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THESE HALLOWED HALLS

A DUNGEONS & DRAGONS[®] *LIVING
FORGOTTEN REALMS* ADVENTURE

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The Crafty Kobold Salvage Company has fearlessly plumbed forgotten treasures from the depths of the earth for many years. Now the owner's son and his expedition have gone missing and he needs adventurers of uncommon mettle to brave the dangers of the Underdark, find the lost explorers, and perhaps even unlock the ancient secrets of Lodestone Deep. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 1-4.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster*

Manual. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact**

with their environment. Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only

awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another

action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Many years ago the powers that be in Underhome built a series of temple-forges dedicated to Moradin. One of these forges, named Lodestone Deep, was dedicated to exploring the great power of the elements. Due to the hazardous nature of these extra-planar energies, Lodestone Deep was located on the periphery of dwarven territory.

The smith-priests of Lodestone were on the verge of unlocking revolutionary methods of fusing elemental energies to enhance armor and weapons when the Spellplague struck. The Weave's destruction and the opening of the Elemental Chaos unleashed waves of elemental fire and savage planar creatures upon the smith-priests of Lodestone, consuming them. The forge's great vault, however, remained intact. The knowledge of the smiths remained safe within, lost in the depths of the Underdark. The subsequent sacking of Underhome ensured that the secret location of Lodestone Deep remained just that.

Though Lodestone Deep has remained safely hidden for almost 100 years, a cunning dwarven salvage operator, Divhon Boltsmelter, has discovered the location of Lodestone Deep and sent his oldest son Tamur with a team to extract its treasures to sell to the highest bidder. Several weeks after their expedition set out, Tamur and his crew has not returned. Now, Divhon seeks souls of uncommon mettle to plumb the depths of the Underdark, find his lost crew, and perhaps even recover the secrets of Lodestone Deep.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The sounds of commerce are ringing throughout Eartheart today! Industrious dwarves are busy working the bounty of the treacherous Underdark. The city of Delzimmer, with her masses of refugees and bustling port, is hungry for raw materials. Caravans depart daily to feed her, braving highwaymen, rabid gnolls, and worse. Caravan guards are in high demand!

Teamsters ply the taverns and feathalls of Eartheart daily, trolling for capable souls willing to brave the trip. The pay is generous, but the work is either monotonous or tremendously deadly - with no way to know ahead of time which is which. Surely there must be other ways to earn good coin and find a bit of excitement.

Rumors circulating through the Glittering Xorn Tavern might suggest a suitable option. Several bills were posted early this morning by a mercantile interest called Crafty Kobold Salvage. It would seem they are trying to form an expedition to brave the wilds of the Underdark on some sort of special recovery operation. Interested parties are asked to seek their establishment in the warehouse district. Pay is said to be first rate and time is of the essence.

What more could any adventurer ask for?

DM'S INTRODUCTION

The focus of this adventure is the rescue of Divhon Boltsmelter's son, Tamur. Additionally, The PCs can also recover lost dwarven knowledge that is quite valuable. The bulk of the adventure takes place in the Underdark so try and play up the dark, alien nature of the environment. Try to impart a sense of urgency to the proceedings. A father is racing against time to rescue his lost son!

Make sure you read the combat encounters thoroughly as unwitting or unwise PCs can trigger them near simultaneously. Should this occur you'll need to have a firm grasp of all the creatures' abilities. Lastly, familiarize yourself with the skill challenge and be prepared to improvise based off the nature and personality of your table. It's an opportunity for the PCs (and players) to allow their creativity to win the day.

Notes on Eartheart: This adventure begins in the East Rift capital of Eartheart. Eartheart has most of the conveniences of any large city, but with an unusual layout. Many structures are carved out of the side of the Rift and extend below ground. The net effect is that the city goes in a more vertical than horizontal fashion. Many of the streets run as switchbacks up and down the side of the Rift. There are wider roads available that allow for wagons and carts to transport goods up and down the city. The lower portions of the city are lit day and night via magical means (such as *continual flame*).

There is a martial feel to the city. The dwarves have to contend with the constant threat of drow invasion, bizarre aberrations pouring out of the Rift, or crazed elementals let loose from the bowels of the Underdark. Most citizens are militia-trained and there is a significant military presence in and around the city. Dwarven architecture dominates. Eartheart has the clean, solid lines dwarves prefer. This allows the city to be both pleasing to the eye (if you prefer that sort of thing) and practical for defense. Many buildings have a bunker-like quality.

For other information on Eartheart, please refer to the *Forgotten Realms Campaign Guide*.

ENCOUNTER 1: A FATHER'S REQUEST

SETUP

Important NPCs: Divhon Boltsmelter (Insight +7)

The Crafty Kobold Salvage Company resides below ground, in the warehouse quarter of Eartheart. Illumination comes from everburning lanterns posted throughout. When the PCs arrive, read or paraphrase the following:

Crafty Kobold Salvage is a modest one-story stone building, totally unremarkable save for a large mural of a prone kobold, his tiny hands outstretched towards a gleaming ruby. Sadly, a warhammer is smashing his head, forever denying him the prize he seeks.

Double doors wide enough to accommodate a large wagon sit directly beneath the mural. There is a smaller, dwarf-sized door to the right of the main doors.

Inside, the warehouse is filled with large piles of assorted goods. Several dwarves and at least one human are walking through the warehouse. They appear to be cleaning, sorting, and arranging various items including mining apparatus, a filthy collection of blacksmith's tools, and other trade goods that appear to have been brought up from the depths of the Underdark.

A stout dwarf sporting a bald pate and a smartly braided roan beard in a work-worn jerkin and trousers seems to be directing the action. Having noticed your arrival, he breaks from his duties and calls out a greeting. "Welcome to Crafty Kobold Salvage. I'm Divhon Boltsmelter. What can I do for ya' today?"

Allow the PCs to introduce themselves. When the adventurers state their interest in the recovery operation Divhon's demeanor will change from calm to anxious. He'll quickly usher the PCs back to his office and explain the current situation.

The Situation: Two weeks ago Divon's son Tamur went missing in the Underdark on a very lucrative salvage operation. Divhon recently came into possession of some documents detailing the location and history of a lost temple-forge dedicated to Moradin named Lodestone Deep. There were hints that this particular forge was used for elemental binding of some sort.

Divhon sent his son, Tamur, to investigate with a six-dwarf team. They left over two weeks ago and have not been heard from since. Divhon is especially worried because Tamur's crew members were all experienced spelunkers with militia training. Divhon calculated that

the trip should have taken seven to ten days. Divhon gives a description of his boy and informs the party that Tamur carries a custom warhammer that was a gift from his mother (may Moradin rest her soul).

Divhon wants the party to follow Tamur's route, find his son, and recover the contents of the temple's main vault if possible. However, finding Tamur is the main priority! Divhon will allow the PCs to share in any treasure found and will also pay them handsomely.

Roleplaying Tips: Divhon has been digging around in the Underdark for a long time, so it takes a lot to get him excited. He is tactful, but direct, getting right to the point. He is primarily concerned with finding his son; finding treasure is nice, but family is everything. He is canny, but not book smart; a bit rough around the edges.

What Divhon knows about Lodestone Deep:

- The temple was a place of Moradin's worship and a research facility dedicated to the binding of elemental energies.
- It disappeared over 100 years ago, around the time of the sacking of Underhome. Lodestone Deep had its own garrison of defenders, but there were never any reports of survivors.
- The central repository for the temple's research was a large metal book, the *Principae Elementus*, which was kept in a special vault.
- Divhon's research turned up some cryptic notes that might have had something to do with the mechanism for opening the vault. Tamur took this information with him. Should the PCs find the vault, this information might help open it.
- The temple-forge almost certainly had other wards, but they were not specified in any of the documents Divhon has found.
- Divhon will provide a copy of the same map his son used. The PCs should try to retrace the same journey in case the group never made it.
- If anyone asks how he managed to learn so much about the "lost" temple-forge, Divhon will state he found his information on a salvage run near the ruins of Underhome.
- Divhon's intent is to return the *Principae Elementus* to the high temple of Moradin for safekeeping (and perhaps make a little coin).

