THE PILLARS OF LIGHT

by Totte Alm

AN ADVENTURE FOR 4-5 CHARACTERS LEVELS 4-6

There are rumors of glowing pillars of stone in the forest, and a shepherd that can swear on his mothers grave, that he have seen his dead brother walking late one evening out on the fields. What evil lurks in the lands surrounding Randor's crossing and the old dwarven silver mine.

The Pillars of Light is an adventure for a party of good or neutral alignments.

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The Pillars of Light

Idea and design:	Totte Alm
Additional help:	Jesper Alm
Cover art:	John C. Walborn
Licenses:	Some graphics is © LPJ Design
Maps and graphics:	Totte Alm
Editing:	Totte Alm
Play testers:	Jesper Alm Torbjörn Alm Håkan Lindqvist Thomas Lindqvist Matthias Wäppling Stefan Ström
Sheepherding theories:	Dr. Ulrika Alm
Tools used:	OmniGraffle Cheetah 3D Graphic Converter Pages

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Adventure background

Over four hundred years ago, five great adventurers decided to once and for all take down the evil wizard and half demon Zdrenotch, who terrorized the surroundings by enslaving the people and demanding never ending sacrifices of women and children.

After several years, the five brave heroes fought a deadly battle against Zdrenotch and his minions, close to the planar portal from which Zdrenotch brought his evil minions of destruction to this world. During the battle, two of the five heroes gave their lives to the noble quest, and Zdrenotch was killed and sent back through the portal.

To prevent the portal from being used ever again, they build a circle of 16 tall stone pillars around the cave with the portal, and cast powerful spells that would prevent anything not of this world to cross the borders of that ring of pillars. Every time something not from this world came close to the border of the circle, the pillars lit up with a bright yellow light, causing unspeakable pain to the intruders.

The surviving heroes lived long and prosperous lives and one by one they died of old age, and their story was lost among hundreds of other tales of heroes and epic battles.

One of the heroes, Sir Landolion the Brave and Knight of the Temple, was the hero who struck Zdrenotch with the deadly final blow. At the very second that Zdrenotch died, a large explosion threw Zdrenotchs body back through the planar portal. and Sir Landolions sword was still stuck in the body of Zdrenotch when Zdrenotch dead body vanished through the portal.

Many years later, when Sir Landolion died of old age, his spirit found itself trapped right outside the circle of pillars protecting the portal. As he was still bound to his sword, a very special sword from a now forgotten time. The only way he could leave this world was if he willingly gave his sword to someone the sword accepted as worthy as a barer.

He could only move a few hundred yards away from the pillars before the soul strings presence made him scream in pain. He could not enter the circle, as the spells they put to protected it, prevented his ghosty presence to enter, by causing him unspeakable pain, but not killing him.

Trapped as a ghost outside his and his companions masterful creation, he has been tormented i agony, trying to release himself from this world without success. The years have passed, and years turned to decades, and decades into centuries, but the ghost of Sir Landolion still haunts the Pillars of light.

Now, over four hundred years later, the deceptive and evil necromancer Mordagorn, distantly related to Zdrenotch, has discovered the story of his ancestor Zdrenotch, and he is obsessed with his plan to find Zdrenotchs body and resurrect him, bringing him back, and together they should rule the world.

Mordagorn found out that a silver mine had been established, just about a mile away from the pillars of light, by a brave family of dwarves, who didn't bother to listen to the rumors. He hired some swords, and killed the dwarves, but forced the head of the family, Durbadan Twinbeard, to sign a parchment which proved that Mordagorn now was the rightful owner of the mine.

The silver mining was secretly discontinued, but Mordagorn bought slaves, officially to work for him in the mine.

The secret is that the slaves are not working in the silver mine at all, but are working on the construction of tunnel, leading directly to the cave with the portal, going well under the reach of the magical barriers maintained by the pillar of lights.

During his research he has found that there is a hidden demonic ceremonial temple hidden beside the portal, and his plan is to bring the remains of his ancestor to that temple, use the power of the demonic temple to resurrect him and make his ancestor pass through the tunnel under the pillars of light.

Mordagorn is aware of the presence of the ghost of Sir Landolion, but has no idea what it is or who, as Sir Landolion always hides when Mordagorn is approaching the cave.

The tunnel is dug using slaves and zombie miners. The zombies are created from dead slaves. He also uses a few peasants and farmers who came to close to the Pillars of light or the mine, and all the dead people from Randor's crossing. The corpses are supplied by one of Mordagorns minions, the new cleric in town, Father Niris at the Temple of the winds.

Sir Landolion is taking his toll on the zombie workers without attracting too much attention, as he has a fairly good idea on what Mordagorn is up to. The physical resemblance of his ancestor made Sir Landolion realize their relationship.

Starting the adventure, Hooks
There are several hooks here, use a couple of them with different PCs, to link this adventure into your campaign. Some hooks also are good for allowing new PCs into the party.

The family debt
Someone close to the PC have, since many years ago, a debt to the Twinbeard clan. Once he/she borrowed money or got help to survive through some rough times. That person is now sending the PC to repay that debt. It don't have to be much, 20 gp is a lot of money. The PC have been sent to Randor's crossing to locate the Twinbeards and repay that debt.

The Pillars of light
Rumors of those glowing pillars in the dark have reached the PC, and the adventurous mind woke up again.

Stories about escaped slaves
Someone had heard story from someone else about a rumor of slaves that did escape from a place called Randor's crossing, and that they were so scared and frightened when they were found in the woods, that all of them had gone completely mad.

Adventure Synopsis

Well in Randor's crossing, the PCs will slowly realize that things are far from normal, and the puzzle will slowly fall into place as they discover the truth behind the deaths and disappearances and the rumors of *dead men walking*.

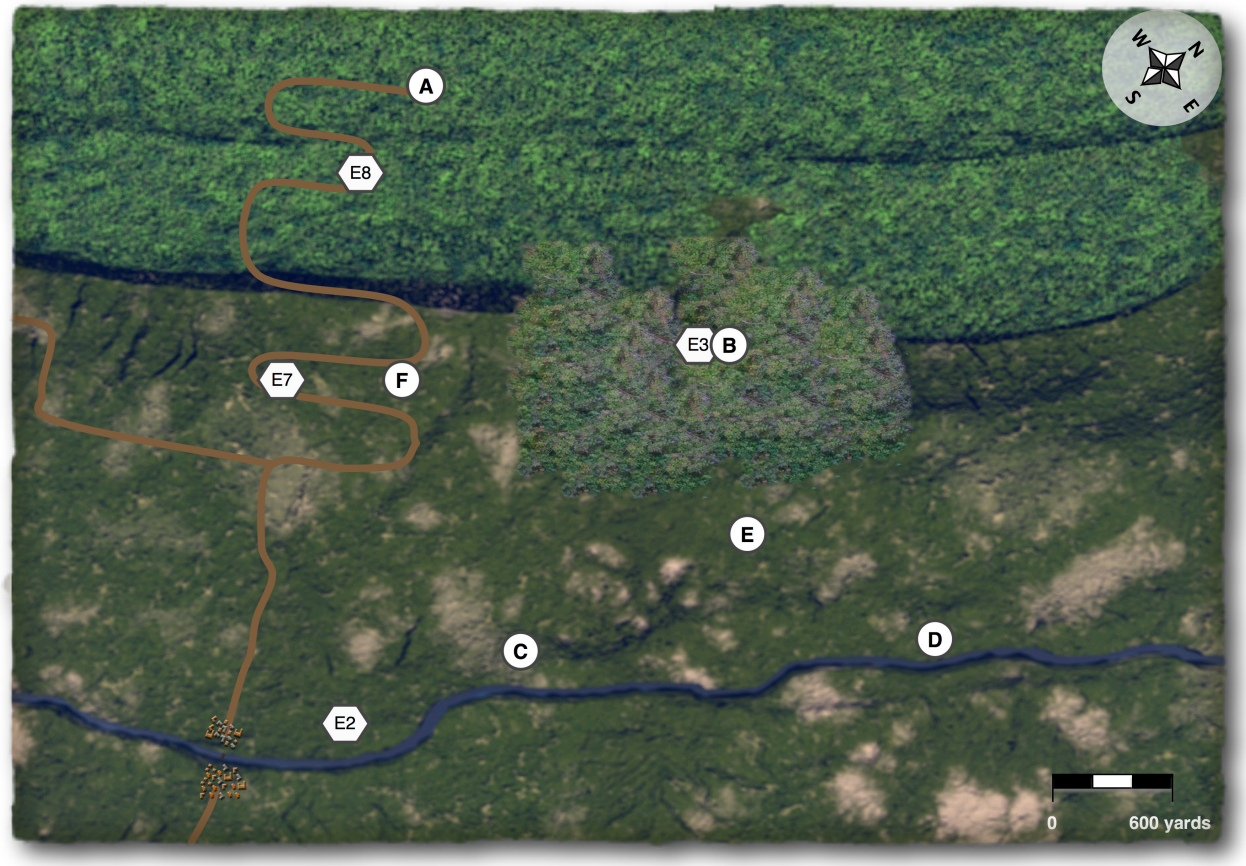
They will meet the good hearted ghost of Sir Landolion the Brave and learn about Zdrenotch and the terror that once was bestowed upon the land.

They will also get hints about the evil priest that have taken over the Temple of the winds and all things that is going wrong.
Misfortunes, live stock is getting terrified and shepherds having nightmares and feeling watched while herding.

They will learn about the planar portal and Sir Landolions sword, and meet some unspeakable beasts from the horrible abysmal planes trying to retrieve the sword to its proper owner.

And at the very last, they will have to challenge the evil necromancer Mordagorn to stop him from reinstating the reign of terror of his evil ancestor.

The surroundings of Randor's Crossing.



Locations of interest
(A) Mordagorns silver mine.
(B) The pillars of light.
(C) Shepherd Jorro's morning stop, the sallow bushes
(D)Shepherd Jorro's lunch stop, close to the stream.
(E) Shepherd Jorro's afternoon stop, the high grass fields.
(F) Shepherd Jorro's evening stop, the clover fields.
(Hexagons refers to encounters on the map)

The hillside is very difficult to climb except for the road. **Acrobatics (DC 25)** per 50 feet, and the cliffside is about 300 feet high.

Arriving at Randor's crossing.

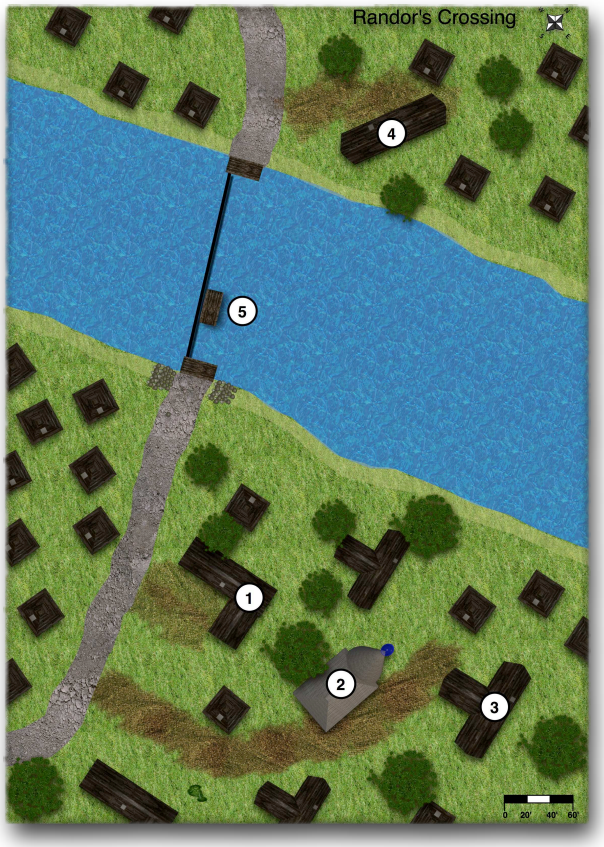
When the PCs arrive from the south, read or paraphrase the following paragraph:

You see a small town with several houses on the south side of the river. the main road leads directly down to the river, where you see the ferry.

To your left a large sign says ***The Ferry Tail inn****, and you can see along a small road to the left a temple building, bearing the known, unmistakable, signs of Avandra.*

Further down the small road to the left, you see a large building that looks like a typical store.

You also see a few inhabitants minding their daily business and a few armed men in blue capes which you assume are parts the town watch.



Randor's crossing

Places of interest in Randor's crossing.

(1) **The Ferry Tail inn**, also known as "The Aft".
A nice inn with good standards and good place for rumor fishing. A lot of brawls lately between mine guards and town guards, with mortal outcomes, mostly among the farmers and the town guards.

(2) **The temple of the winds.**
Just a few months ago, father Jonorel, the beloved priest here in the Temple of the winds, was found dead one morning. Although he was an old man, he was still full of life. His young adept Niris, now father Niris. is now the priest of the temple. But his secret, that he is a minion of Mordagorn is very well kept. Niris murdered father Jonorel on orders from Mordagorn, who desperately needed more zombies to work in the tunnel. Anyone dead is now transported to Mordagorn to be used in the tunnel building operation. At night after a funeral, a horse cart can be seen leaving the temple to take the ferry and disappear to the northwest. Niris officially cures diseases, but the death rate in Randor's crossing has increased tenfold since father Niris was installed in the temple.

(3) **Luthgor's store.**
A general store with rather high prices, 20% over *Players Handbook prices*, at least.

(4) **Town watch barracks.**
Every man in who can carry a weapon, has to serve one day a week in the town watch, as the Randor's crossing fear attacks from the "walking dead" in hills.

(5) **The ferry at Randor's crossing.**
The fee for taking the ferry for anyone not a resident of Randor's crossing is 4 cp going one direction, and 6 cp for a return ticket during daytime, per person. The ferry is manned by two sturdy men from the ferry runners. The ferry can be called at anytime, by ringing the bell at the bell pole at any of the two ferry landing-stages. The extra fee for calling on the ferry on evenings or nights is 4 sp, independent of how many travelers that will travel. Animals will cost 6 cp extra per crossing.

