating tables, both horribly stained with blood.

Against the west wall of the fourth floor are four holding cells. Each cell has an occupant, similar to the cells on the third floor. The possible occupants are up to the DM, but some suggestions are:

Bone Claw (level 14 Soldier)
Monster Manual, p.37

Death Knight (level 17 Elite Soldier)
Monster Manual, p.50

Spirit Devourer (level 11 Elite Soldier)
Monster Manual, p.68

Ogre Warhulk (Level 11 Elite Brute)
Monster Manual, p.199

Skeletal Tomb Guardian (Level 10 Brute)
Monster Manual, p.235

Slaughter Wight (Level 18 Brute)
Monster Manual, p.263

In the southeast corner of the fourth floor is a large furnace. Blood stains are on the floor in front of the furnace's large door. It is assumed that experiments gone wrong are cremated for privacy reasons.

On both the east and south walls of the fourth floor are bookshelves full of manuals on surgery, anatomy, and necromancy. None are of any particular value to the PCs.

Ebony Tower, Fifth Floor



The final room-floor of the ebony tower, the fifth floor is the main quarters of the master necromancer. As soon as anyone ascends the stairwell into the fifth floor,

the Shield Guardian activates and attacks any who are present.

Against the south wall are three large bookcases with ancient texts and tomes.

Some are written in languages unknown or long forgotten. To any with interest in antique books, the necromancer's private collection could possibly be worth a fortune.

In the northwest corner of the fifth floor is the master necromancer's private sleeping room. Another large bookcase is against the east wall of this room, and, like the other three in this room, contain ancient and valuable tomes that deal specifically with death and undeath. The open book on the nightstand appears to be antique, and is written in a language now long forgotten.

The southwest room is guarded by yet another Shield Guardian, who will attack any who attempt to enter the room.

There is a large chest against the south wall of this room. It has a gold hasp, but does not appear to be locked. However, if the chest is opened without any attempt at detecting traps, a Fire Trap is immediately set off as soon as the lid is cracked open.

Fire Trap	Level 10 Blaster
Trap	XP 500
<i>A sphere of searing fire erupts outward</i>	
Trap: When the target is triggered, a ball of fire erupts outward in a 4 square blast.	
Perception: DC 22- A character notices that the lid of the chest is not completely closed.	
Trigger: When a creature opens the lid of the chest, it sets off the Fire Trap.	
Attack: Immediate Reaction-	Blast 4
Target: All creatures in the blast	
Attack: +15 vs Fortitude	
Hit: 2d10+6 fire damage, and 5 ongoing fire damage. Maximum damage on a critical hit.	
Miss: Half damage, and no ongoing damage.	
Countermeasures: An adjacent character can disable the trap with a DC 24 Thievery check.	

Once the Fire Trap has either been set off or disarmed, the PCs may check the contents of the chest.

200 Gold Pieces
 100 Silver Pieces
 100 Copper Pieces
 2 Gems: 50 GP Value
 The Eye of Korr

The huge diamond is gently wrapped in a soft swatch of red cloth. It glitters and shines hypnotically in the torchlight. None of the PCs can discern how to use the Eye, and there are no instructions to be located anywhere.

As the PCs descend the stairwell, any Shield Guardians or other monsters are non-aggressive toward them. If approached, the Shield Guardians bow down before whichever PC has the Eye of Korr. A successful Insight check (DC 15) will let the PCs know that the Shield Guardians will obey simple verbal commands given by the bearer of the Eye of Korr.

By the time the PCs reach the first floor, every Shield Guardian is now following them. As the PCs head toward the main entrance, the door flies open. A very tall, thin, bald man storms in and screams in anger. He demands the PCs place the Eye of Korr on the floor and remove their weapons.

He then yells at the Shield Guardians, commanding them to destroy the PCs. Of course, the Guardians do nothing the bald man says. The PCs are aware that the Guardians are under their control and, if commanded to, will attack the bald man. Should this take place, the Shield Guardians immediately begin to pursue the man, who is enraged and is

still barking orders at the constructs. The Guardians surround the man, and his screams are the last sounds he makes.

When the PCs exit the tower, the Shield Guardians remain. They will not leave the confines of the tower. On their journey back to Burden's Peak, consult the same random encounter table as used in their trip toward the tower:

Level 4 Encounter (XP 900)

- 2 Orc raiders
- 2 Orc berserkers
- 1 Dire boar

Level 6 Encounter (XP 1,350)

- 1 Orc eye of gruumsh
- 2 Orc berserkers
- 4 Orc warriors
- 2 Dire wolves

Level 6 Encounter (XP 1,250)

- 2 Gnoll Huntmaster
- 1 Gnoll Claw Fighter
- 2 Hyenas

Level 7 Encounter (XP 1,550)

- 1 Gnoll demonic scourge
- 2 Gnoll claw fighters
- 2 Gnoll huntmasters
- 1 Cacklefiend Hyena

Upon returning to Burden's Peak and giving the Eye of Korr to Rellin at the Watchful Order of Magists guild-hall, they are thanked and told to return to the Dungeonsweepers Guild. Nuvak is extremely surprised that the PCs survived, and immediately welcomes them into the guild.