ENDING THE ENCOUNTER

Once the PCs have asked all the questions they like, Divhon will ask them if they are ready to leave right away. He doesn't want to waste any more time. Divhon can loan (or sell) the adventurers some basic supplies if they aren't suitably equipped for underground travel (see the PH for standard equipment prices and details).

ENCOUNTER 2: INDECENT DESCENT

**SKILL CHALLENGE LEVEL 1/3,
COMPLEXITY 2 (200/300 XP)**

SETUP

Number of Successes: 6

Number of Failures: 4

Primary Skills: Acrobatics, Athletics, Dungeoneering, Endurance.

Secondary Skill: Heal.

Your departure from Earthart begins with a breathtaking view of the Rift. Islands of earth drift over a yawning chasm seemingly wide as creation. The sturdy stone streets of the city give way to steps carved directly into the Rift itself. The only thing standing between you and the hereafter is a length of rope as wide as a halfling's arm.

After a sweat-inducing descent you are greeted by a Peacehammer who inspects your travel papers before wishing you good luck. The wide open vista of the Rift is swiftly replaced by the claustrophobic caverns of the Underdark.

The map given to the PCs helps speed travel through the underdark. However, a minor earthquake causes a cave-in, opening a methane pocket and trapping the PCs.

Read or paraphrase the following:

Through a combination of good fortune and a good map your party has nearly reached Lodestone Deep after only a week. Suddenly, the earth begins to shake, almost knocking you off your feet. The tunnel ceiling splits, spewing stone and fine dust. It is a miracle no one is crushed! Forward progress seems impossible as does retreat, but there is so much dust in the air it's hard to tell. The ground continues to tremble intermittently and the ceiling is groaning. Leaving this area quickly is highly advisable.

The PCs are currently located in a chamber 50' long and 20' wide. The route back to Earthart is completely blocked. It appears the route ahead could be cleared enough for the party to squeeze past, but the way back does not look like it could be excavated any time soon.

Feel free to use the following additional elements to flavor the encounter:

- There are some odd looking burrows and cracks in the ceiling and walls that could potentially be used to climb out of the area.
- Part of the area looks like it was once a mine shaft. There are large, broken timbers and other braces that were probably once used to prop up the ceiling.
- Old mining tools and blasting agents lie scattered about one corner of the cave. Individuals who can make a DC 15 Dungeoneering check recognize them and know that, if packed properly and lit on fire, they can create a sizable explosion.

General notes on running this skill challenge:

- The map seems to indicate branching tunnels up ahead which would still lead to the temple if the PCs could reach them.
- If the players are particularly inventive in dealing with a problem feel free to grant a bonus to other skill checks.
- This is not an exclusive list of skills. Allow players to use any skill they like as long as it makes sense. This is, however, a very physical challenge.
- Creative use of powers can and should be rewarded with an automatic success or a bonus.
- Feel free to assign bonuses to checks based off roleplaying, good descriptions, and creativity.
- Stress the dark, chaotic environment and that time is a factor to increase this scene's tension.
- Feel free to modify the environment below as you see fit to challenge the party.

SKILL CHALLENGE

It takes a total of 6 successes before the PCs can clear the cave-in. However, if they reach a total of 4 failures before they achieve those 6 successes, then the tunnel collapses completely and they have failed the skill challenge. Characters who do not want to risk creating a failure can choose not to attempt skill checks.

Acrobatics (DC 15 / 16): Squeeze through a narrow crevice or burrow in the wall. Failure means the PC wrenches a joint squeezing through the hole and loses a healing surge. Beating the DC by 10 or more grants a +2 bonus to the next character who attempts an Acrobatics check.

Athletics (DC 17 / 18): Move heavy amounts of debris, or physically brace the cavern ceiling with the discarded timbers (or your body). Failure means the PC pulls a muscle and loses a healing surge. Beating the DC by 10 or more counts as two successes.

Dungeoneering (DC 17 / 18): Utilize old blasting agents or otherwise trigger an explosion to help clear the route ahead. Failure means a backfire; the character

loses a healing surge from the blast. Beating the DC by 10 or more grants two successes.

Endurance (DC 15 / 16): Rapidly clear debris from the main tunnel exit. Failure means the PC gets winded and loses a healing surge. Beating the DC by 10 or more grants a +2 bonus to the next character who attempts an Endurance or Athletics check.

Heal (DC 13 / 14): Help wounded characters or bolster those who are working to clear the tunnel blockage. The use of this skill does not create a success or failure by itself, but a success with this skill can grant another character a +2 bonus on his or her next check.

ENDING THE ENCOUNTER

Either way, the PCs reach Lodestone Deep – it's just a question of how banged up they get on the remainder of their journey.

Success: The adventurers escape the cave-in without additional injury and quickly continue to the temple entrance.

Failure: The party still reaches the temple entrance, but they are pummeled by falling rocks from the aftershocks. Every PC loses one additional healing surge before they reach the temple.

EXPERIENCE POINTS

Each PC earns 40/60 XP for successfully overcoming this challenge (or half XP if they failed the challenge).

EXPLORING LODESTONE DEEP

Use the overview map (which is not to scale) provided in the Appendix to allow the PCs to navigate the temple. Use the individual tactical maps when the PCs enter combat.

In the temple complex the following details apply unless otherwise specified in a particular encounter:

Doors: All doors are unlocked and made of oak with banded iron.

Walls: The walls and floor are made of worked stone. Ceilings are 10 feet high.

At one point the temple was a showcase of dwarven craftsmanship and religious faith. The entire complex reflected the clean, precise lines typical of dwarven architecture. Walls were adorned with bas-relief murals and rich tapestries depicting Moradin at work, the creation of the universe, and other religious scenes.

The temple has been mostly uninhabited for almost 100 years. In addition, geologic activity is slowly destroying the complex. The once-pristine halls are crumbling. Drow raiders recently ransacked the facility,

hastening its downfall. As the PCs explore the complex describe the groaning of the stone, odd hissing from cracks in the wall, and the blistering humidity from the elemental confluence in Area 3.

Additional information for detailing the complex is listed below:

- The clerical research area and main worship hall (Encounter 3) have been badly damaged by the energies of the elemental chaos (particularly fire). In addition to the fire damage, regular tremors have shaken the structure's foundations. Dust and bits of masonry coat most of the complex.
- The clerical research areas, guard barracks, and kitchen have been ransacked and desecrated. The main worship hall is too badly damaged to be used for conducting services (it is no longer considered consecrated ground to Moradin).
- A DC 15 Arcana check can determine that the font of fire in the main worship hall acts as a one-way gate from the Elemental Chaos to Faerun. It does not appear to be a controllable phenomenon.
- The crushed, desiccated corpses of humanoid creatures are scattered throughout the complex in groups of 2-3. DC 17 Heal or Nature checks can roughly determine the type of corpses. Most are dwarven and orcish, with a few drow scattered throughout.
- If the PCs are moving very slowly, have a mild temblor strike the complex to emphasize the geologic instability of the area. (This is also intended to discourage them from taking an extended rest inside the temple.)