Gather some information.

When the PCs decide to start gather some information about Randor's crossing and its surroundings, this will be played as a Skill Challenge.

Location: Randor's Crossing.
Setup: To get information about Randor's Crossing and the current news and what goes around.
Level: 2
XP: 400
Time span: 4 hours.
Complexity: 3 (requires 8 successes before 4 failures)
Primary Skills: Diplomacy, Streetwise, Religion.
Secondary Skills: Insight, History.

Note: No single skills can be used more than 5 times. Overuse of the same skill will result in an automatic fail.

Diplomacy (DC 15): *You attempt to gain trust from the person you talk to and to make that person tell you something about what goes on in Randor's crossing.*

Streetwise (DC 15): *You use your knowledge of the streets to ask the right questions to the right people. First success gives a +1 circumstance bonus to any following Religion checks.*

Religion (DC 15): *You use your knowledge in religion to figure you why this place seems to be so spiritually retarded.*

History (DC 20): *You use the knowledge from the history about Randor's crossing to try to better grip the present situation. First success will give a +1*

circumstance bonus on any following Diplomacy checks.
Insight (DC 20): *You understand the burdens carried in the minds of those you talk to, and that help you to gain their trust. First success reveals that using intimidate skills will earn a failure.*

Success: The PCs will get all the true clues on success. For each fail, they will get one false clue. DM should mix true clues with false clues.

Fail: The PCs will get all the false clues and 3 of the true clues, and, father Niris of the temple of the winds will be warned about the PCs nosing around. Se the chapter on father Niris for more information on how he will proceed when warned.

Clues are picked top down, so unless the party fails this skill challenge they will never be told the false clue about the ghost for example.

True clues.

- The old priest, father Jonorel of the Temple of the winds, died six months ago, while still full of life, he is missed. The new priest, father Niris, is not a good healer. Many people now dies from simple infections that father Jonorel always cured.

- At least one shepherd, Jorro, is absolutely sure that he saw his younger brother walking away over the fields just a day after his funeral. No one really believes him.

- The old dwarven silver mine was bought just a year ago by a stranger. He has shown papers of rightful ownership, signed by Durbadan Twin-beard, the family head of the dwarves. The stranger is a human, tall, with long dark hair, and eyes that makes your skin crawl.

- Some of the people in Randor's crossing suspect the new miner is using slaves, as sometimes runaways from the mines are caught and brought back in the area around Randor's crossing.

- The pillars of light have been silent for hundred of years, but started to lit up again last fall. It really scares the people, both the pillars of light and the ghost in the woods.

- The dwarven family who ran the mine for hundred years or more was suddenly gone, and no one saw them leaving. They all had very good friends here in Randor's crossing, so that is a not just a little odd.

- A few months ago, an adventuring party came to Randor's crossing to investigate the pillars of light, but after they went out one evening they were never seen again.

False clues.

- Some farmers seems to be involved in some kind of unholy cult activities, as they try to besmirch the new cleric in the Temple of the winds with false accusations. Father Niris is doing a good job, and cannot be blamed for the ill fate of Randor's crossing.

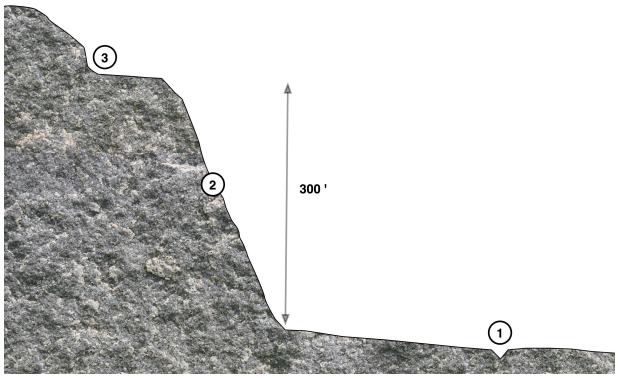
- The shepherd Jorro is an insane old man who sees ghosts and dead men where ever he goes. Just listen to him ranting and you can make your own opinion.

- The dwarfs dug to deep and woke something up that should never have been disturbed. The new owner of the mines have been fighting that evil with all his powers, trying to protect Randor's crossing from what those filthy dwarves woke up.

- The Pillars of light is parts of an ancient temple, and the reason they are lit up is the return of that ancient god is forthcoming. Beware all you who do not believe.

- There is an evil ghost that haunts the circle of light. They ghost will try to befriend you and then it will turn you into a zombie or something even worse. What ever you do, do not speak with that ghost.

The height map of this adventure.
As the height difference is a major factor in preventing the PCs from taking the easy route, this is a quit drawing to describe how the land is laid out.



(1) Randor's Crossing
(2) E8 - The guards of the mine
(3) E9 - The Mine.

There is only one civilized way to get to the mine, and that is using the steep road that twists and turn.

Encounters

The encounters in Randor's crossing and the surrounding areas are all listed here. As this adventure is created so that most of the encounters can be played in any order, depending on the PCs decisions, this can be described as a sand box style adventure.

Read through all encounters and feel free to make them stronger or weaker depending on the PCs powers and choice of classes. A party lacking a Cleric might have a little problems with all the undeads.

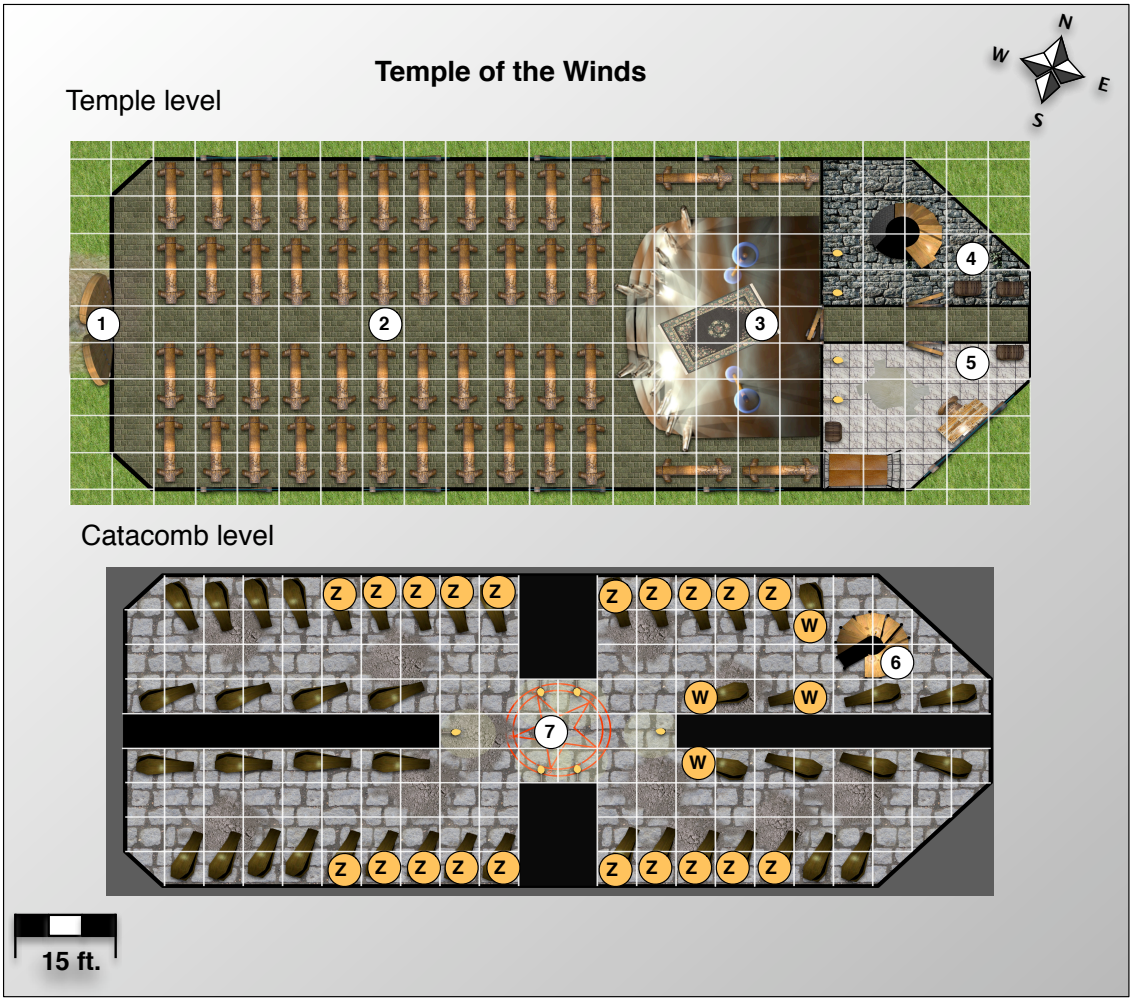
In the encounters there are text that should be read, spoken or told to the players, DMs decision on how that is done.

This is a sample box of speakable text. You as a DM can add more flavor to it, but do not alter it too much as vital information is given to the PCs this way.

List of encounters in and around Randor's crossing.

E1 - Temple if the winds.
E2 - Jorro the shepherd.
E3 - The Pillars of light.
E4 - The Portal cave.
E5 - Through the portal.
E6 - Returning the sword.
E7 - The cleric on the road.
E8 - The guards of the mine.
E9 - The Mine.
E10 - The Silver Mine.
E11 - The slaves of the mine.
E12 - Back to the portal room.
E13 - The resurrection ceremony.

E1 - Temple of the winds.



For a description of Father Niris, see NPC descriptions at the end of this module.

When they first meet father Niris, he will be short and stressed, saying he got four funerals and a wedding to prepare.

As long as the PCs only ask polite questions, father Niris will not attack them, but If the PCs starts to snoop around the temple and starts to ask tricky questions, father Niris will decide that attack is the best defense, and he will be very helpful, talking about strange ancient symbols in the temples crypt, trying to lure the PCs down to the catacombs where he and his undead friends will try to take out the PCs

If the PCs decide to sneak in during the night, Father Niris might hear them, and in that case, he will try to lure the PCs down to the crypt.

(1) Temple entrance
The door is a 9 feet tall double door with ornamented handles and carved reliefs showing the four good winds and the traditional symbols of the goddess Avandra.

(2) Temple
The temple is pretty large, and has room for over 90 persons seated on rough wooden benches. Several large windows let sunlight into the temple.

(3) The ceremonial platform
Here, on this raised platform carved from one gigantic block of polished marble are the blue spheres of light, one for good fortune and one for the safe return of friends on the road. Small lights are shining from the top of each of the small pillars around the platform.
This can confuse the PCs what the pillars of light really are.

(4) Storage room
This room contains several boxes and two barrels of a local wine. The boxes contains seeds, dried fruit, dry bread and some other uninteresting things. A small spiral staircase goes down to the underground. A foul smell rises from the staircase.

(5) Father Niris chamber
The room has a strange odor to it, but it is hard to make the connection. a **Religion (DC 20)** or a **Arcana (DC 25)** will reveal that the smell is the smell of balsam, used to preserve corpses. There is a small but comfortable bed here, and a cupboard filled with religious outfits. A secret compartment in the floor of the cupboard, **Perception (DC 20)**, contains a leather pouch with 18 black opals at an average value of 30 g.p.

A successful **Arcana (DC 20)** will reveal the fact that black opals are used by a necromancer when creating zombies.
In the locked chest beside the bed **Thievery (DC 25)** is treasure packet **P1**.

(6) Crypt entrance
You come down the winding stairs, and see a dark catacomb. Along the walls, are dozens and dozens of coffins, neatly lined up. Most of the seems to be pretty new.

A **Perception (DC 22)** will reveal to the PCs that there are signs of recent whereabouts here, for example, there are very little cobwebs, and almost no dust on the floor.

DM Note:
*If the coffins are anyway disturbed, the zombies inside the will wake up, surely to wake all the other zombies, read more in section **(7)**.*

(7) Center of the crypt
This is the center of the crypt, and on the northern wall there are some writings in the stone. On the floor is a huge arcane symbol of some sort. Many letters are barely readable, but the poem is traditional and a **Religion (DC 15)**, will recognize it, even though many letters are missing. Give the PC the handout, and try to make him read the letters aloud:

To fallen comrades, raise thy hand,
to thee who have set sail.

The journey, thou shalt one day make,
until then, prevail!

Under that poem, some other markings are made and those are unreadable, as they are just random markings.

DM Note:
Let any player trying to read the marking roll for any suitable knowledge skill, and fail. If someone rolls a 20, or does a take 20, let them understand that they don't understand the markings or the language or script they were made of. The markings are just random marks made by father Niris to keep any intruders occupied so they wont notice when the zombies wakes up.

*This is a very clever trick, placed by Father Niris. If anyone speak the word **prevail**, it will trigger the zombies to wake up, attacking anything alive in the catacombs. If the PCs do not say prevail, father Niris will read the last line of the poem out loud.*

Tactics
If the PCs makes a direct attack on father Niris, without warning, he will try to escape, using his magic items to do so. Otherwise, he will stand in the staircase helping his zombies as much as possible.

W marks the spot for the Warding Zombies.
Z marks the spot for Zombie Miners.

Father Niris (Human)
Medium humanoid

Level 6 Elite Controller
XP 500

Initiative +3 **Senses** Perception +7 **God** Torog
HP 49; **Blooded** 24;
AC 15; **Fort** 16; **Reflex** 14; **Will** 18 **Actionpoint** 1
Speed 5

⊕ **Maul** (std at-will) ♦ **Weapon**

+9 vs. AC; 2d6 + 4 damage

⇐ **Divinity Fortune** (std encounter) ♦ **Divine**

Free action, Personal

+1 bonus to next attack or saving throw before end of your next turn.

✻ **Healing Wind** (std twice/encounter) ♦ **Divine**

Target self or one ally

Target regain up to 12 hit points.