An acceptance ceremony is scheduled for later that night. The PCs are each presented with a red leather bracer emblazoned with the Dungeonsweepers Guild logo, as seen on page 14.

Guild Member Adventures:

Levels 14 – 18

City Under Siege:

Dark rumors are circulating that there have been almost a complete absence of monster activity in the areas surrounding Burden's Peak. People are growing nervous that something bad is being planned by the organized creatures of the wild.

While some citizens see the lack of creatures as a positive sign that the defenses of the city have driven them off, Nuvak is not so sure. He has a constant worried look, and talks very little about everyday matters. Obviously, he does not share the sentiment that all is well outside the city gates.

It is not long before Nuvak calls a meeting of the Dungeonsweepers, and lays out a plan to investigate the areas around Burden's Peak. He forms the guild members into four groups, each being assigned a direction to investigate. The PCs are instructed to investigate the Whitethorn Forest to the east, and report back with any news they might learn.

Not long after entering the great forest, the PCs are aware that things seem too quiet amidst the trees and thick undergrowth. Every once and a while, a shadowy form will dart between the trees just quickly enough to avoid identification. The silence of the forest seems a bit eerie, and the PCs respond to the slightest sounds.

For the better part of a day the PCs search various parts of the Whitethorn Forest, only to find nothing. When they

seem about to give up, one of the shadowy forms leaps out in front of the PCs. It is a Troll, per page 254 of the Monster Manual, and it immediately screams loudly and runs back into the woods. Should the PCs follow, it is not long before a small clearing is entered. The PCs should now make a Perception check (DC 25). Any who succeed will notice that the shadowy forms are now slowly surrounding them. Those who fail notice nothing.

If the Perception check is successful, and the PCs who notice the flanking maneuvers warn the others, the forest around the clearing comes to life with creatures leaping out of it into the clearing, but they gain no surprise. If the check was a failure, then the same thing happens, but with surprise bonuses. As soon as the creatures appear in the clearing, combat begins.

Per the Monster Manual, p. 122

Level 17 Encounter (XP 7800)

- 1 Earth Titan
- 2 Hill Giants
- 2 War Trolls
- 4 Ogre Bludgeoneers

After the encounter, another pair of trolls is seen fleeing from the edge of the wood line. If they are pursued, this time presumably with more caution, they lead the PCs to a huge clearing with large huts scattered throughout. In the center of the huts is a gigantic cage with an Elder Green Dragon pacing in small circles. Upon entering the circle of large huts, the trolls vanish into thin air. It appears as though it was an illusion. At the same instant the trolls disappear, being start emerging from the huts and immediately attack when they spot the intruding PCs.

Per the Monster Manual, p.110

Level 19 Encounter (XP 13800)

- 1 Fomorian Warrior
- 1 Fomorian Painbringer
- 1 Cyclops Battleweaver
- 3 Cyclops Hewers

Once the battle is done, another volley of creatures emerges from the huts and attack.

Level 19 Encounter (XP 13800)

- 1 Cyclops Storm Shamans
- 2 Cyclops Battleweavers
- 1 Fomorian Painbringer
- 1 Fomorian Warrior

At the end of this encounter, no more creatures emerge from any of the huts. However, the cage does begin to groan and creak, eventually cracking and falling apart. The Elder Green Dragon, now released and furious at its imprisonment, attacks any beings within sight.

Per the Monster Manual, p. 80

Level 19 Elder Green Dragon (XP 12000)

Once the battle with the dragon is complete, the PCs find nothing else of interest in the huts. If they continue to search the forest, they will find nothing else of value or interest.

Upon returning to Burden's Peak, Nuvak inquires as to what the PCs discovered in the Whitethorn Forest. When the PCs explain about the Fomorians, Giants, Trolls, Ogres, Cyclops, and the dragon, Nuvak simply nods his head. He goes on to explain that the other parties found similar situations in their explorations. Nuvak is now convinced without doubt that something major is being planned for Burden's Peak. He tells the PCs that he must go to the palace and inform Duke Ferrar Geveau of what has been found. He instructs the PCs to spread out into the various sectors of the city and inform the residents to be prepared for a possible assault on the city in the near future.