REARRANGING THE ENCOUNTERS

The only encounter that needs to occur right away is Encounter 3, because it's impossible to get anywhere else in the temple without first going through that area. Allow the PCs to explore the complex and face the remaining encounters in any order they wish after they have cleared the Magma Halls.

If the PCs open the vault (Encounter 5) before they have triggered Encounter 4, the undead will nevertheless attack the PCs before they leave the temple. You can have them attack while the PCs are still in the vault area (in which case you would use the Encounter 5 map instead of the Encounter 4 map) or throw the undead encounter at them when the PCs try to leave the temple (possibly using the Encounter 3 map or improvising your own map of the cavernous area just outside the temple entrance).

ENCOUNTER 3: MAGMA HALLS

ENCOUNTER LEVEL 2/4 (650/900 XP)

SETUP

The PCs have entered the Temple proper. This area was overwhelmed by fires from the Elemental Chaos that persist to this day and several hostile elemental creatures now lair here.

This encounter includes the following creatures at the low tier:

- 2 Magma Claws (Level 2) (C)
- 2 Magma Hurlers (Level 2) (H)
- 1 Fire Bat (Level 3) (B)

This encounter includes the following creatures at the high tier:

- 2 Magma Claws (C)
- 2 Magma Hurlers (H)
- 1 Fire Bat (B)

As the adventurers enter the area, read:

Beyond the shattered gates of Lodestone deep, the beautiful dwarven craftsmanship of the walls is deeply cracked and debris lines the floor. The entryway opens in to what must have been the worship hall. An unearthly orange glow emanates from multiple veins of molten earth. Heat shimmers from glowing sections of floor making the room almost unbearably hot. Several protrusions of cooling volcanic rock dot the floor.

It is impossible for the PCs to miss the six charred corpses in this area. Upon closer inspection a DC 10 Heal check will indicate the corpses are dwarven. This is all that remains of Tamur and his group.

FEATURES OF THE AREA

Illumination: The Magma Halls are well lit due to the lingering fires of the elemental chaos.

Magma Channels: Areas marked with lava flows are hindering terrain. The flows are extremely hot and cause 2d6 points of fire damage to any creature entering a square of magma (whether voluntarily or through forced movement).

Lava Font: There is a lava font in the middle of the room (represented by the 4x4 circular area of fire) where the rift from the Elemental Chaos opens. The 1-square-wide stone border around the edge is not considered part of the font, but it is treated as difficult

terrain. Entering these squares deals 1d6 points of fire damage due to the extreme heat radiating from the font.

Touching the font itself (the central 2x2 area) deals 2d6 points of fire damage. A creature that begins its turn completely immersed in the font suffers 6d6 points of fire damage.

Ceiling: The ceiling in this room is 20 feet high.

TACTICS

The Magma Claws hide in plain sight, posing as hunks of volcanic rock (DC 18 passive Perception to notice). They will attack once three or more PCs enter the room. Once the fight begins the Claws will each run towards a PC, *spew lava* as a standard action, and spend subsequent rounds beating the immobilized PC to death.

The Magma Hurlers begin on the far side of the lava font. They will use *magma ball* against PCs that are not in melee with the Claws. If a PC targets either of them with a cold-based attack they will both focus fire on that PC.

The Fire Bat hangs from the ceiling and joins combat on the second round unless it is attacked first. It will preferentially focus on bloodied PCs. If no one is bloodied it will attack a PC that is separated from the party. It does not coordinate its attacks with the magma creatures; it simply wants the easiest prey.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the magma hurlers.

Six PCs: Add another magma hurler.

ENDING THE ENCOUNTER

Once the creatures are defeated the PCs can determine what they want to do about the dwarven bodies. One corpse carries a beautifully worked warhammer. PCs who read Davek can read the inscription from Tamur's mother, wishing her boy good luck. In a fireproof satchel the PCs find Divhon's notes regarding Lodestone Deep. Bringing the hammer and bodies back to Divhon will satisfy his request, although he will be heartbroken. Any common sense idea the players have regarding transport of the bodies should succeed.

EXPERIENCE POINTS

Each PC earns 130/180 XP for defeating the fire creatures.

TREASURE

The only treasure is Tamur's warhammer and the sheaf of notes and maps. See Encounter 5 for more details.

ENCOUNTER 3: MAGMA HALLS STATISTICS (LOW LEVEL)

Magma Claw (Level 2)		Level 2 Brute
Medium elemental magical beast (earth, fire)		XP 125
Initiative +2	Senses Perception +6	
HP 44; Bloodied 22		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune petrification; Resist 10 fire; Vulnerable cold (slowed until the end of the magma claw's next turn)		
Speed 4 (8 while charging)		
m Claw (standard; at-will) ♦ Fire		
+5 vs. AC; 1d6 + 3 damage plus 1d6 fire damage.		
M Spew Lava (standard; at-will) ♦ Fire		
+3 vs. Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both).		
Alignment Unaligned		Languages Primordial
Skills Endurance +8, Stealth +7		
Str 18 (+5)	Dex 12 (+2)	Wis 11 (+1)
Con 14 (+3)	Int 2 (−3)	Cha 6 (−1)

Magma Hurler (Level 2)		Level 2 Artillery
Medium elemental humanoid (earth, fire)		XP 125
Initiative +7	Senses Perception +3	
HP 29; Bloodied 14		
AC 16; Fortitude 13, Reflex 15, Will 11		
Immune petrification; Resist 10 fire; Vulnerable cold (slowed until the end of the magma hurler's next turn)		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 1d6 + 3 damage.		
R Magma Ball (standard; at-will) ♦ Fire		
Ranged 15; +5 vs. Reflex; 1d6 + 5 fire damage.		
Miss: Creatures adjacent to the target take 1d6 fire damage.		
Alignment Unaligned		Languages Primordial
Skills Endurance +6		
Str 18 (+5)	Dex 22 (+7)	Wis 14 (+3)
Con 11 (+1)	Int 5 (−2)	Cha 8 (+0)

Fire Bat (Level 3)		Level 3 Skirmisher
Medium elemental beast (fire)		XP 150
Initiative +7	Senses Perception +7	
HP 44; Bloodied 22		
AC 18; Fortitude 13, Reflex 18, Will 11		
Resist 10 fire		
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>		
m Fiery Touch (standard; at-will) ♦ Fire		
+4 vs. Reflex; 1d6 + 3 fire damage, and ongoing 5 fire damage (save ends).		
M Fiery Swoop (standard; at-will) ♦ Fire		
The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
Alignment Unaligned		Languages --
Str 6 (–1)	Dex 19 (+5)	Wis 12 (+2)
Con 12 (+2)	Int 2 (–3)	Cha 7 (–1)

ENCOUNTER 3: MAGMA HALLS STATISTICS (HIGH LEVEL)

Magma Claw	Level 4 Brute
Medium elemental magical beast (earth, fire)	XP 175
Initiative +3 Senses Perception +7	
HP 64; Bloodied 32	
AC 16; Fortitude 16, Reflex 14, Will 13	
Immune petrification; Resist 10 fire; Vulnerable cold (slowed until the end of the magma claw's next turn)	
Speed 4 (8 while charging)	
m Claw (standard; at-will) ♦ Fire	
+7 vs. AC; 1d6 + 4 damage plus 1d6 fire damage.	
M Spew Lava (standard; at-will) ♦ Fire	
+5 vs. Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both).	
Alignment Unaligned Languages Primordial	
Skills Endurance +9, Stealth +8	
Str 18 (+6) Dex 12 (+3) Wis 11 (+2)	
Con 14 (+4) Int 2 (–2) Cha 6 (+0)	