⇐ **Lance of darkness** (std at-will) ♦ **Divine, Impl, Necrotic.**
Ranged 5 **Target** One creature

+7 vs. Reflex, 1d8+3 damage
One ally in sight gain +2 power bonus to next attack roll against target.

⇐ **Sacred flame** (std at-will) ♦ **Divine, Impl., Necrotic.**
Ranged 5 **Target** One creature

+7 vs. Reflex, 1d6+3 damage
One ally in sight gains 5 temporary hit points or makes a saving throw.

✻ **Torogs Vigor** (std daily) ♦ **Divine, Healing**

Close burst 5 **Targets** you and each ally in burst

Each target regain 12 hit points.

⇐ **Cause Fear** (std encounter) ♦ **Divine, Fear, Impl.**

Ranged 10 **Target** One creature

+7 vs. Will
Target moves speed +2 away from caster. This move provokes opportunity attacks.

⇐ **Command** (std encounter) ♦ **Charm, Divine, Impl.**

Ranged 10 **Target** One creature

+7 vs. Will
Target is dazed until end of casters next turn. Target is knocked prone and slid 5 squares.

Alignment Evil **Languages** -

Str 15 (+5) **Dex** 11 (+3) **Wis** 17 (+6)

Continued...

Father Niris (Human)
Medium humanoid

Level 6 Elite Controller
XP 500

Con 12 (+5) **Int** 13 (+5) **Cha** 15 (+5)

Equipment: Chainmail +1, Maul +2, Ring of Teleportation +3
Unholy symbol (+1) in the form of a green snake.

Warding Zombie
Medium natural animate (undead)

Level 4 Skirmisher
XP 175

Initiative -1 **Senses** Perception +0; darkvision
HP 54; **Blooded** 27; see also Warding *Zombie weakness*
AC 17; **Fortitude** 16; **Reflex** 15; **Will** 14
Immune disease, poison
Resist 10 necrotic **Vulnerable** 5 Radiant
Speed 4

⊕ **Slam** (standard at-will)

+9 vs. AC; 2d6 + 2 damage

⊕ **Warding Zombie Grab** (standard at-will)

+5 vs Reflex; the target is grabbed (until escape). Checks made to escape Warding Zombie's grab take a -3 penalty.

Warding Zombie Weakness

Any critical hit to the warding zombie reduces it to 0 hit points instantly.

Alignment Unaligned **Languages** -

Str 14 (+4) **Dex** 12 (+3) **Wis** 10 (-2)

Con 14 (+4) **Int** 1 (-3) **Cha** 3 (-2)

Zombie Miner

Level 1 Minion
XP 25

Medium natural animate (undead)

Initiative -2 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 13; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

⊕ **Slam** (standard at-will)

+6 vs. AC ; 4 damage.

Crawl on (Immediate reaction; when damaged in melee)

You managed to chop it in half, but the upper body is still crawling.

Roll a d6, on 4, 5 or 6, the monster is replaced by a Zombie Upper Body, otherwise it is destroyed.

Alignment Unaligned	**Languages** -	
Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 10 (+0)	**Int** 1 (-5)	**Cha** 3 (-4)

Zombie Upper Body

Level 1 Minion
XP 0

Medium natural animate (undead)

Initiative -1 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

⊕ **Chewing on a foot** (std; at-will)

+6 vs. AC; 4 damage.

Crawling

The Zombie Upper Body has no legs and can only crawl at the speed of 2 and can not walk stairs or open closed doors. The Zombie Upper Body is considered prone at all times.

Alignment Evil	**Languages** -	
Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 17 (+3)	**Int** 1 (-5)	**Cha** 3 (-4)

If Father Niris is killed, the rumors will soon pass through the town that the new cleric is dead, and doom with fall upon Randor's crossing now when no one can heal, marry or burry the dead.

People will start to ask the PCs about it, and almost demand that they find them a new priest. Let NPCs in the town come forward to the PCs, asking them things like "*Who will now bless my newborn child?*" or "*Who shall now bless my fields for a good crop?*". Tell them the citizens seems eager to have a new priest and a good priest.

LEVEL 2 QUEST

400 XP

Find a new cleric for Randor's crossing.

E2 - Jorro the shepherd.

Jorro the shepherd lives on a small farm a few hundred yards north of the northern part or Randor's crossing.

As a shepherd, the 7th in a long line of shepherds, he knows more about sheep than almost any now living human.

He takes the same route every day. First, in the morning, he herd the sheep to the sallow bushes, where they eat sallow leafs, which they do not particularly like, but gives them the nutritious food they need to milk good and grow fast. Then, he moves on the the low grass fields along the river where the sheep can drink and he eats his lunch.

Later in the afternoon, he take the sheep to the high fiber rich grass, where the sheep can eat, and before he goes back, he stops by the clover fields, where the sheep can eat their favorite food, which in too large volumes will cause them to become sick. This routine has been passed down the generations of shepherds of Randor's crossing.

Designer note: This is a technique called french herding and is studied in detail by researchers from many countries as a way to increase third world countries capabilities in animal husbandry and to avoid over grazing of the land.

Read or paraphrase the following paragraph when the PCs reach the Jorro farm.

You see a large country building surrounded by several stable like buildings and enclosures. The farm looks very welcoming and you can see that there are both apple trees and cabbage fields around it.

If the PCs arrive after sun up or before sun down, they will be met by shepherd Jorro's wife Miranda and her two sons, Jock and Sammo.

Skill Check: Diplomacy (DC 15)
Success: Miranda tell Jorro that the PCs have been looking for him, and they will be told that he will come home after sun down, and that they should come hungry, as she has her special lamb stew cooking.
Fail: Miranda will tell the PCs that Jorro wont be home until the next day, and she will then tell them to leave her farm or she will tell the town watch.

Meeting Jorro
Jorro is a weather-bitten man, about 40 years old, and he wears rough clothes mostly made of sheepskin.

If the PCs failed the skill check above, they will need to make a **Diplomacy (DC 17)** check to befriend Jorro, they need three successes before they get two failures, this is a simple skill challenge but it is vital for the gameplay that a single bad roll won't destroy everything.

Success: Read the following paragraph:

About a week ago, when I was about to herd my sheep back from the clover field, suddenly my two dogs started to bark, and at the same time wag their tails. I took a quick rush up the closest hill to get a better look on what danger they was warning me of, and believe me, I was chocked to the bones when I saw my dead brother walking across the fields a few hundred yards away.

He had died two days before, in a quarrel over a game of cards with the mine guards down at the Aft, and was buried earlier the same day, thats why I was late with my herding,

I called his name, but no reaction, and then he turn around a hill and was gone. Do you believe me? I Checked his grave at the cemetery, it was still there, with all the flowers. So many new graves the past year, so many sorrows. That priest, father Niris, is not doing a good job protecting the citizens of Randor's crossing I tell you. My brother should have lived if father Jonorel had still been alive.

Please believe me, I am telling you the truth.

Failure: Read the following paragraph:

Stop following me and my family. I know you work for the mine guards and you want to make me attack you so you can kill you just like you killed my brother. Get out!

E3 - The Pillars of Light.

A pillar of light

No one in Randor's crossing can give exact directions to the Pillars of light, only that "*They are in the woods and you will see them by night*".

If the PCs explore the Pillars of Light during daylight hours, nothing happens, as the pillars is not seen in daylight.

During dark hours, if the party have good or neutral members, when the PCs are close to any of he "Pillars of light", read the following paragraph:

Suddenly, the stone pillar begin to glow with a very faint, greenish light. Slowly, the light gets brighter and more and more intense, and after about 2 minutes, the stone is shining with a bright green light, lighting up a circle of a 30' radius, in the otherwise dark forrest. In a distance, you can see other stone pillars lighting up like beacons in the night.

Now read the following paragraph:

You hear a rough, hollow, male voice from the darkness outside the lit circle, the voice says:

- "I just wonder what took you youngsters so bloody long time. Now you finally got here so I could have a chat with you. Sorry, my manners have passed into history. I go.....hmm..... went by the name Sir Landolion the Brave, but can just call me Sir."

A ghostly appearance of an old knight in full armor, with long gray hair and a soft, gentle but weather bitten face slowly appears out of the darkness. He raises his hand in a friendly gesture.

As a pure gentleman, and a man of good taste, Sir Landolion will first approach any female character, and if there are more than one, select the one with the highest charisma. If there are no females, DM makes a choice based on Charisma and Knightly look. Now continue reading:

He walks towards ***<character name here>*** *and starts to speak again:*

In case of a female:

-"Well met lovely lady. Many years have I wished I once again could rest my eyes on such beauty. You make me forget myself. I am so sorry. I have matters of great importance that I have to bring to your attention."

Otherwise:

-"Well met my young friend. I have waited long for someone like you to show up. I have matters of great importance that I have to bring to your attention."

Now, if the characters seems hostile or make hostile actions, Sir Landolion will very hastily disappear.

Now continue reading:

-"Several hundred years ago, I think it is almost four hundred by now, I fought together with some of the toughest and bravest companions a man could have. We fought many evils together, and just a few hundred paces from here, at the center of these Pillars of Light, we fought the evil half-demon Zdrenotch. I killed the half-demon with my sword, but the explosion caused by his death threw his body into the planar gate, with my sword still stuck in his body. Ohh, I didn't mention the gate before did I? Anyway, We sealed the portal and created this lovely circle to protect this world from whatever could possible escape the planar portal if the seal broke.
All this happened long before Randor's crossing was founded. I remember as if is was yesterday when Randor Goodheart came and built the first ferry, and Randor's crossing grew up."

He looks at you with his gentle eyes, and you can see that the year were good to him.

-"My sword is still bound to me, and it can only be passed to a new owner by my free will. I lived a happy long life after this, my last great adventure. When I died of age, I found my spirit form trapped right here outside the Pillars of light. The bond prevents my spirit from leaving. It took many years before I realized I was stuck here. I tried to sleep it of, like a bad dream, and I had almost accepted my destiny, when the Pillars of light started to wake up. Someone have reopened the gate. The pillars will still keep the world safe, but for how long?"

Sir Landolion looks at you all.

-"I ask you, bring my sword to me, and I will give it to the one of you the sword feels is the most worthy, the person who have a worthy cause in his or her life. Will you help me to find peace in death? The sword might come handy in case you end up in troubles.

If the party accept the quest from Sir Landolion, he will direct the party to the portal cave entrance that leads down to the planar portal.

Sir Landolion removes the scabbard from his belt, and hands it over to the PCs. The scabbard is made of bright red leather and decorated with both gems, silver and gold.

-"You will need this scabbard, as no one who is not the swords rightful master can touch the sword. If you have this scabbard, you can slide it onto the sword, and then carry it back here."

If the party asks Sir Landolion about what goes around, like rumors of undeads and zombies, or Mordagorn, Sir Landolion will give the party the following information.

-"Indeed my brave friends, I have tidings of what goes on. First of all, it all connects to one person, whom am I not particularly acquainted with, but who resembles someone I once was acquainted with, Zdrenotch, and no one else. You hardly forget the face of someone you spent half your life hunting, and then four hundred years cursing. It is not Zdrenotch, but someone very much like him, and I can feel the same evil aura."

Sir Landolion takes a small break.

- "I have entertained myself the past months by killing as many zombies I can, without waking the suspicion of that very unpleasant gentleman. The zombies seems to wander to the portal, no idea what they do there. As I said before, I cannot pass the circle of pillars as I am not of this world anymore.

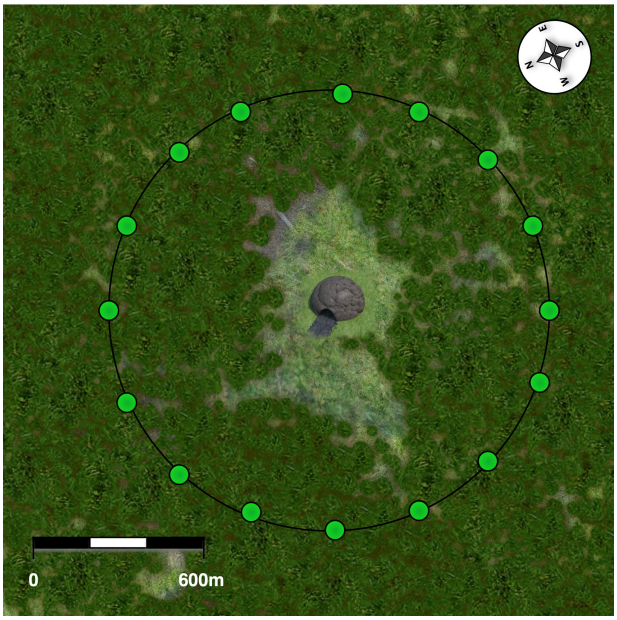
Now please hurry, I've seen to much of this godforsaken place, and I do not wish to stay a minute longer than I absolutely need."

LEVEL 3 QUEST **600 XP**

Find Sir Landolions sword and help his spirit to cross over.

E4 - The portal cave.

Once the PCs have located the Pillars of Light, they might use **Nature (DC 25)** to remember the location for further visits, even in daylight.



The circle of Pillars and the cave.

The portal cave is located in the center of the ring of the sixteen pillars. The land inside the ring is decaying and dying. A **Perception (DC 25)** or a **Nature (DC 20)** makes the PCs realize the total absence of living creatures. The land within the circle is dying, from the center and outwards. The cave itself is a small rocky hill with a tunnel opening leading inwards,

While the PCs spend time in the circle, roll a d20 every 20 minutes for a random encounter on the table below. For each result not giving any encounter, add +1 to the d20 the next roll. This bonus is reset whenever a random encounter occurs.

d20	Result
1 - 14	Nothing happens
15 - 17	Ripper Demon
18 - 19	Two Ripper Demons
20+	Winged Blood Demon

Ripper Demon
Medium elemental beast (demon)

Level 7 Soldier
XP 300

Initiative +7 **Senses** Perception +9; **blindsight** 10
HP 82; **Blooded** 41
AC 23; **Fortitude** 21; **Reflex** 19; **Will** 18
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison **Speed** 7

Bite (standard at-will)

+13 vs. AC; 2d6 + 4 damage

Tail lash (standard at-will)

Reach 3; +13 vs AC; 1d6+4 damage; target dazed, save ends.