Within two hours of spreading out into the city, the first signs of alarm are raised. Fiery torches are launched upward from the western towers, and battle horns are blown. By the time the PCs reach the West Gate, the thundering sound of footsteps can be felt and heard near the edge of the forest.

Only a moment later, a large band of trolls emerge from the wood line, running full force toward the gate. The PCs are to help reinforce the guards protecting the West Gate until the huge doors can be closed. Within a minute, the band of trolls has closed in on the guards and PCs.

As per the Troll statistics in the Monster Manual, pages 254 – 255.

Level 20 Encounter (XP 13600)

- 2 Fell Trolls
- 4 War Trolls
- 4 Trolls

If the trolls are defeated before they prevent the gates from being closed, skip ahead to the next encounter. However, should any of the trolls get to the gate, they will ignore the PCs and guards and begin attacking the structure of the gate. Should they be allowed ten rounds of uninterrupted damage, they will destroy the great doors of the gate. Whether they destroy the gate or are defeated the next encounter occurs:

As per the Monster Manual, p. 122

Level 17 Encounter (XP 7800)

- 1 Earth Titan
- 2 Hill Giants
- 2 War Trolls
- 4 Ogre Bludgeoners

Should any of these creatures be allowed ten uninterrupted rounds of damaging the gate door, it will be destroyed. If the door is already destroyed, the combatants will flood into the city and begin attacking anyone they come across. The next wave of enemies emerges from the forest and attack.

Forest Titan	Level 19 Elite Brute
Huge natural humanoid (giant)	
XP 4800	
Initiative: +25	Senses: Perception +20
HP: 432	Bloodied: 216
AC: 34	Fort: 34
	Ref: 31
	Will: 34
Immune: Petrification	
Saving Throws: +2	
Speed: 7	
Action Points: 1	
⚔ Wildoak Greatclub (standard, at-will) Weapon	
Reach: 3, +23 vs AC; 3d8+7 damage	
⚔ Double Attack (standard; at-will) Weapon	
The Forest Titan makes 2 Wildoak Greatclub attacks.	
🏹 Hurl Tree (standard; at-will)	
Ranged 20: +20 vs Reflex; 3d6+8 damage and the target is dazed (save ends).	
⚡ Furious Smash (standard; encounter)	
Close burst 2; +20 vs Fortitude; 3d8+7 damage and the target is stunned until the end of the Forest Titan's next turn. Miss: half-damage and target is not stunned.	
Alignment: Evil	Languages: Giant
Skills: Intimidate +15	
STR 29 (+19)	DEX 23 (+16)
CON 23 (+16)	INT 14 (+14)
	WIS 23 (+16)
	CHA 22 (+18)
Equipment: Greatclub	

As per the Monster Manual pages 254 – 255

- 4 Trolls
- 2 War Trolls
- 2 Fell Trolls

Once the Forest Titan and his party are destroyed, no other creatures emerge from the forest. The PCs have managed, with the help of the other Dungeonsweepers, to once again save Burden's Peak from an onslaught of monsters.

Other Adventures:

Some other possible adventure hooks for Dungeonsweeper members are:

- ◆ Escort dignitaries
- ◆ Rescue captive Dungeonsweepers
- ◆ Expand the city into the more dangerous parts of the surrounding areas of Burden's Peak
- ◆ Explore the Undermaze
- ◆ Fight crime in the various sectors of Burden's Peak
- ◆ Try to clear all monsters from surrounding areas

The Dungeonsweepers: one of the most influential guilds in all of Burden's Peak. Many strive to gain the title of Dungeonsweeper, but very few succeed. Those that do gain more than just membership into a guild; they gain a title of honor, dignity, pride, and service to Duke and city. They are seen by the residents of Burden's Peak as protectors, watchers, and confidants. Since the birth of the mighty city, the Dungeonsweepers have been there; ready to lay down their lives in defense of Burden's Peak and the thousands of residents that call it home.

This sourcebook is an expansion to the City of Burden's Peak city guide. Contained here is an entire history of the famed guild, the guild-masters that that have made the Dungeonsweepers famous, and some of the many accomplishments they have to their well-known name.

Also inside are adventures based around the Dungeonsweepers. Whether your PCs are hopefuls looking to sign on in the famous guild, or already-established members, this sourcebook brings to life the mighty guild and gives your PCs a chance to become part of its legacy.

For use with these 4th Edition Dungeons & Dragons core products:

Player's Handbook
Dungeon Master's Guide
D&D Miniatures
D&D Dungeon Tiles

As well as this 3rd party product:

The City of Burden's Peak supplement