Magma Hurler	Level 4 Artillery
Medium elemental humanoid (earth, fire)	XP 175
Initiative +8 Senses Perception +4	
HP 41; Bloodied 20	
AC 18; Fortitude 15, Reflex 17, Will 13	
Immune petrification; Resist 10 fire; Vulnerable cold (slowed until the end of the magma hurler's next turn)	
Speed 4	
m Slam (standard; at-will)	
+8 vs. AC; 1d6 + 4 damage.	
R Magma Ball (standard; at-will) ♦ Fire	
Ranged 15; +7 vs. Reflex; 1d6 + 6 fire damage.	
Miss: Creatures adjacent to the target take 1d6 fire damage.	
Alignment Unaligned Languages Primordial	
Skills Endurance +7	
Str 18 (+6) Dex 22 (+8) Wis 14 (+4)	
Con 11 (+2) Int 5 (–1) Cha 8 (+1)	

Fire Bat	Level 5 Skirmisher
Medium elemental beast (fire)	XP 200
Initiative +8 Senses Perception +8	
HP 60; Bloodied 30	
AC 20; Fortitude 15, Reflex 20, Will 13	
Resist 10 fire	
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>	
m Fiery Touch (standard; at-will) ♦ Fire	
+6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).	
M Fiery Swoop (standard; at-will) ♦ Fire	
The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
Alignment Unaligned Languages --	
Str 6 (+0) Dex 19 (+6) Wis 12 (+3)	
Con 12 (+3) Int 2 (–2) Cha 7 (+0)	

ENCOUNTER 3: MAGMA HALLS MAP

DUNGEON TILES

Double Doors	2x1	x2
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ARCANE CORRIDORS

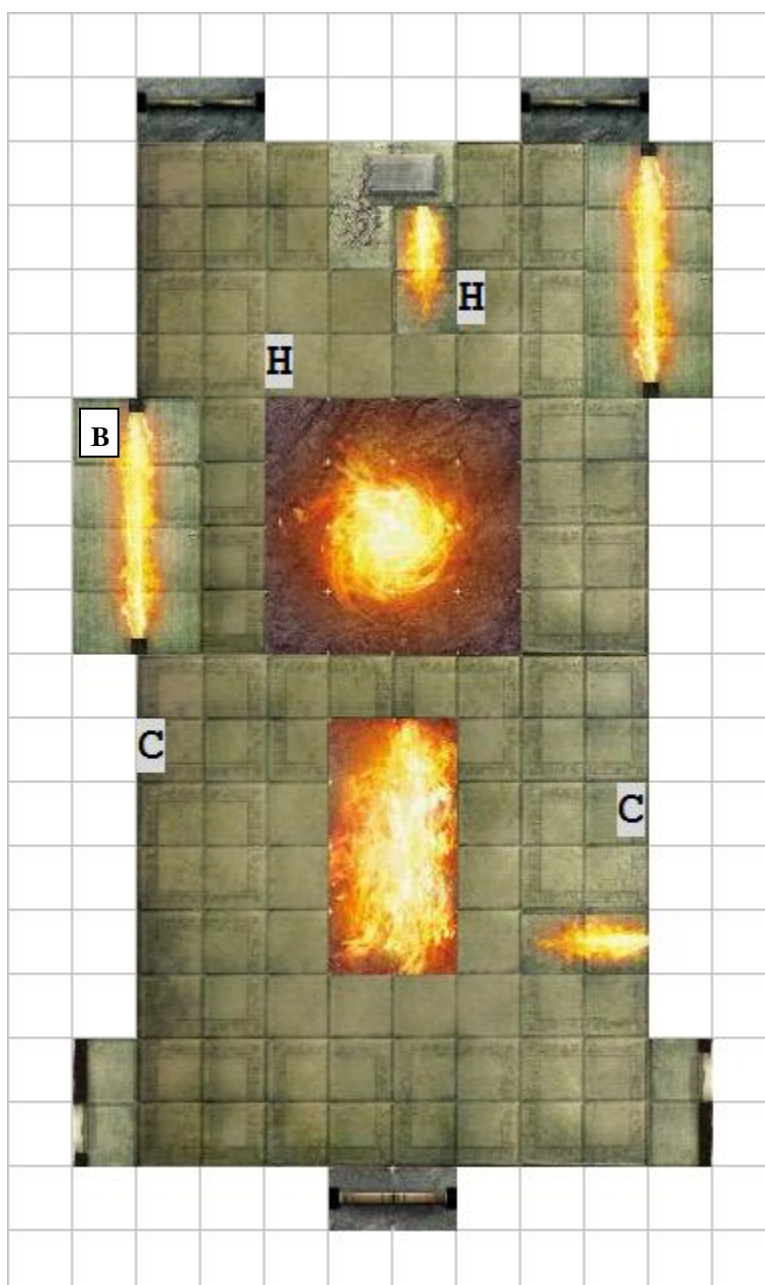
Double Doors	2x1	x1
Fire Vortex	4x4	x1
Flame Blast	4x2	x1

LOST CAVERNS OF THE UNDERDARK

Tunnel	4x2	x1
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FANE OF THE FORGOTTEN GODS

Floor	8x8	x2
Broken Altar	2x2	x1
Flame Barrier	4x2	x2
Flame Trap	1x2	x2
Closed Stone Door	2x1	x2



ENCOUNTER 4: CREEPING DEATH

ENCOUNTER LEVEL 1/3 (525/725 XP)

SETUP

This room contains the animated remains of several drow raiders (and their orc slaves) who met their fates while looting the fallen temple. The deathlock wight also retains control of several dwarven defenders it has animated. The undead are unable to leave the temple complex.

This encounter includes the following creatures at the low tier:

1 Deathlock Wight (Level 2) (D)

8 Decrepit Skeletons (S)

2 Zombies (Level 1) (Z)

This encounter includes the following creatures at the high tier:

1 Deathlock Wight (D)

10 Decrepit Skeletons (S)

2 Zombies (Level 3) (Z)

As the adventurers enter the area, read:

This room is a shambles. Furniture lies broken and once beautiful tapestries are slashed to ribbons. Not all the damage looks like it was caused by the cataclysm that devastated the complex. The vengeful hand of an angry vandal looks to have caused some of the damage.

This room was clearly ransacked in addition to being damaged like the rest of the complex. Unless the PCs take steps to completely illuminate the area, the undead have a good chance of gaining a surprise round. The undead attack once they become aware of the PCs (which will certainly occur if a PC with a light source enters the room).

Once the PCs can see their assailants they note the following:

- The deathlock wight looks like a male drow with parchment thin ebony skin, white hair and damaged black and purple robes. Its eyes glow with a hateful greenish fire.
- The zombies appear to have been orcs. Each wears damaged armor with an elaborate spider motif on the chest piece.
- The skeletons appear to be dwarven. They still wear armor indicating they were part of the temple guard.

FEATURES OF THE AREA

Illumination: This room is devoid of light. The PCs will need to supply their own light sources.

Difficult Terrain: The ruined gates (marked with a triangle) and any other squares with rubble are considered difficult terrain.

Flammable Residue: Squares marked with a “^” contain the dried remnants of alchemical reagents and other volatile compounds. These items explode if roughly handled or if they come in contact with fire. Treat this as an area burst 2 attack which deals 2d6 points of fire damage. A DC 15 Arcana check will identify the danger. Forcing someone into one of these squares will cause the alchemical mixture to explode.

TACTICS

The deathlock wight will spend a free action each round to order the zombies and skeletons to attack. Once the deathlock is destroyed, if any other undead remain they will mindlessly attack the closest PC until they are destroyed. The deathlock will use its abilities to keep the PCs out of melee range and immobilized if possible. The zombies will attempt to immobilize PCs so the skeletons can beat them to death. The deathlock is aware of the hazardous terrain and will try to take advantage of it.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the zombies

Six PCs: Add another zombie.