Ripper scream (std encounter) ♦ **Fear, Psychic**

Close burst 2; targets creatures without the demon keyword. +11 vs. Will; 1d6 psychic damage, and target takes -2 penalty to all defenses, save ends.

Alignment Chaotic Evil **Languages** Abyssal
Skills Athletics +12

Str 18 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 18 (+7) **Int** 5 (+0) **Cha** 6 (+1)

Winged Blood Demon
Medium elemental beast (demon)

Level 8 Brute
XP 350

Initiative +7 **Senses** Perception +12; low light vision
HP 108; **Blooded** 54
AC 19; **Fortitude** 20; **Reflex** 17; **Will** 17
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison **Speed** 8 fly 4 (clumsy)

Slam (standard at-will)

Reach 2; +10 vs. AC; 1d8 + 6 damage

Wing spike slashing (std at-will)

Reach 2; +11 vs AC; 1d6+4 damage; Secondary attack; +8 vs. Fortitude, Poison ongoing 5 damage, save ends.

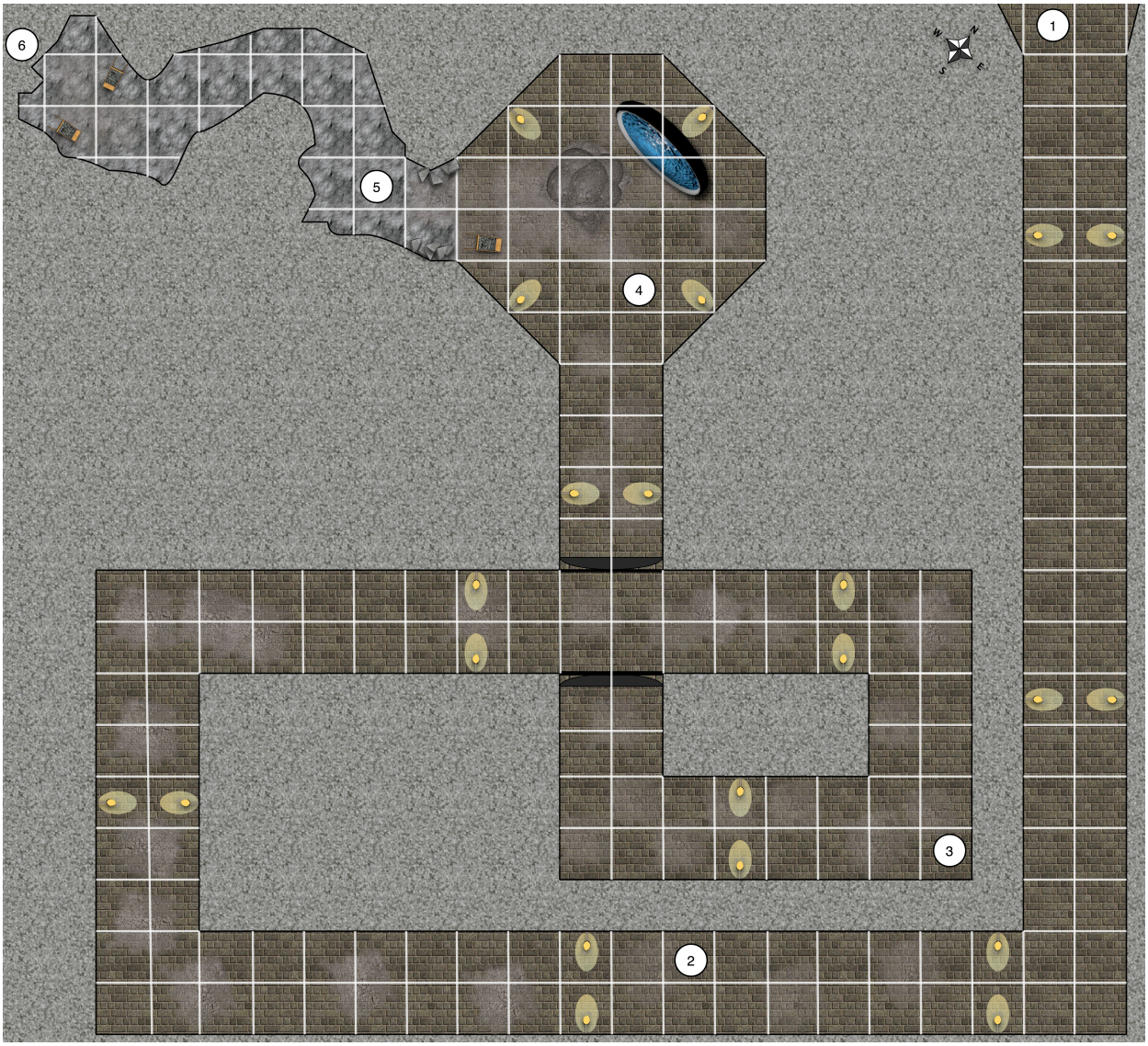
Chaos Howl (std encounter) ♦ **Psychic**

The Winged Blood Demon and all its allies within 5 squares of the Winged Blood Demon gains a +2 to attack rolls until the end of the Winged Blood Demons next round.

Alignment Chaotic Evil **Languages** Abyssal
Skills Athletics +12

Str 21 (+10) **Dex** 16 (+7) **Wis** 16 (+7)

Con 18 (+8) **Int** 6 (+2) **Cha** 6 (+2)



The portal cave

Descriptions of the Planar Portal

All Torches are everlights, that are mounted into the walls. Trying to remove an everlight will destroy it.

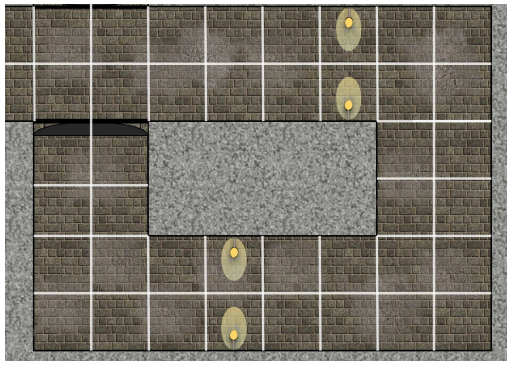
(1) The tunnel entrance

The 10 foot wide and 14 foot high tunnel goes rather steep downwards into the hill.

(2) The dead zombie

On the floor here, lies some arms, legs and a torso and a head, which looks to be the remains of a dead farmer. A closer inspection **Perception (DC 15)** reveals that it is a dead zombie, and it looks like it has been ripped apart.

(3) Plane traveling minions



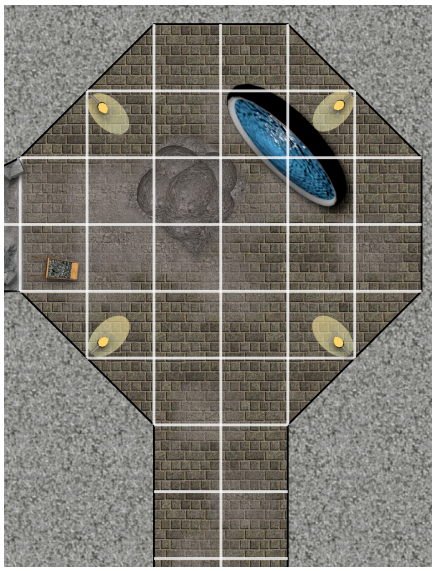
Encounter location

In the corner, up against the walls on the darkness sits two Ripper Demons, which have arrived through the portal. It were these monsters who ripped the zombie apart. The monsters are very frustrated that they are locked inside the pillars of light and cannot move past them. They will attack the party and will fight to death.

LEVEL 3 ENCOUNTER	600 XP
2 Ripper Demons	

Ripper Demon Medium elemental beast (demon)	Level 7 Soldier XP 300
Initiative +7 **Senses** Perception +9; **blindsight** 10 **HP** 82; **Blooded** 41 **AC** 23; **Fortitude** 21; **Reflex** 19; **Will** 18 **Resist** 10 poison, 10 variable 1/encounter) **Immune** disease, poison **Speed** 7	
⊕ **Bite** (standard at-will)	
+13 vs. AC; 2d6 + 4 damage	
⸸ **Tail lash** (standard at-will)	
Reach 3; +13 vs AC; 1d6+4 damage; target dazed, save ends.	
✲ **Ripper scream** (std encounter) ♦ **Fear, Psychic**	
Close burst 2; targets creatures without the demon keyword. +11 vs. Will; 1d6 psychic damage, and target takes -2 penalty to all defenses, save ends.	
Alignment Chaotic Evil **Skills** Athletics +12	**Languages** Abyssal
Str 18 (+7)	**Dex** 14 (+5) **Wis** 12 (+4)
Con 18 (+7)	**Int** 5 (+0) **Cha** 6 (+1)

(4) **The Portal Room**



This octagonal room has a new, much rougher tunnel exit to the left, towards (5), and a huge pile of rocks and stones lines on the floor. A full wheel barrow also stands here. There is a 10 foot wide and 14 foot tall elliptical surface of intense blue light, with a solid ironlike frame, the planar portal standing in the north end of the room. A fresh trail of stones and sand goes into the portal.
Any noise or activity from the PCs will alarm the working zombies in (5) and (6)

If the PCs tamper with to the portal, like throws a stone through it, a Winged Blood Demon will suddenly come through the portal and will attack the nearest PC. This will alarm the Zombies in (5) and (6).

DM Note:
If the characters already have taken care of Encounter E9, jump to encounter E12 from here.

Winged Blood Demon
Level 8 Brute
XP 350

Medium elemental beast (demon)

Initiative +7 **Senses** Perception +12; low light vision
HP 108; **Blooded** 54
AC 19; **Fortitude** 20; **Reflex** 17; **Will** 17
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison
Speed 8 fly 4 (clumsy)

⊕ **Slam** (standard at-will)

Reach 2; +10 vs. AC; 1d8 + 6 damage

⸸ **Wing spike slashing** (std at-will)

Reach 2; +11 vs AC; 1d6+4 damage; Secondary attack; +8 vs. Fortitude, Poison ongoing 5 damage, save ends.

✻ **Chaos Howl** (std encounter) ♦ **Psychic**

The Winged Blood Demon and all its allies within 5 squares of the Winged Blood Demon gains a +2 to attack rolls until the end of the Winged Blood Demons next round.

Alignment Chaotic Evil
Languages Abyssal
Skills Athletics +12

Str 21 (+10)	**Dex** 16 (+7)	**Wis** 16 (+7)
Con 18 (+8)	**Int** 6 (+2)	**Cha** 6 (+2)

(5) Tunnel diggers

3 tunnel digging zombies are on the way to the portal with wheelbarrows full of stone, to drop them off at the large pile.

LEVEL 1 ENCOUNTER
75 XP

3 Zombie Miners

Zombie Miner
Level 1 Minion
XP 25

Medium natural animate (undead)

Initiative -2 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 13; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

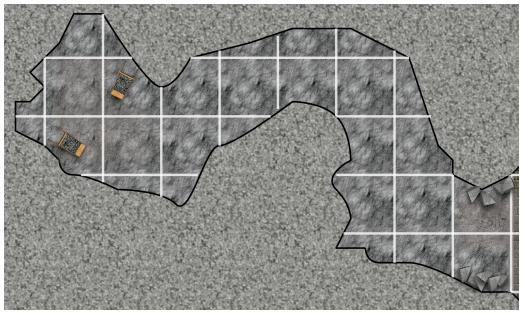
⊕ **Slam** (standard at-will)

+6 vs. AC ; 4 damage.

Alignment Unaligned
Languages -

Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 10 (+0)	**Int** 1 (-5)	**Cha** 3 (-4)

(6) End of the new tunnel



Six zombie diggers are working here under the control of one mine guardsman. The diggers will not stop digging and attack unless commanded to do so by the guardsman.

DM note: *If the PCs have done things in another order, i.e. they have already come down the Mine shaft, the miners will be not here at all, and the tunnel will continue.*

LEVEL 6 ENCOUNTER
1100 XP

6 Zombie Diggers
1 Miner guardsman

Mine Guardsman (Human)
Level 5 Soldier
XP 200

Medium natural humanoid

Initiative +2 **Senses** Perception +0; darkvision
HP 59; **Blooded** 29
AC 19; **Fortitude** 17; **Reflex** 15; **Will** 14
Speed 5

⊕ **Longsword** (std at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 3 damage, and target marked until end of guardsmans next round.

⸸ **Swan neck strike** (std recharge ⚅) ♦ **Weapon**

+11 vs. AC; 2d8+6 damage, target is dazed until end of guardsmans next round.

Alignment Unaligned
Languages Common

Str 16 (+5)	**Dex** 14 (+3)	**Wis** 11 (+2)
Con 15 (+4)	**Int** 10 (+2)	**Cha** 12 (+3)

Equipment chainmail, longsword.

Zombie Digger	**Level 3 Skirmisher**
Medium natural animate (undead)	XP 150

Initiative -1 **Senses** Perception +0; darkvision
HP 48; **Blooded** 24; see also *Zombie Digger weakness*
AC 16; **Fortitude** 15; **Reflex** 14; **Will** 13
Immune disease, poison
Resist 10 necrotic **Vulnerable** 5 Radiant
Speed 4

⨁ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+6 vs. AC; 1d6 + 2 damage

⨁ **Zombie Digger Grab** (standard at-will)

+5 vs Reflex; the target is grabbed (until escape). Checks made to escape Zombie Digger's grab take a -3 penalty.

Zombie Digger Weakness

Any critical hit to the zombie digger reduces it to 0 hit points instantly.

Alignment Unaligned	**Languages** -	
Str 14 (+3)	**Dex** 12 (+4)	**Wis** 10 (-3)
Con 14 (+3)	**Int** 1 (-4)	**Cha** 3 (-3)

Treasure
The guardsman carries a pouch with 4 gems, worth 25 gp each, plus 22 gp in gold.

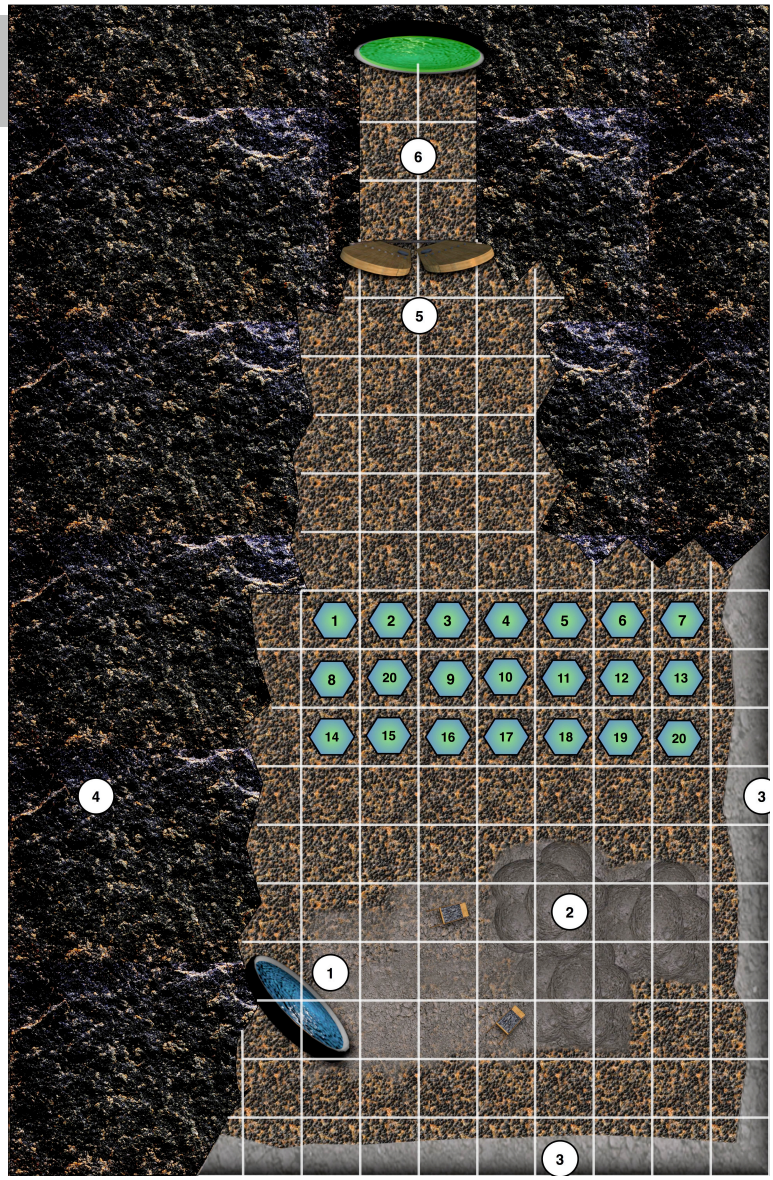
E5 - Through the portal.

If the characters passes through the planar portal, they will end up in a strange world, with a orange colored, dark sky, with two blue suns. The air smells sour of sulphur and dust, and the small earth brown area is surrounded with steep dark walls of lava stone, and to the south and east, there is a almost bottomless crack in the ground.

Huge piles of stone and rock lies here, and there are several wheel barrows here as well. Many trails of wheel-barrows goes directly to the chasm.

If the Winged Blood Demon did not enter the material plane to attack the PCs, it will still be here, add one more Winged Blood Demon to the group. The group is spread out and will attack anyone coming through the portal.

For DM
The time in this plane goes 60 times as quick as the time in the Prime Material plane, so for every minute the character stays here, an hour will pass back home. Check the time spent carefully.



(1) The planar portal
There is a 10 foot wide and 14 foot tall elliptical surface of intense blue light, with a solid ironlike frame, the planar portal through which the characters arrive to this plane.

(2) The new piles of tunnel waste
A large pile of newly cut stone, that doesn't seem to match the stone found here on this plane, but looks very similar to the piles on the other side of the portal. Several tracks leads from the planar portal to the piles, and many tracks from the piles to the deep chasm.

(3) The chasm
From this bottomless chasm a strange odor spreads, and it smells like death and is very unpleasant. If someone climbs down, the stench will attack the PC.

(4) Lava mountains
These very steep mountain sides are extremely difficult to climb, Acrobatics (DC 25) per 10 feet of climbing due to the very treacherous nature of semisoft lava stone. There is no way the characters will be able to see anything by "climbing to the top", as the oxygen level is so thin when they reach even as low as 100 feet up, so they will begin to take STR damage. Unconscious characters will fall down taking falling damage.

(5) The port.
A large 10 foot wide, 20 foot high portal with a double door in massive dark iron that seals the way out from this place. The doors have two gigantic pulling rings, and seems not to be locked.

(6) The inner portal and the remains of Zdrenotch

This 20' high tunnel goes just 15' into the mountain, and ends in a greenish watery wall, much like the planar portal, but greenish, not with the bright blue light. On the floor lies the bones and remains of some kind of humanoid, with a sword stock between two ribs right where the heart once sat.

LEVEL 6 ENCOUNTER — 1100 XP

2 Winged Blood Demons
1 Geyser Hazard
1 Sulphur Hazard

Winged Blood Demon — Level 8 Brute, XP 350

Medium elemental beast (demon)

Initiative +7 **Senses** Perception +12; low light vision
HP 108; **Blooded** 54
AC 19; **Fortitude** 20; **Reflex** 17; **Will** 17
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison
Speed 8 fly 4 (clumsy)

⊕ **Slam** (standard at-will)

Reach 2; +10 vs. AC; 1d8 + 6 damage

⊕ **Wing spike slashing** (std at-will)

Reach 2; +11 vs AC; 1d6+4 damage; Secondary attack; +8 vs. Fortitude, Poison ongoing 5 damage, save ends.

⊕ **Chaos Howl** (std encounter) ♦ **Psychic**

The Winged Blood Demon and all its allies within 5 squares of the Winged Blood Demon gains a +2 to attack rolls until the end of the Winged Blood Demons next round.

Alignment Chaotic Evil — **Languages** Abyssal
Skills Athletics +12

Str 21 (+10)	**Dex** 16 (+7)	**Wis** 16 (+7)
Con 18 (+8)	**Int** 6 (+2)	**Cha** 6 (+2)

Geyser Hazard — Level 5 Lurker, XP 400

Hazard

All the hexes numbered 1 - 20 are random geyser outlets.

Trap: Each round, DM rolls a d20, and the number that comes up, that square is being attacked.

Trigger

Random, every round, roll a d20. (Yes, number 20 is in two spots).

Attack

Immediate Reaction or Standard Action
Target creature in target square not having the Demon keyword.
Attack:+11 vs Reflex
Hit: 3d6+3 acid damage plus 5 ongoing, save ends.
Miss: Half damage, no ongoing damage

Sulphureous Hazard — Level 3 Lurker, XP 200

Hazard

The Sulphureous gas chasm

Trap: This gas will kill a character if he reaches a CON of zero or below, and the body will start to rot at an incredible speed.

Trigger

Climbing ten feet down or more.

Attack

Immediate Reaction or Standard Action
Target creature more than 10 feet down the chasm.
Attack:+11 vs Fort
Hit: 2d6+3 acid damage; 2 temporary damage to CON.
Miss: Half damage, 1 temporary damage to CON.

Countermeasure

Get up, get up again.

Low Oxygen Hazard Hazard	**Level 3 Lurker** XP 200
Low oxygen will cause PCs to fall unconscious.	
Trap: The low oxygen will render a PC helpless if the STR falls to zero or below.	
Trigger	
Climbing 100 feet up or more.	
Attack	
Immediate Reaction or Standard Action **Target** creature more than 100 feet up the lava hill. **Attack**:+13 vs Fort **Hit:** 2 temporary damage to STR. **Miss:** 1 temporary damage to STR.	
Countermeasure	
Get down, get down again.	

The green portal

Nothing not living will pass through the port unless carried by a living being. Rocks, bones or other things thrown at the gate will just bounce back.

Anyone putting a limb through the gate will take 2D6+3 damage, per round the limb is held through the gate. The limb will show bite, claw and burn marks when brought out again.

On the left wall, someone has written with strange old letters:

Though shalt not pass the portal. We lost a good friend here. This is a warning.

Under that, in slightly more modern letters, but still very old, someone has written:

Really, don't pass that portal, we lost a good friend here too.

For DM

The sword is Sir Landolions sword. The remains of Zdrenotch does have some other valuables on it too. If the characters decide to pass through this green portal, ignoring the warnings, they will end up in a world of lava, and horror, with no way back. You as a DM can now have fun and kill the characters who did not listen to a clearly written warning, twice that is.

Treasure

The Sword of sir Landolion
Treasure Parcel **P2**.

E6 - Returning the sword.

When the PCs come back with the sword for Sir Landolion, he will very soon appear, and the pillars of light will signal his presence.

DM Note: *The sword will choose a martial PCs, Paladin, Warlord or Fighter first, but also prefer someone with LG or G alignment before N. It will never give itself to an Evil PC. If all PCs are evil, the sword will return to Sir Landolion, and the quest will not be done.*

-"What took you so long time my friends? Ahh, just joking, the thoughts of being released from this prison have put me in a jolly good mood my fiends. So, please give me the sword, so I can give it away to whom the sword chooses as a proper barer. And please, do not be offended if it doesn't pick you, the sword looks into the future and picks someone who might need it somewhere in the far future, It picked me once, and I was but a card playing city watchman who helped an old man clean out his house before he was to pass on to the same place where I am heading."

Sir Landolion take the sword and the scabbard, draws the sword and tosses it straight up in the air, and the sword spins in the air and seems to hang there for several seconds before if goes down, point first into the ground of the PC chosen.

Sir Landolion tosses the scabbard to that PC, waves good bye, and then just faints into emptiness.

That Sir Landolion quest is now complete.

E7 - The cleric on the road.

The first time the PCs travel on the road that leads to the silver mine after the death of father Niris, this encounter will happen. Before that, just ignore it.

You travel the road, when you suddenly hear screams, screams in panic, from somewhere to the left of the road.

A **Perception (DC 20)** reveals that someone is shouting something like this:

-"Get back you filthy undeads, turn away! I ban thee from this earth. Please Avandra, help me! I should have listened more carefully when the high priestess tried to teach me how to turn the undeads. Ouch! Someone please help me!"

If the PCs look into the matter, they find the father Gordor in a fierce battle with a bunch of undeads, and he is almost dead.

LEVEL 5 ENCOUNTER — 975 XP

5 Warding Zombies

Father Gordor falls to the ground when the PCs arrive to the battle, and he is surrounded by 5 Warding Zombies.

The Zombies will turn their attention to the PCs as soon as they enter the scene, and father Gordor will survive unless the PCs does something stupid, like a fireball. Father Gordor can easily be talked into taking over the Temple of the winds as he was out looking for a temple to service. Father Gordor is a level one Cleric.

Warding Zombie — Level 4 Skirmisher
Medium natural animate (undead) — XP 175

Initiative -1 **Senses** Perception +0; darkvision
HP 54; **Blooded** 27; see also Warding *Zombie weakness*
AC 17; **Fortitude** 16; **Reflex** 15; **Will** 14
Immune disease, poison
Resist 10 necrotic **Vulnerable** 5 Radiant
Speed 4

Slam (standard at-will)

+9 vs. AC; 2d6 + 2 damage

Warding Zombie Grab (standard at-will)

+5 vs Reflex; the target is grabbed (until escape). Checks made to escape Warding Zombie's grab take a -3 penalty.

Warding Zombie Weakness

Any critical hit to the warding zombie reduces it to 0 hit points instantly.

Alignment Unaligned	**Languages** -	
Str 14 (+4)	**Dex** 12 (+3)	**Wis** 10 (-2)
Con 14 (+4)	**Int** 1 (-3)	**Cha** 3 (-2)

Father Gordor (Human) — Level 1 Cleric
Medium humanoid — XP -

Initiative +0 **Senses** Perception +1 **God** Avandra
HP 20 (-1); **Blooded** 10;
AC 10; **Fortitude** 10; **Reflex** 11; **Will** 12
Speed 6

Mace (std at-will) ♦ **Weapon**

+0 vs. AC; 1d8 damage

Divinity Fortune (std encounter) ♦ **Divine**

Free action, Personal

+1 bonus to next attack or saving throw before end of your next turn.

Alignment Good	**Languages** Common	
Str 11 (+0)	**Dex** 11 (+0)	**Wis** 12 (+1)
Con 8 (-1)	**Int** 13 (+1)	**Cha** 14 (+2)

Equipment: Mace, Holy Symbol, traveller clothes, holy water

For a description of Father Gordor, see NPC descriptions at the end of this module.

E8 - The guards of the mine.

When the PCs take the road to the silver mine, they will see signs along the road says "**Private Property - Keep Out!**".

They will soon discover that the road is closed, In the most steep part of the road, there is a recently constructed gate. All non road squares are treated as difficult terrain, except when walking the ledger off the fort.

Map information

(1) This is where the PCs will notice the blocking gate construction and the platoon of Zombies ready to march against Randor's crossing.

(2) This is the gate, and it is fairly well built so the DC to break the gate open is 24.