ENDING THE ENCOUNTER

Once the deathlock wight has been destroyed, if the PCs search its body they will find that it carries a satchel with some of the drow raiders' loot.

As the encounter draws to a close a tremor will strike the temple causing dust and debris to rain down from the ceiling. The structure appears to be holding, but for how long cannot be determined.

There are stairs leading down from the back of the room, but the ceiling has collapsed and they are impassable.

EXPERIENCE POINTS

Each PC earns 105/145 XP for defeating the undead.

TREASURE

The satchel carried by the deathlock wight contains 50/65 gp worth of gems and art objects.

ENCOUNTER 4: CREEPING DEATH STATISTICS (LOW LEVEL)

Zombie (Level 1)		Level 1 Brute
Medium natural animate (undead)		XP 100
Initiative –2 Senses Perception –1; darkvision		
HP 30; Bloodied 15; see also <i>zombie weakness</i>		
AC 12; Fortitude 12, Reflex 8, Will 9		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+5 vs. AC; 2d6 + 1 damage.		
M Zombie Grab (standard; at-will)		
+3 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned Languages --		
Str 14 (+2)	Dex 6 (–2)	Wis 8 (–1)
Con 10 (+0)	Int 1 (–5)	Cha 3 (–4)

Decrepit Skeleton		Level 1 Minion
Medium natural animate (undead)		XP 25
Initiative +3 Senses Perception +2; darkvision		
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
r Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +6 vs. AC; 3 damage.		
Alignment Unaligned Languages --		
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (–4)	Cha 3 (–4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

Deathlock Wight (Level 2)		Level 2 Controller
Medium natural humanoid (undead)		XP 125
Initiative +3 Senses Perception +0; darkvision		
HP 38; Bloodied 19		
AC 16; Fortitude 13, Reflex 14, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+7 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +4 vs. Reflex; 1d6 + 3 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 5; +5 vs. Will; 1d6 damage, and the target is pushed 3 squares.		
Alignment Evil Languages Common		
Str 10 (+1)	Dex 14 (+3)	Wis 9 (+0)
Con 14 (+3)	Int 16 (+4)	Cha 18 (+5)

ENCOUNTER 4: CREEPING DEATH STATISTICS (HIGH LEVEL)

Zombie (Level 3)		Level 3 Brute
Medium natural animate (undead)		XP 150
Initiative -1	Senses Perception +0; darkvision	
HP 50; Bloodied 25; see also <i>zombie weakness</i>		
AC 14; Fortitude 14, Reflex 10, Will 11		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+7 vs. AC; 2d6 + 2 damage.		
M Zombie Grab (standard; at-will)		
+5 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned		Languages --
Str 14 (+3)	Dex 6 (-1)	Wis 8 (+0)
Con 10 (+1)	Int 1 (-4)	Cha 3 (-3)

Decrepit Skeleton		Level 1 Minion
Medium natural animate (undead)		XP 25
Initiative +3	Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
r Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +6 vs. AC; 3 damage.		
Alignment Unaligned		Languages --
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

Deathlock Wight		Level 4 Controller
Medium natural humanoid (undead)		XP 175
Initiative +4	Senses Perception +1; darkvision	
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.		
Alignment Evil		Languages Common
Str 10 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 14 (+4)	Int 16 (+5)	Cha 18 (+6)

ENCOUNTER 4: CREEPING DEATH MAP

DUNGEON TILES

Floor	4x2	x1
Double Doors	2x1	x2
Obelisk	4x2	x1
Single Door	2x1	x1
Floor	8x10	x1

ARCANE CORRIDORS

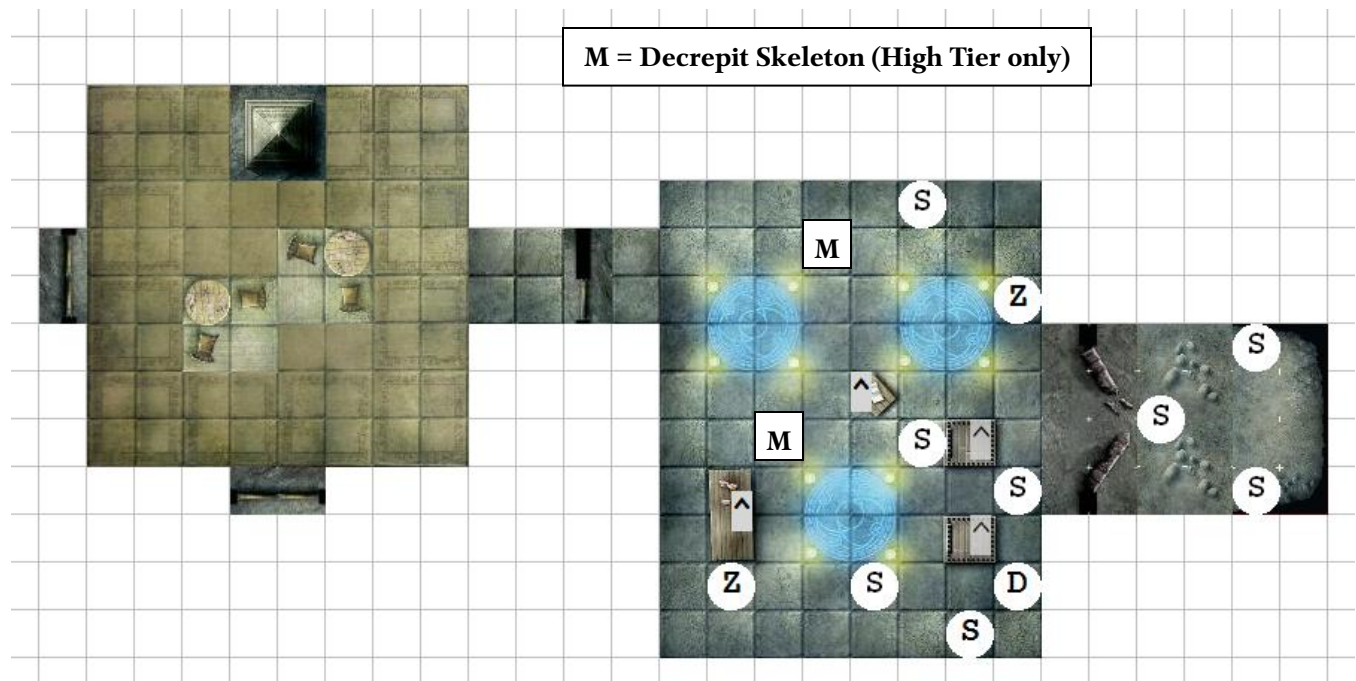
Broken Doors	4x2	x1
Magic Lab	8x10	x1

LOST CAVERNS OF THE UNDERDARK

Tunnel End	4x2	x1
Floor w/Debris	2x2	x2

FANE OF THE FORGOTTEN GODS

Floor	8x8	x2
Table & Chairs	2x2	x2
Broken Staircase	4x2	x1



ENCOUNTER 5: DUMATHOIN'S VAULT

ENCOUNTER LEVEL 1/3 (500/725 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

Dumathoin's Wrath (D)
3 Cherubic Defenders (C)

This encounter includes the following creatures and traps at the high tier:

Dumathoin's Wrath (Level 5) (D)
3 Cherubic Defenders (Level 4) (C)

As the adventurers enter the area, read:

A massive set of double doors stands before you. Each door appears to be made of stone with wrought iron filigree covering it. With the doors closed the design appears to be an enormous, dour dwarven face. Opening the doors would give the effect of walking into the face's maw.