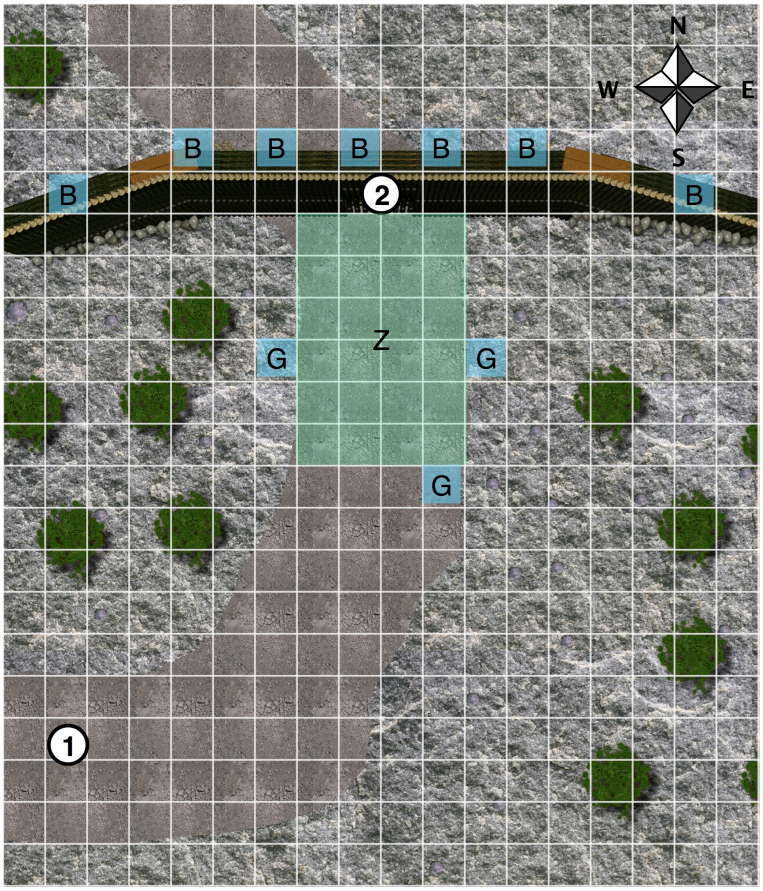
[Z] This is where the Zombie Platoon is standing, ready to march.

[G] These are Mine Sergeants, commanders for the for the Zombies.

[B] These are Crossbowmen defending the gate.

DM Note

Falling down from the ledger renders 1d10 of falling damage.



LEVEL 10 ENCOUNTER — 2100 XP

24 Zombie Soldiers
3 Mine Sergeants
7 Mine Bowmen

Zombie Soldier — Level 1 Minion
Medium natural animate (undead) — XP 25

Initiative -2 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

Longsword (standard at-will)

+6 vs. AC ; 4 damage.

Alignment Unaligned	**Languages** -	
Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 10 (+0)	**Int** 1 (-5)	**Cha** 3 (-4)

Equipment longsword, shield

Mine Sergeant (Human) — Level 3 Leader
Medium natural humanoid — XP 150

Initiative +2
HP 53; **Blooded** 26
AC 18; **Fortitude** 16; **Reflex** 14; **Will** 13
Speed 5

Longsword (std at-will) ♦ **Weapon**

+9 vs. AC; 1d8 + 3 damage, and target marked until end of guardsman's next round.

Commanding the troops (std reload ⚁ ⚀)

The mine Sergeant and up to three allies within its line of sight shifts 1 squares

Alignment Unaligned	**Languages** Common	
Str 16 (+4)	**Dex** 14 (+2)	**Wis** 11 (+1)
Con 15 (+3)	**Int** 10 (+1)	**Cha** 12 (+2)

Equipment chainmail, longsword.

Crossbowman (Human) — Level 2 Artillery
Medium natural humanoid — XP 125

Initiative -1 **Senses** Perception +0; darkvision
HP 34; **Blooded** 17
AC 15 (17); **Fortitude** 15; **Reflex** 15 **Will** 12
Speed 5
While defending against attack from outside the fort, the fort gives the Crossbowmen a +2 cover bonus to AC.

Crossbow (std at-will) ♦ **Weapon**

Ranged 15/30

+5 vs. AC; 1d8 damage.

Alignment Unaligned	**Languages** Common	
Str 13 (+2)	**Dex** 15 (+3)	**Wis** 11 (+1)
Con 15 (+3)	**Int** 10 (+1)	**Cha** 12 (+2)

Equipment leather armor, crossbow.

Tactics
The Sergeants will try to get the platoon moving in and swarming the PCs while the crossbowmen targets any strikers or leaders among the PCs. The gate will not be opened at any cost as long as there are live crossbowmen fighting.

Treasures
Totally the humans have 48 gp and 64 sp.

E9 - The Mine

Description of the Mine

1. The mine entrance
2. Guard towers
3. Barracks for the miners
4. Blast furnace (empty)
5. Catering and medical (empty)
6. The home of Mordagorn
7. The slag heap

All around the mine are signs saying "**Private property**", "**Keep Out!**" and "**Intruders will be killed**".

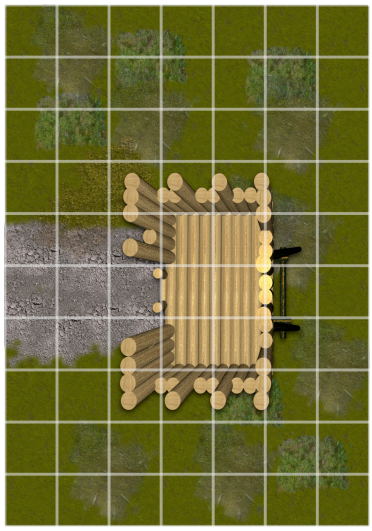
When the characters arrive to the mine, either via the road from encounter E8, or by climbing the hills through the woods, read the following paragraph.

The first thing you notice, is a high tower build in wood, as it overwatch the entire area. The ground is flat, except from some bushes, a gigantic heap of slag and a handful wooden buildings.

You also notice that there is no smoke coming from the high black chimney at the end of the largest building.

As soon as you have read this paragraph, open fire from the guard archers in the tower and take it from there. If the party is not ready to take on this final part of the adventure yet, maybe they came climbing the hillside, give them a chance to escape before you sound the alarm.

The Hobgoblins are pure mercenaries, hired because their loyalty and their excellent fighting skills and night vision.



The watch tower

(2) Guard towers

Each tower is about 8 meter (25 feet) tall with a ladder leading up. Each guard tower is manned by three Hobgoblin Watchmen, used for their excellent night vision and combat skills.

LEVEL 10 ENCOUNTER — 2210 XP

3 Hobgoblin Watchmen
6 Hobgoblin Guards
4 Mine Sergeants
8 Surviving Zombie Soldiers

Hobgoblin Watchman — Level 3 Artillery, XP 150

Medium natural humanoid

Initiative +7
HP 39; **Blooded** 19
AC 17 (19 in tower cover); **Fortitude** 13; **Reflex** 15; **Will** 13
Speed 6

Longsword(std at-will) ♦ **Weapon**

+6 vs. AC; 1d8+2 damage

Longbow (std at-will) ♦ **Weapon**

Ranged 20/40

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

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

The hobgoblin watchman rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +5, History +6

Str 14 (+3) **Dex** 19 (+5) **Wis** 14 (+3)

Con 15 (+3) **Int** 11 (+1) **Cha** 10 (+1)

Equipment leather armor, longsword, longbow, quiver with 30 arrows. (Unlimited arrows while in tower)

Hobgoblin Guards — Level 3 Soldier, XP 150

Medium natural humanoid

Initiative +7
HP 49; **Blooded** 24
AC 20; **Fortitude** 13; **Reflex** 15; **Will** 13
Speed 6

Greatsword (std at-will) ♦ **Weapon**

+7 vs. AC; 1d10 + 3 damage

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

The hobgoblin guards rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +5, History +6

Str 16 (+4) **Dex** 19 (+5) **Wis** 14 (+3)

Con 18 (+5) **Int** 11 (+1) **Cha** 10 (+1)

Equipment chainmail, greatsword

Mine Sergeant (Human) — Level 3 Leader, XP 150

Medium natural humanoid

Initiative +2
HP 53; **Blooded** 26
AC 18; **Fortitude** 16; **Reflex** 14; **Will** 13
Speed 5

Longsword (std at-will) ♦ **Weapon**

+9 vs. AC; 1d8 + 3 damage, and target marked until end of guardsmans next round.

Commanding the troops (std reload ⚁ ⚂)

The mine Sergeant and up to three allies within its line of sight shifts 1 squares

Alignment Unaligned **Languages** Common

Str 16 (+4) **Dex** 14 (+2) **Wis** 11 (+1)

Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Equipment chainmail, longsword.

Surviving Zombie Soldier — Level 2 Minion
Medium natural animate (undead) — XP 33

Initiative -1 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

⊕ **Longsword** (standard at-will)

+6 vs. AC ; 4 damage.

Crawl on (Immediate reaction; when damaged in melee)

You managed to chop it in half, but the upper body is still crawling.

Roll a d6, on 3, 4, 5 or 6, the monster is replaced by a Zombie Upper Body, otherwise it is destroyed.

Alignment Evil	**Languages** -	
Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 17 (+3)	**Int** 1 (-5)	**Cha** 3 (-4)

Equipment longsword, shield

Zombie Upper Body — Level 1 Minion
Medium natural animate (undead) — XP 0

Initiative -1 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

⊕ **Chewing on a foot** (std; at-will)

+6 vs. AC; 4 damage.

Crawling

The Zombie Upper Body has no legs and can only crawl at the speed of 2 and can not walk stairs or open closed doors. The Zombie Upper Body is considered prone at all times.

Alignment Evil	**Languages** -	
Str 14 (+2)	**Dex** 6 (-2)	**Wis** 8 (-1)
Con 17 (+3)	**Int** 1 (-5)	**Cha** 3 (-4)

Tactics
The Hobgoblin Watchmen will fire arrows at one target to maximize the chance of kills. The hobgoblin guards are located below the tower and will move to meet any intruders. If the Hobgoblins feel that they will have a problem driving any intruders away they will sound the alarm. In the tower there is a horn. The sound of that horn will awake the mine guards in building **(6)** and Surviving Zombies from **(3)**.

Reinforcements will arrive 1d4+1 rounds after the signal is sounded. The tower gives a +2 cover bonus to anyone in the tower defending against ranged attacks from the ground.

Treasure
Totally 56 gp and 124 sp, and the tower have about 300 arrows.

(6) Mordagorns house

This house looks much more taken care of than all the other houses. You can see that this house was once built by dwarven carpenters as it have many of the typical trademarks of dwarven craftsmanship all over it.

Tactics
The sergeants will use the Surviving Zombie Soldiers from **(3)** to do the main fighting, but will fight for their master. The will not surrender, in fear of Mordagorn.

Treasure
Each Mine Sergeants have 12 gp.

Searching the house for information
First, the house is dirty and filled with stuff, like dried limbs. If the party searches the house, carefully, they will find the following hidden under a loose plank in the floor in the master bedroom.
Treasure Parcel **P3**.

(3) Barracks for the miners

These long, dark wooden barracks are where Zombie miners and Zombie Soldiers wait for doing duty. Nothing of interest here. Sleeping places all over the floor, nothing of value. These barracks looks more like cages than barracks now.

Tactics
The Zombies will try to swarm the enemies, starting with the weakest enemy. They are also quite dependent on commands from the Mine Sergeants.

E10 - The Silver Mine

The entrance to the mine is a 10 foot wide, 10 foot tall tunnel, typical dwarven miner work, done with precision and skills.

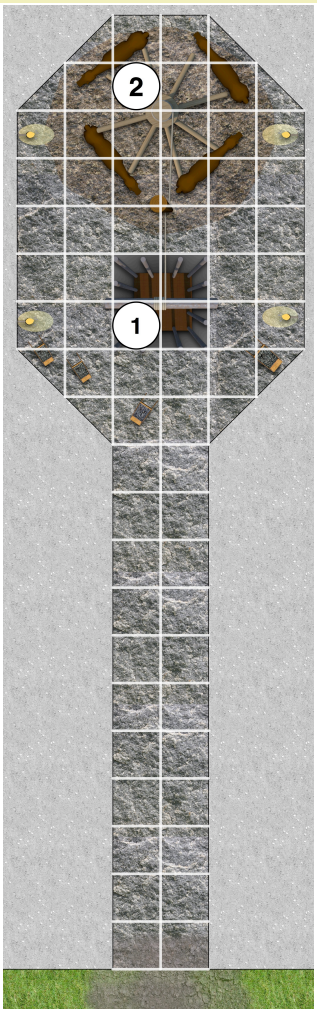
Read the following paragraph when the PCs are looking into the opening of the mine.

> You see a 10 foot wide dark tunnel that goes straight into the mountain. Far inside you see faint flickering lights.

A successful **Perception DC 20** and the PCs hear the sound of horses from the inside.

LEVEL 5 ENCOUNTER — 832 XP

1 Mine elevator
2 Mine Sergeants
4 Surviving Zombie Soldiers



Mine entrance

Mine Elevator — Level 5 Puzzle
Puzzle — XP 400

A horse-powered dwarven built elevator. The only safe, or relatively safe, way to get down to the mine.

Puzzle: To figure out how to operate the elevator and to avoid leaving someone alone to operate it when the PCs what to come back..

Solution

There are two levers on the pole between the horse wheel and the elevator. One sets direction of the elevator, the other is a master break. The break must be locked to be able to switch direction. The horses always travel the same direction, counter clockwise.

Skill checks and abilities

Perception (DC 20): *You will see that the horses only have wounds and wear marks on their right sides, the left sides seems to be in much better condition.*

Dungeoneering (DC 20): *You notice that the rope from the wheel to the elevator pass through a complex system of wheels on the pole between the wheel and the elevator. Several switches seems to be rather worn and often used here.*

Animal communication: *Will reveal that fact that they always travel in the same direction.*

Speaking with a captured Mine Sergeant Intimidate DC(20): *The switches are used to set direction of travel, and then the break in the elevator is used to stop at the desired level. The master never use the elevator for going upwards. The horses always moves in the same direction.*

Explanation
(1) The elevator
(2) The horse wheel

The Mine Sergeants are playing dice on the floor to the left of the mine. The Surviving Zombie Soldiers are standing in front of the elevator, on guard.