The PCs now stand in front of the vault. A DC 15 Religion check reveals the face to be that of Dumathoin, an exarch of Moradin. He is known as the Keeper of Secrets. The outer doors can be opened by speaking the proper command phrase and then pushing them open (which requires a DC 20 Strength check). Due to the size of the doors, up to 3 PCs can assist on the check.

The command phrase, which must be intoned loudly, is "in the dark heart be kept." This is in Divhon's notes (which the PCs found on Tamur's body back in Encounter 3). Once the doors are open read:

The doors part, revealing what can only be the main vault. A huge single door with dials and sigils arranged in a radial fashion dominates the far wall. It is flanked by a quartet of statues resembling plump dwarven women. The statues are stone, slightly smaller than life size, perhaps the height of a halfling, with frail wings of hammered copper. Each statue points towards the inner vault door, and each clutches an ornate key. They have a serene expression on their faces. Two iron dwarven faces, very similar to the one on the outer door, are set facing each other on the side walls.

FEATURES OF THE AREA

Illumination: There are 4 eternal flames emplaced in the ceiling, providing bright illumination.

Cherub Statues: The animated statues are indicated as such on the tactical map. A DC 18 Perception check notices that there is something odd about them.

Dumathoin's Wrath: A DC 25 Perception check notices that the mouths on the two iron faces are set with very tiny, very cleverly constructed hinges. Squares marked with a "D" indicate the actual mouths that open and make attacks when the trap is triggered.

Squares marked with a "T" indicate pressure plates for the trap. A DC 21 Perception check notices that a square contains a pressure plate. As soon as any plate is triggered the entire trap remains active until the vault is opened (see below).

The Vault: A character can engage in a skill challenge to deactivate the control panel on the vault door. Making a check requires a standard action, DC 20 Arcana or Thievery. Complexity 2 (6 successes before 3 failures). A character who uses Divhon's notes and compares them to the layout of the vault door gains a +2 bonus on all checks relating to this challenge. Succeeding on the challenge disables the trap. Failure causes the control panel to explode (see the stat block for details) and the trap remains active. Anyone standing adjacent to the vault can participate in this skill challenge if they so choose.

TACTICS

The cherubic defenders focus attacks on whoever attempts to open the door so that they gain the benefit of *guard area*. They begin with *mind touch* and follow up with *Dumathoin's key* until the target nearest the vault is defeated. They will attack other PCs as a team starting with the closest PC to the vault door.

Dumathoin's Wrath divides its attacks amongst the party. Once the trap activates it functions until deactivated or destroyed. Do not focus both trap attacks on one PC.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the cherubic defenders.

Six PCs: Add another cherubic defender.

ENDING THE ENCOUNTER

Once the PCs open the vault they find the metal tome Divhon spoke of along with the other treasure detailed

below. Another aftershock strikes the temple and the ceiling visibly cracks, showering everyone with debris. The temple is starting to collapse. The PCs have enough time to finish looting the vault and leave. Even if the PCs still have to fight Encounter 4 after this encounter, the temple will not collapse on them. However, once the PCs have explored the entire temple, anyone who wishes to stay will be buried alive in the forthcoming cave-in.

EXPERIENCE POINTS

Each PC receives 100/145 XP for overcoming the creatures and traps in this encounter.

TREASURE

Within the vault the PCs find the metal tome *Principae Elementus*. This is the book Divhon spoke of. It contains a variety of rituals pertaining to elemental binding as well as other rituals used by the priests. The PCs cannot open the book as it is warded by powerful dwarven magic.

In addition, the PCs find a glowing holy symbol of Moradin. (At the low tier this is a *symbol of life* +1; at the high tier it is a *symbol of battle* +1.)

ENCOUNTER 5: DUMATHOIN'S VAULT STATISTICS (LOW LEVEL)

Cherubic Defender		Level 2 Lurker
Medium natural animate (construct, homunculus)		XP 125
Initiative +7 Senses Perception +6; darkvision		
HP 31; Bloodied 15		
AC 16; Fortitude 13, Reflex 14, Will 15		
Immune disease, poison		
Speed 6, fly 3 (clumsy)		
m Key of Dumathoin (standard; at-will) ♦ Poison		
+3 vs. AC; 1d6 damage, and the cherubic defender makes a secondary attack against the same target. See also <i>guard area</i> .		
<i>Secondary Attack</i> : +2 vs. Fortitude; the target is slowed (save ends).		
R Mind Touch (standard; at-will) ♦ Psychic		
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .		
Guard Area		
The cherubic defender gains a +4 bonus to attack rolls against targets within 5 squares of the vault door.		
Limited Invisibility ♦ Illusion		
The cherubic defender is invisible to dazed creatures.		
Redirect (immediate interrupt; when targeted by a melee or a ranged attack; at-will)		
The cherubic defender makes an attack against the attacker.		
+4 vs. Will; the triggering attack targets a creature adjacent to the cherubic defender instead (as chosen by the cherubic defender).		
Alignment Unaligned Languages --		
Skills Stealth +8		
Str 10 (+1)	Dex 15 (+3)	Wis 10 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 16 (+4)

Dumathoin's Wrath		Level 2 Blaster
Trap		XP 125
Trap : The dwarven mouths on the walls open, revealing cast-iron darts. Each round, they launch out to impale intruders.		
Perception		
♦ DC 19: The character notices the trigger plates.		
♦ DC 24: The character notices the hidden hinge and firing mechanism in the mouth.		
Initiative +3		
Trigger		
The trap activates and rolls initiative when a character steps on any of the trigger plates around the room.		
Attack		
Standard Action		Ranged 10
Targets : Each face targets a different PC. The trap magically distinguishes intruders from the temple's other guardians.		
Attack : +7 vs. AC		
Hit : 2d8 + 2 damage.		
Countermeasures		
♦ A character who makes a successful Athletics check (DC 11, or DC 6 with a running start) can jump over a single pressure plate square.		
♦ An adjacent character can disable a trigger plate with a DC 19 Thievery check.		
♦ Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.		
♦ A character can attack one of the iron faces (AC 16, other defenses 13, hp 30, resist 5 all). Reducing a face to 0 hp stops its attacks.		
♦ One or more characters can engage in a skill challenge to disable the trap. DC 19 Arcana or Thievery. Complexity 2 (6 successes before 3 failures). A character with Divhon's notes gains a +2 bonus on all skill checks made as part of this challenge. Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6 + 3 damage to all creatures in blast) and the trap is not deactivated. The vault door also functions as the control panel for this trap.		

ENCOUNTER 5: DUMATHOIN'S VAULT STATISTICS (HIGH LEVEL)

Cherubic Defender (Level 4)		Level 4 Lurker
Medium natural animate (construct, homunculus)		XP 175
Initiative +8	Senses Perception +7; darkvision	
HP 43; Bloodied 21		
AC 18; Fortitude 15, Reflex 16, Will 17		
Immune disease, poison		
Speed 6, fly 3 (clumsy)		
m Key of Dumathoin (standard; at-will) ♦ Poison		
+5 vs. AC; 1d6 + 1 damage, and the cherubic defender makes a secondary attack against the same target. See also <i>guard area</i> . <i>Secondary Attack</i> : +4 vs. Fortitude; the target is slowed (save ends).		
R Mind Touch (standard; at-will) ♦ Psychic		
Ranged 10; +7 vs. Reflex; 1d6 + 4 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .		
Guard Area		
The cherubic defender gains a +4 bonus to attack rolls against targets within 5 squares of the vault door.		
Limited Invisibility ♦ Illusion		
The cherubic defender is invisible to dazed creatures.		
Redirect (immediate interrupt; when targeted by a melee or a ranged attack; at-will)		
The cherubic defender makes an attack against the attacker. +6 vs. Will; the triggering attack targets a creature adjacent to the cherubic defender instead (as chosen by the cherubic defender).		
Alignment Unaligned		Languages --
Skills Stealth +9		
Str 10 (+2)	Dex 15 (+4)	Wis 10 (+2)
Con 13 (+3)	Int 10 (+2)	Cha 16 (+5)

Dumathoin's Wrath (Level 5)		Level 5 Blaster
Trap		XP 200
Trap: The dwarven mouths on the walls open, revealing cast-iron darts. Each round, they launch out to impale intruders.		
Perception		
♦ DC 22: The character notices the trigger plates.		
♦ DC 27: The character notices the hidden hinge and firing mechanism in the mouth.		
Initiative +5		
Trigger		
The trap activates and rolls initiative when a character steps on any of the trigger plates around the room.		
Attack		
Standard Action	Ranged 10	
Targets: Each face targets a different PC. The trap magically distinguishes intruders from the temple's other guardians.		
Attack: +10 vs. AC		
Hit: 2d8 + 3 damage.		
Countermeasures		
♦ A character who makes a successful Athletics check (DC 11, or DC 6 with a running start) can jump over a single pressure plate square.		
♦ An adjacent character can disable a trigger plate with a DC 22 Thievery check.		
♦ Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.		
♦ A character can attack one of the iron faces (AC 18, other defenses 15, hp 54, resist 5 all). Reducing a face to 0 hp stops its attacks.		
♦ One or more characters can engage in a skill challenge to disable the trap. DC 22 Arcana or Thievery. Complexity 2 (6 successes before 3 failures). A character with Divhon's notes gains a +2 bonus on all skill checks made as part of this challenge. Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6 + 4 damage to all creatures in blast) and the trap is not deactivated. The vault door also functions as the control panel for this trap.		

ENCOUNTER 5: DUMATHOIN'S VAULT MAP

RUINS OF THE WILD

Double Doors	2x1	x2
Floor	8x2	x1
Obelisk	2x2	x1
Rune	2x2	x1
Statue	1x1	x4
Floor	8x10	x1
Trap Door	1x1	x1

ARCANE CORRIDORS

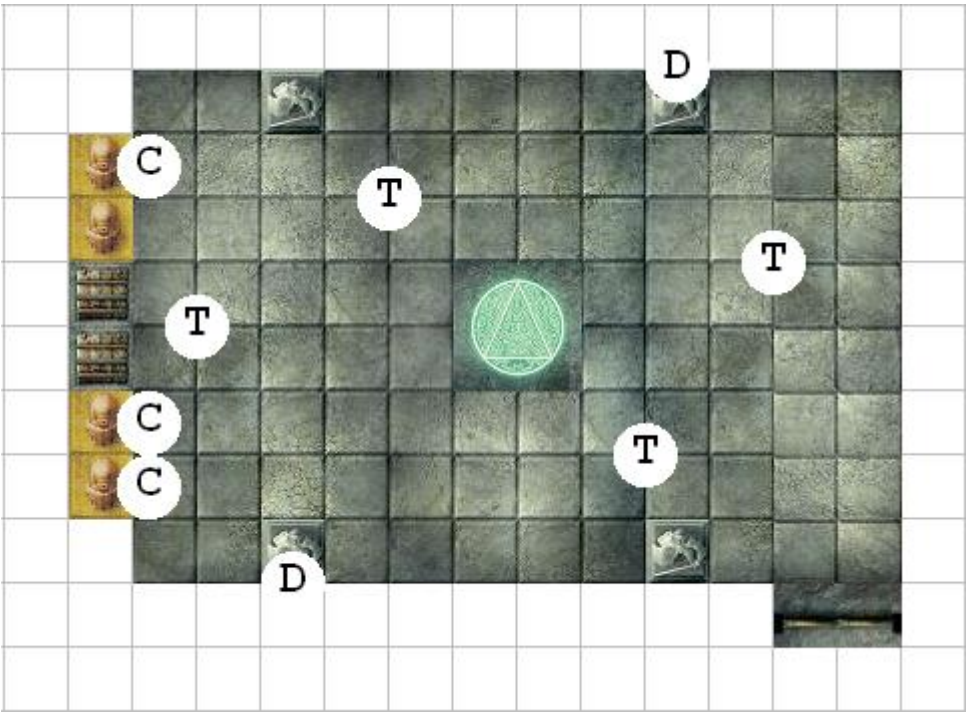
Double Doors	2x1	x2
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DIRE TOMBS

Urn	1x1	x2
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FANE OF THE FORGOTTEN GODS

Floor	8x8	x1
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ENCOUNTER 6: RETURNING HOME

Once the adventurers have completed their exploration of the entire temple, their journey back to Eartheart is uneventful. Read or paraphrase the following:

After a week's worth of trekking through the underdark, Underwatch is a most welcome sight. Your journey is nearly at an end. Upon your arrival at Crafty Kobold Salvage, Divhon moves quickly to see if his son is among you. Not seeing Tamur among your ranks, his gaze falls to the floor. Sighing deeply he whispers, "Well... what of it then?"

Allow the PCs to tell the tale of their journey as they see fit. Divhon will ask a few questions (particularly relating to anything about his son's death) but for the most part the adventurers' results speak for themselves.

CONCLUDING THE ADVENTURE

The two key objectives are to find Tamur (or proof of his fate) and recover the *Principae Elementus*. PCs who complete both objectives earn the story object **Divhon's a Talker**.

CONCLUSION A – SUCCESS

If the PCs completed both objectives:

Divhon nods at the conclusion of your tale. "Moradin's blessing be upon ye all. I cannae thank ye enough for finding out about me boy. By the Soul Forger, ye even found the book! Will ye do me the honor of bringing it to the temple with me? I'm sure the boys up in Moradin's hall will be pleased to have this thing back. Ye done a great thing, all a' ye. Ye earned this old dwarf's gratitude an' a pint each when it's said an' done. We'll drink to them that dinnae come home."

If the PCs want to keep the *Principae Elementus* for their own, they find it is sealed by a powerful ward. The Arcana skill reveals the presence of strange glyphs, the exact nature of which cannot be determined. The player characters cannot open the book on their own (no ritual they can cast will break the bindings). If they give him the *Principae*, Divhon will solemnly thank them and ask that they accompany him to have the book secured by the high temple of Moradin in Eartheart. The priests of Moradin do know the enchantments required to open the book. As a show of gratitude the temple will offer to enchant weapons with either *frost* or *flaming* qualities (depending on tier) as well as offer the PCs several of the rituals contained within.

CONCLUSION B – PARTIAL SUCCESS

If they did not find the book, but they did bring back evidence of Tamur's fate:

Divhon nods at the conclusion of your tale. "Moradin's blessing be upon ye all. I cannae thank ye enough for finding out about me boy. I cannae fault ye for not gettin' the book and I'll let the boys at the temple know it's buried for good now. Ye earned this old dwarf's gratitude, an' a pint each when it's said an' done. We'll drink to them that dinnae come home."

If the PCs only brought back Tamur's warhammer and not his body, as long as they give a thorough account of what they found, Divhon will be satisfied. Preferably they recovered the bodies for a proper burial. Divhon grieves the loss of his son, but is heartened that he died a noble death.

Failure to retrieve the book means the PCs do not gain any rituals or the enchantments. They will only receive payment from Divhon for their time.

CONCLUSION C – FAILURE

If the PCs failed to achieve either objective:

Divhon shakes his head angrily. "Worthless adventurers! It was a waste o' time to send the likes of you on this task. I kin see now, a father's got ta do what a father's got ta do." With that, he motions for you all to leave and begins buckling on his own armor.