Mine Sergeant (Human)
Medium natural humanoid

Level 3 Leader
XP 150

Initiative +2
HP 53; **Blooded** 26
AC 18; **Fortitude** 16; **Reflex** 14; **Will** 13
Speed 5

Longsword (std at-will) ♦ **Weapon**

+9 vs. AC; 1d8 + 3 damage, and target marked until end of guardsmans next round.

Commanding the troops (std reload ⚄ ⚅)

The mine Sergeant and up to three allies within its line of sight shifts 1 squares

Alignment Unaligned **Languages** Common

Str 16 (+4) **Dex** 14 (+2) **Wis** 11 (+1)

Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Equipment chainmail, longsword.

Surviving Zombie Soldier
Medium natural animate (undead)

Level 2 Minion
XP 33

Initiative -1 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

Longsword (standard at-will)

+6 vs. AC ; 4 damage.

Crawl on (Immediate reaction; when damaged in melee)

You managed to chop it in half, but the upper body is still crawling.

Roll a d6, on 4,5 or 6, the monster is replaced by a Zombie Upper Body, otherwise it is destroyed.

Alignment Evil **Languages** -

Str 14 (+2) **Dex** 6 (-2) **Wis** 8 (-1)

Con 17 (+3) **Int** 1 (-5) **Cha** 3 (-4)

Equipment longsword, shield

Tactics
When the Zombies seems the PCs, they will stop them, and the Sergeants will leave the game of dice, trying to stop the PCs from entering the elevator room. The Mine Sergeant will give up if they see no way out of the battle. They will not try to escape down the elevator.

Zombie Upper Body
Medium natural animate (undead)

Level 1 Minion
XP 0

Initiative -1 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13; **Reflex** 9; **Will** 10
Immune disease, poison
Speed 4

Chewing on a foot (std; at-will)

+6 vs. AC; 4 damage.

Crawling

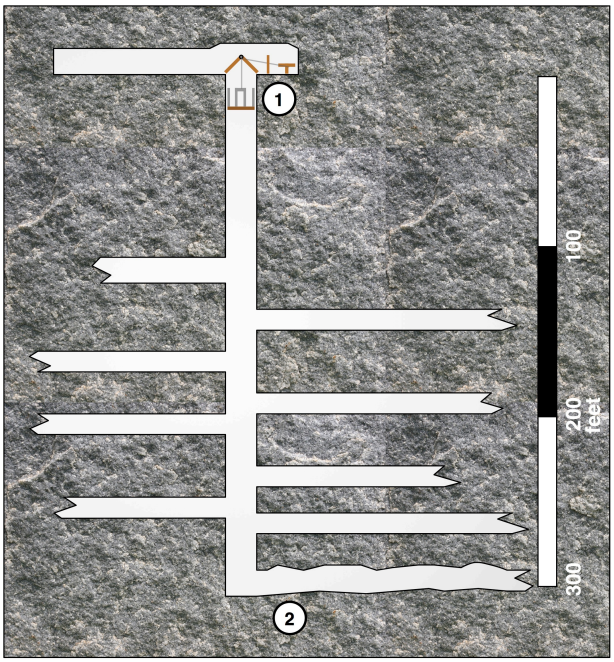
The Zombie Upper Body has no legs and can only crawl at the speed of 2 and can not walk stairs or open closed doors. The Zombie Upper Body is considered prone at all times.

Alignment Evil **Languages** -

Str 14 (+2) **Dex** 6 (-2) **Wis** 8 (-1)

Con 17 (+3) **Int** 1 (-5) **Cha** 3 (-4)

Treasures
The dice used in this game are carved from Jade and is worth 35 gp each. Otherwise, the Sergeants carry 62 gp, and the pot in the game is containing 13 gp.



Layout of the mine.

Description of the mine.
(1) The elevator room.
(2) The bottom of the shaft where a new, much rougher corridor leads away.

The main vertical shaft is over 100 meters (300 feet) deep, and several tunnels exits from the main shaft. The layout is just to give DM a brief picture of what the mine looks like.

Each of the pitch black tunnels leads hundreds of feet away from the main shaft, and several even smaller tunnels leads away from them. All the tunnels are damp, and filled with rusty tools and abandoned mining wheel barrows. Here and there lies maggot infested rotten cadavers of mine ponies, as well as the corpses of dead dwarven miners. Sometimes a glimpse of silver reflects the torch lights from the otherwise pitch black walls.

There are several torches on the elevator, and two are burning and can be used to light them with.

DM Note:
This is not supposed to be a huge dungeon crawl at all. If the PCs goes astray, let them.

When the PCs comes down to the bottom of the shaft, read the following path.

> You have reached the bottom of the mining shaft as you have travelled far beneath the surface of the earth. Here, you see a roughly cut tunnel, between five and ten feet wide, and about eight feet tall, going away in to the far distance. The tunnel is dimly lit by a few torches here and there. Water is dripping somewhere close, and the floor is wet and cold.

The tunnel was recently finished and is constructed by Mordagorns Zombie miners.

***DM Note**: There are some encounters in this tunnel. Every encounter defines at which distance from the main shaft the actual encounter will happen, and there are battle maps for each encounter.*

E11 - The slaves in the mine.

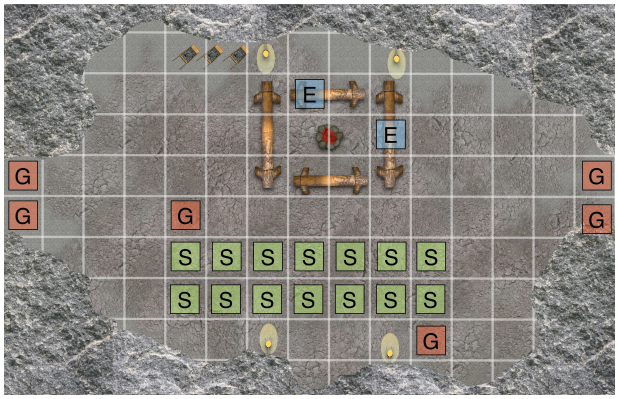
After about 15 minutes slow walk in the cold and wet tunnel, let the PCs make a **Perception DC 20**, if they succeed, read the following paragraph:

> *You hear distant raised voices, some kind of quarrel is going on somewhere ahead of you. Several voices are heard, some are begging for mercy, others are sounding very harsh and aggressive.*

If the PCs fail the perception check, the guards might hear them approaching. The last slaves have been lined up and are getting ready to be sacrificed, a destiny they now argue about with their captors. The Mine Sergeants have been ordered to round up all slaves and have them ready for the return of Zdrenotch. The PCs enter from the left on the map.

When the PCs approach the room read the following paragraph:

> *You see a wide natural cavern, with a fireplace to the left. The entrance to the cavern is blocked by two guards in chainmail. On benches around the fire sit two persons all dressed in black robes with silver and golden decorations. To the right, about a dozen or so persons, all with shaved heads and dressed in white robes with red decorations are lined up in two lines. You see that their feet are tied together with chains. Two guards are trying to bring order to the line of white-dressed persons.*



LEVEL 7 ENCOUNTER — 1550 XP

6 Ceremonial Guard [G]
2 Mordagorns Disciples [E]
14 Slaves [S] *(friendly)*

Slaves (Human) — Commoner XP 0
Medium natural humanoid

HP 1;
AC 20; **Fortitude** 11; **Reflex** 9; **Will** 11
Speed 6

Fist (std at-will) ♦ **Weapon**

-1 vs. AC; 1 damage,

Mordagorn Disciple (Human) — Level 4 Controller XP 175
Medium humanoid

Initiative +2 **Senses** Perception +5
HP 32; **Blooded** 16;
AC 17; **Fortitude** 14; **Reflex** 13; **Will** 16
Speed 6

Sickle (std at-will) ♦ **Weapon**

+7 vs. AC; 1d6 damage

Divinity Fortune (std encounter) ♦ **Divine**

Free action, Personal

+1 bonus to next attack or saving throw before end of your next turn.

Curse of Zdrenotch (std recharge ⚁ ⚀) ♦ **Divine**

Ranged 10 **Target:** one creature

+7 vs Fortitude; 2d6+2 damage and the target is blinded, save ends.

Lance of darkness (std at-will) ♦ **Divine, Impl, Necrotic.**
Ranged 5 **Target** One creature

+7 vs. Reflex, 1d8+3 damage
One ally in sight gain +2 power bonus to next attack roll against target.

Alignment Evil	**Languages** Common	
Str 11 (+3)	**Dex** 14 (+4)	**Wis** 17 (+5)
Con 14 (+4)	**Int** 13 (+4)	**Cha** 11 (3)

Equipment: Leather armor, Sickle, unholy symbol.

Ceremonial Guard (Human) — Level 5 Soldier XP 200
Medium natural humanoid

Initiative +3 **Senses** Perception +3
HP 64; **Blooded** 32
AC 21; **Fortitude** 18; **Reflex** 16; **Will** 15
Speed 5

Longsword (std at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 4 damage, and target marked until end of guardsman's next round.

Commanding the troops (std reload ⚁ ⚀)

The mine Ceremonial Guard and up to three allies within its line of sight shifts 1 squares

Swan neck strike (std recharge ⚀) ♦ **Weapon**

+12 vs. AC; 2d8+6 damage, target is dazed until end of ceremonial guards next round.

Alignment Unaligned	**Languages** Common	
Str 16 (+4)	**Dex** 14 (+2)	**Wis** 11 (+1)
Con 15 (+3)	**Int** 10 (+1)	**Cha** 12 (+2)

Equipment chainmail, longsword.

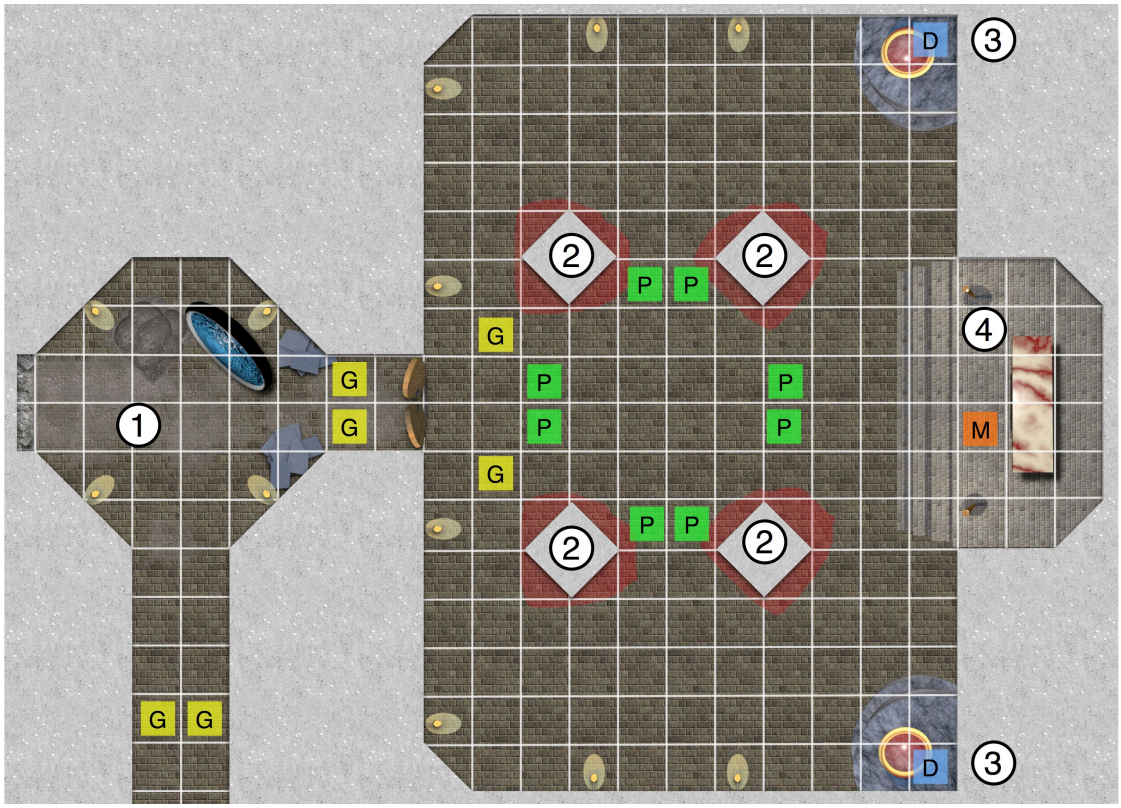
Tactics
The Mine Sergeants will fight off the PCs while the Mordagorn Disciples will use spells to support them. Mordagorn Disciples will also try to attack and kill as many slaves as possible, or order Mine Sergeants not involved in combat to do so.

Treasure
The party finds 121 gp one fine silver necklace worth 45 gp.

LEVEL 2 QUEST — special XP

Make sure as many slaves as possible survive and return safely home.

50 XP per slave that survives and can return to freedom.



Description of the resurrection ceremony

(1) The Portal room, with a now broken wall.
(2) Pillars from floor to roof, with sacrificed slaves.
(3) The power globes that has protected the temple from detection.
(4) The altar on which the remains of the evil Zdrenotch lies, and where Mordagorn is doing his resurrection ceremony.

E12 - Back to the portal room

After another hour and a half of walking, the PCs come through the tunnel to the portal room.

(1) The Portal room
When the PCs arrive here, read the following paragraph:

You recognize this chamber, but now the wall to the right of the portal has been torn down, revealing a ten foot wide, ten foot deep corridor leading to a large bronze double door. The door is decorated with grotesque unspeakable figures and faces that send shivers through your spins just looking at them. Two guards are standing in front of the doors, and two more in the tunnel leading upwards.

With a successful **Perception (DC 15)**, the PCs hear monotone chanting from the other side of the door.

On the second round, a stray Ripper Demon is coming through the portal, and it will attack nearest target, PC or Ceremonial guard.