For returning without any proof of Tamur's death they do not receive the quest XP nor do they get any payment from the old dwarf. If they looted anything from the temple then they can keep that treasure.

EXPERIENCE POINTS

Should the PCs return to Eartheart with Tamur's body, his warhammer, or both, they receive the quest award (25/30 XP).

TREASURE

In addition to the treasure they recovered from the temple, Divhon will pay each PC 25/35 gp for discovering his son's fate, and he offers them some nice dungeoneering equipment (*everlasting provisions* and a *bag of holding*). He does, however, insist that the *Principae Elementus* be turned over to him so that he can give it to the temple of Moradin. The PCs cannot keep the book under any circumstances. If they turn it over to the Temple of Moradin, they gain the **Blessing of the All-Father** story object.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Indecent Descent

40 / 60 XP

Encounter 3: Magma Halls

130 / 180 XP

Encounter 4: Creeping Death

105 / 145 XP

Encounter 5: Dumathoin's Vault

100 / 145 XP

Minor Quest: Finding Tamur

25 / 30 XP

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative

online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Gold per PC

75 / 100 gp

(Encounter 4: 50 / 65 gp, Encounter 6: 25 / 35 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *frost weapon +1* (low-level version only)

Found in Encounter 6

Bundle B: *holy symbol of life +1* (low-level version only)

Found in Encounter 5

Bundle C: *everlasting provisions*

Found in Encounter 6

Bundle D: *bag of holding*

Found in Encounter 6

Bundle E: *flaming weapon +1* (high-level version only)

Found in Encounter 6

Bundle F: *holy symbol of battle +1* (high-level version only)

Found in Encounter 5

Bundle G: ritual scroll of Enchant Magic Item

Found in Encounter 6

Bundle H: ritual book of Endure Elements

Found in Encounter 6

Potion plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

EAST01 Divhon's a Talker

Divhon Boltsmelter, owner and operator of Crafty Kobold Salvage, spends a good deal of his time at the pub when he's not exploring the Underdark. Now he regales the patrons of his favorite watering hole with tales of your bravery at Lodestone Deep. Due to Divhon's popularity in Eartheart, this means that your name is now known to members of the local constabulary and the Peacehammers. Should trouble arise in the future, they may choose to call on you. Be ready!

EAST02 Blessing of the All-Father

For recovering a valuable tome of magical research, the Temple of Moradin at Eartheart wishes to aid you on your future journeys.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs successfully complete their objectives?

- a. Yes, they completed both objectives.
- b. Partially - They recovered Tamur's body but failed to open the vault.
- c. Partially - They managed to open the vault but failed to find evidence of Tamur's fate.
- d. No - They failed to complete either objective.

2. How do the players rate this adventure? (You can ask them to rate the adventure individually and then take the average of their ratings, or come up with a different system.)

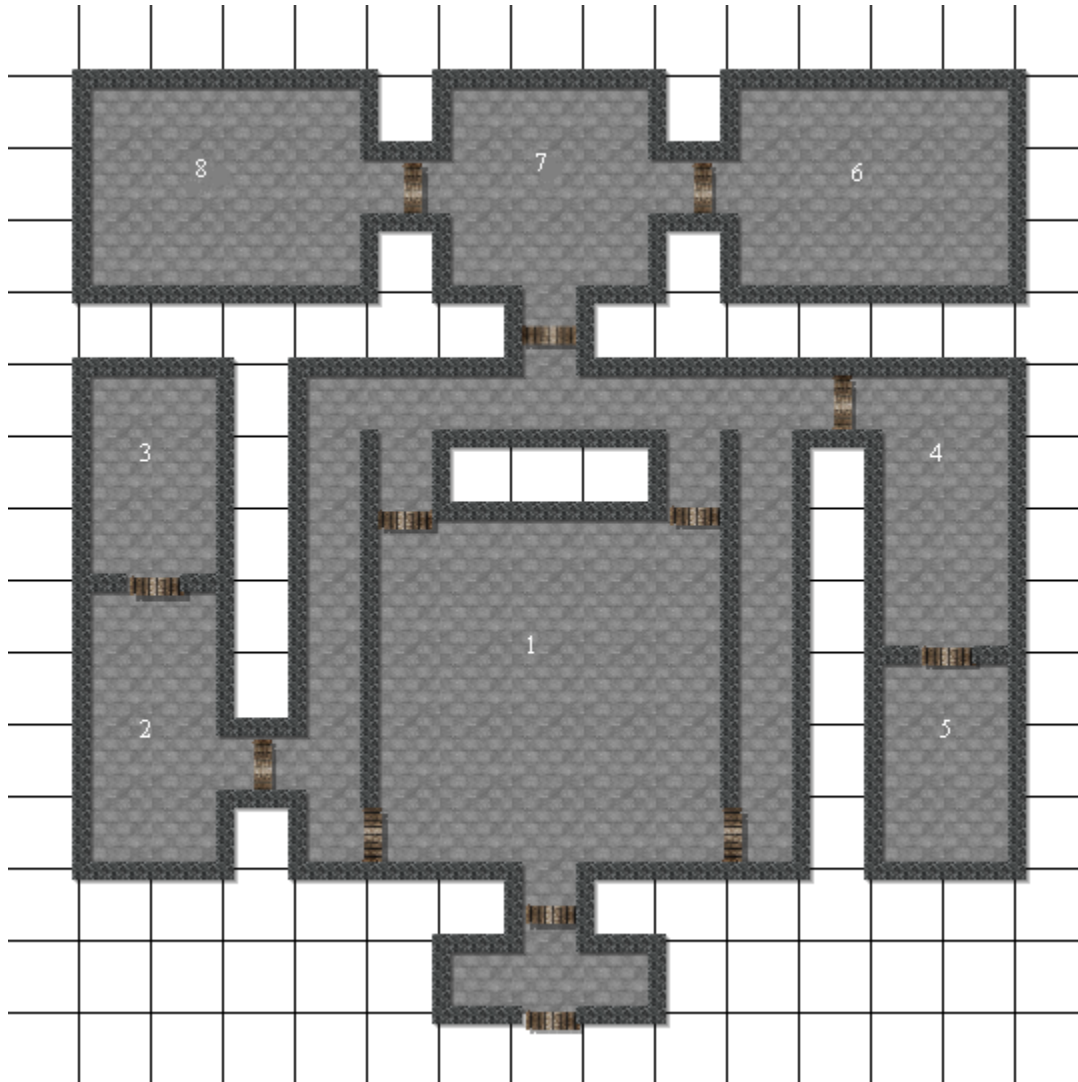
- a. 5 stars - excellent!
- b. 4 stars - very good.
- c. 3 stars - average.
- d. 2 stars - below average.
- e. 1 star - poor.

3. How would you as the DM rate this adventure? (You should also feel free to e-mail any specific comments to the author or the campaign staff.)

- a. 5 stars - excellent!
- b. 4 stars - very good.
- c. 3 stars - average.
- d. 2 stars - below average.
- e. 1 star - poor.

APPENDIX: LODESTONE DEEP OVERVIEW MAP

This section provides an overview map of the temple. General information is found at the end of **Encounter 2**. This map is not to scale; use the individual tactical maps provided with specific encounters when the PCs enter combat.



Area 1: Main Temple / Magma Halls (see **Encounter 3**)

Area 2: Guard Barracks

Area 3: Armory

Area 4: Dining Hall

Area 5: Larder

Area 6: Clerical Research Area (see **Encounter 4**)

Area 7: Ruined Forge

Area 8: Dumathoin's Vault (see **Encounter 5**)