LEVEL 6 ENCOUNTER	1100 XP
4 Ceremonial Guards [G] **1 Ripper Demon**	

Ceremonial Guard (Human)

Level 5 Soldier
XP 200

Medium natural humanoid

Initiative +3 **Senses** Perception +3
HP 64; **Blooded** 32
AC 21; **Fortitude** 18; **Reflex** 16; **Will** 15
Speed 5

Longsword (std at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 4 damage, and target marked until end of guardsman's next round.

Commanding the troops (std reload ⚄ ⚅)

The mine Ceremonial Guard and up to three allies within its line of sight shifts 1 squares

Swan neck strike (std recharge ⚅) ♦ **Weapon**

+12 vs. AC; 2d8+6 damage, target is dazed until end of ceremonial guards next round.

Alignment Unaligned **Languages** Common

Str 16 (+4) **Dex** 14 (+2) **Wis** 11 (+1)

Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Equipment chainmail, longsword.

Ripper Demon

Level 7 Soldier
XP 300

Medium elemental beast (demon)

Initiative +7 **Senses** Perception +9; **blindsight** 10
HP 82; **Blooded** 41
AC 23; **Fortitude** 21; **Reflex** 19; **Will** 18
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison
Speed 7

Bite (standard at-will)

+13 vs. AC; 2d6 + 4 damage

Tail lash (standard at-will)

Reach 3; +13 vs AC; 1d6+4 damage; target dazed, save ends.

Ripper scream (std encounter) ♦ **Fear, Psychic**

Close burst 2; targets creatures without the demon keyword. +11 vs. Will; 1d6 psychic damage, and target takes -2 penalty to all defenses, save ends.

Alignment Chaotic Evil **Languages** Abyssal
Skills Athletics +12

Str 18 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 18 (+7) **Int** 5 (+0) **Cha** 6 (+1)

E13 - The resurrection ceremony

Into the chamber

When the PCs opens the door to the Temple chamber, read the following paragraph:

A huge chamber opens in front of you. It is at least 50 feet deep and over 70 feet wide, and the ceiling is over 30 feet up, and held by four large square columns.

On the sides of the columns you can see persons, dressed in white, hanging upside down with chains around their feet, dripping blood down on the floor. The floor around the columns are red with blood.

Across the room is a large raised alcove, with a few stairs leading up to it. In the alcove is a huge altar on which a pile of bones lies. In front of the altar is a huge man, all dress in black robe with golden decorations performing some kind of ritual.

In the area between the columns are a group of humans kneeling and chanting. They are all wearing black robes with decorations in silver and gold.
In the two far corners are two ledges, and on them you see some kind of red glowing globes of glass. On each of the ledges there are also a winged creature you recognize from before, a winged blood demon.

Behind the chanting group, two guards stand, probably watching the ceremony as they have their backs turned your way.

For DM:
Mordagorn has either 2 rounds left of his resurrecting ritual. It is important to keep track on the rounds from the round the PCs opens the door.

Power Globes
The power globes can be destroyed, they have AC 10 and 3 hit points each, and if they are both destroyed, an instant earthquake rumbles the area, causing the mine to collapse and the tunnel too, but the Portal Cave will still be intact as it was built by hands and techniques not of this world. Every round, each globe sends a lightning that hits Zdrenotch, giving him 6 hp.

Destroying the power globes will ensure that no demons can escape the pillars of light and wander of into this world.

DM Note
This encounter can be very difficult and is potentially lethal to the party. You as a DM has to balance it depending on the current class mix of the party.

LEVEL 11 ENCOUNTER — 2600 XP

2 Ceremonial Guards [G]
8 Zdrenotch Priests [P]
2 Winged Blood Demons [D]
Mordagorn [M]
Zdrenotch
Power Globes

Zdrenotch Priest (Human) — Level 3 Minion
Medium humanoid — XP 38

Initiative +1 **Senses** Perception +4
HP 1; a missed attack never damages a minion.
AC 14; **Fortitude** 13; **Reflex** 12; **Will** 15
Speed 6

Finger of pain (std at-will) ♦ **Divine, Impl. Necrotic.**
Ranged 10 **Target** One creature

+7 vs. Reflex; 8 damage.

Alignment Evil — **Languages** Common

Str 11 (+3) — **Dex** 11 (+1) — **Wis** 14 (+4)

Con 12 (+1) — **Int** 13 (+4) — **Cha** 11 (3)

Equipment: Robe, unholy symbol

Mordagorn — Level 9 Elite Controller
Medium humanoid (demon) — XP 800

Initiative +4 **Senses** Perception +7
HP 56; **Blooded** 28;
AC 21; **Fort** 17; **Ref** 15; **Will** 18 **Actionpoint** 1
Speed 6

On your feet (encounter, if Blooded) ♦ **Divine**
Target self

Caster regain 14 hit points.

Abysmal Chill (std at-will) ♦ **Divine, Impl, Necrotic.**
Ranged 5 **Target** One creature

+7 vs. Reflex, 1d8+3 damage and target grants combat advantage until the end of casters next turn.

Dancing fire (std at-will) ♦ **Divine, Impl., Necrotic.**
Range 10 **Target** one creature

+7 vs. Reflex, 1d6+2 damage; Up to three allies can shift 1 square.

Summon undead (std enc. recharge. special) ♦ **Divine, Necrotic.**
Ranged 10 **Burst** 3

6 Skeleton Guards will appear within burst. This power is recharged when all summoned skeletons Guards are dead.

Voice of Hell (std rechg ⑥) ♦ **Psychic, Divine, Impl.**
Ranged 10 **Target** One creature

+11 vs. Will; 2d6+3 damage and the target is immobilized until the end of casters next turn.

Alignment Chaotic Evil — **Languages** -

Str 15 (+5) — **Dex** 13 (+4) — **Wis** 19 (+8)

Con 12 (+5) — **Int** 17 (+7) — **Cha** 13 (+5)

Equipment: Robe of Andalos +2, Unholy symbol +3, Amulet of protection +2

Skeleton Guards
Medium natural animate (undead)

Level 3 Minion
XP 38

Initiative +3 **Senses** Perception +2; darkvision
HP 1; a missed attack never damages a minion.
AC 18; **Fortitude** 15; **Reflex** 15; **Will** 14
Immune disease, poison **Speed** 6

⊕ **Battleaxe** (standard at-will) ♦ **Weapon**

+8 vs, AC ; 7 damage.

Alignment evil **Languages** -

Str 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+1) **Int** 3 (-4) **Cha** 3 (-4)

Equipment Battleaxe, heavy shield

Ceremonial Guard (Human)
Medium natural humanoid

Level 5 Soldier
XP 200

Initiative +3
HP 64; **Blooded** 32
AC 21; **Fortitude** 18; **Reflex** 16; **Will** 15
Speed 5

⊕ **Longsword** (std at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 4 damage, and target marked until end of guardsman's next round.

✧ **Commanding the troops** (std reload ⑤ ⑥)

The mine Ceremonial Guard and up to three allies within its line of sight shifts 1 squares

⚸ **Swan neck strike** (std recharge ⑥) ♦ **Weapon**

+12 vs. AC; 2d8+6 damage, target is dazed until end of ceremonial guards next round.

Alignment Unaligned **Languages** Common

Str 16 (+4) **Dex** 14 (+2) **Wis** 11 (+1)

Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Equipment chainmail, longsword.

Zdrenotch
Medium humanoid (demon)

Level 17 Solo
XP 100

Initiative +22 **Senses** Perception +19; low light vision
HP 50/202; **Blooded** 101
AC 26; **Fortitude** 32; **Reflex** 31; **Will** 28
Resist 15 variable (1/encounter)
Immune disease, poison
Speed 8 teleport 4
Note: *As Zdrenotch is recently resurrected, he can not use any encounter or daily powers at all, and he has only 50 hit points.*

⊕ **Double Fist** (standard at-will) ♦ **Weapon**

+18 vs. AC; damage 2d6+7

✧ **Death Ray** (std at-will) ♦ **Divine, Impl.**

Ranged 10 **Target** One creature

+15 vs. Reflex; 4d6+8 damage.

Alignment Chaotic Evil **Languages** Abyssal, common

Str 20 (+16) **Dex** 23 (+14) **Wis** 18 (+7)

Con 19 (+9) **Int** 16 (+12) **Cha** 21(+16)

Equipment: Unholy symbol.

Winged Blood Demon
Medium elemental beast (demon)

Level 8 Brute
XP 350

Initiative +7 **Senses** Perception +12; low light vision
HP 108; **Blooded** 54
AC 19; **Fortitude** 20; **Reflex** 17; **Will** 17
Resist 10 poison, 10 variable 1/encounter)
Immune disease, poison
Speed 8 fly 4 (clumsy)

⊕ **Slam** (standard at-will)

Reach 2; +10 vs. AC; 1d8 + 6 damage

⚸ **Wing spike slashing** (std at-will)

Reach 2; +11 vs AC; 1d6+4 damage; Secondary attack; +8 vs. Fortitude, Poison ongoing 5 damage, save ends.

✲ **Chaos Howl** (std encounter) ♦ **Psychic**

The Winged Blood Demon and all its allies within 5 squares of the Winged Blood Demon gains a +2 to attack rolls until the end of the Winged Blood Demons next round.

Alignment Chaotic Evil **Languages** Abyssal
Skills Athletics +12

Str 21 (+10) **Dex** 16 (+7) **Wis** 16 (+7)

Con 18 (+8) **Int** 6 (+2) **Cha** 6 (+2)

Tactics
Mordagorn will concentrate on the ritual. He might will his actionpoint to make a ***summon undead***, or spend one round to heal, adding one round for the ritual to finish if he is damaged.

He will not engage in combat unless he is attack in melee and he will try to escape melee combat in favor for ranged combat if he is forced into combat. When Zdrenotch is resurrected, Mordagorn will go into the fight, full force.

The Winged Blood Demons will keep flying and attack from above to cause as much damage they can.

The guards will try to stop the PCs at the door, and the priests will use their at-will powers against the PC that looks most dangerous.

Treasure
Amulet of protection +2
Unholy symbol (chaotic evil) demon head +3
Robe of Andalos +2
Treasure Parcel **P4**

Treasure Parcels

Nobody knows better what items the party currently needs the most, and what classes are in the actual party than the DM. This is why the DM here can pick magic items from lists to hand out items party members cry for, and need. if what you seek doesn't exist on the list, do worry, just pick something of the same, or one level lower from your books, or invent something, that what makes you the DM. Also, you choose the weapon as you know what weapons are in use by your players-

Parcel P1

130 gp
160 sp
1 Potion of healing
1 Magic item from magic item list A.

Parcel P2

4 small sapphires:30 gp each.
1 Magic item from magic item list A.
1 Magic item from magic item list B.

Parcel P3

3 huge opals, value 250 gp each
1 Magic item from magic item list A.

Parcel P4

3 perfectly cut sapphires, value 400 gp each.
A golden crown with inset gems, 900 gp

Magic item list A (lvl 5 magic items)

- Surefoot boots [Adv. vault pg 130]
- Ironskin Belt (heroic tier) [ph pg 253]
- 2 Potions of healing
- Rod of Reaving +1 [ph pg 240]
- Gloves of Agility [Adv. vault pg 134]
- Vengeful Weapon +1 [Adv. vault pg 81]
- Staff of Storms +1 [ph pg 242]
- Exalted Chainmail +1 [ph 230]
- Bashing Shield (heroic tier) [ph 244]

Magic item list B (lvl 7 magic items)

- Symbol of Life +2 [ph pg 237]
- Orb of indisputable Gravity +2 [ph pg 238]
- Dwarven Armor +2 [ph pg 229]
- Utility Staff +2 [Adv. vault pg 107]
- Bracers of Defense (heroic tier) [ph 244]

New Magic Items

These are the new Magic Items that can be found in the Pillars of Light. You as a DM might find that one or the other does not fit your campaign, then change it for something more suitable. Remember though that the Sword of Sir Landolions Demon slaying capabilities are crucial to the the adventure, with out it, so much can go really bad.

Boot of Fleeing — *Level 6*

These worn boots are made for those who needs to get out or trouble.

Item Slot: Feet 2,800 gp

Power (Daily): Move Action. Use this power when you need to get out of trouble. You may teleport up to 6 squares in any direction, even up or down, that takes you away from enemies or dangers and to a safer place. You can not use this power to get closer to an enemy, or to gain combat advantage by getting behind an enemy. When the boots are activated, DM will move the PC according to the boots will.

Robe of Andalos

This robe in dark silk protects its wearer as a magical armor with an enhancement. It can not be added to another magical armor, but it will enhance any non magical armor.

Armor Cloth
Enhancement AC

Lvl 5	+1	3,000 gp	Lvl 13	+3	13,000 gp
Lvl 9	+2	8,000 gp	Lvl 18	+4	18,000 gp

Sir Landolions Demon Slayer Sword — *Level 9*

Inscribed with holy runes this sword is also a demon slayer sword, and it also is a soul string binding sword.

Weapon: Longsword
Alignment: Good
Damage: 1d8+2
Critical: +2d8 damage or
+2d12 damage against demons.

Power (At-Will): Free Action. Use this power when you hit a creature that has the Demon keyword with this sword. The demon does not benefit from the variable resistance until the start of your next turn.

Power (Daily): Minor Action. Your next attack with this sword against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

Soul string: This sword can only be given away to someone the sword itself thinks is worthy. This sword can only be used by its owner. No one can pick up this sword, without taking 1d6+6 Radiant damage per round holding the sword, except by using its scabbard.

NPC Descriptions

Father Niris
A rather short, middle aged man, about 5’ 5” with a round head, an ill shaved face and black wispy hair. He speaks with a certain lisping, and a peculiar odd scent is coming from his clothes.

Father Gordor
A tall, skinny young man, about 6’ 2”, in his late 20s, with short brown hair and deep blue eyes.

THE END

Quest card

Find a new cleric to run the Temple of The Winds in Randor's crossing.

Quest card

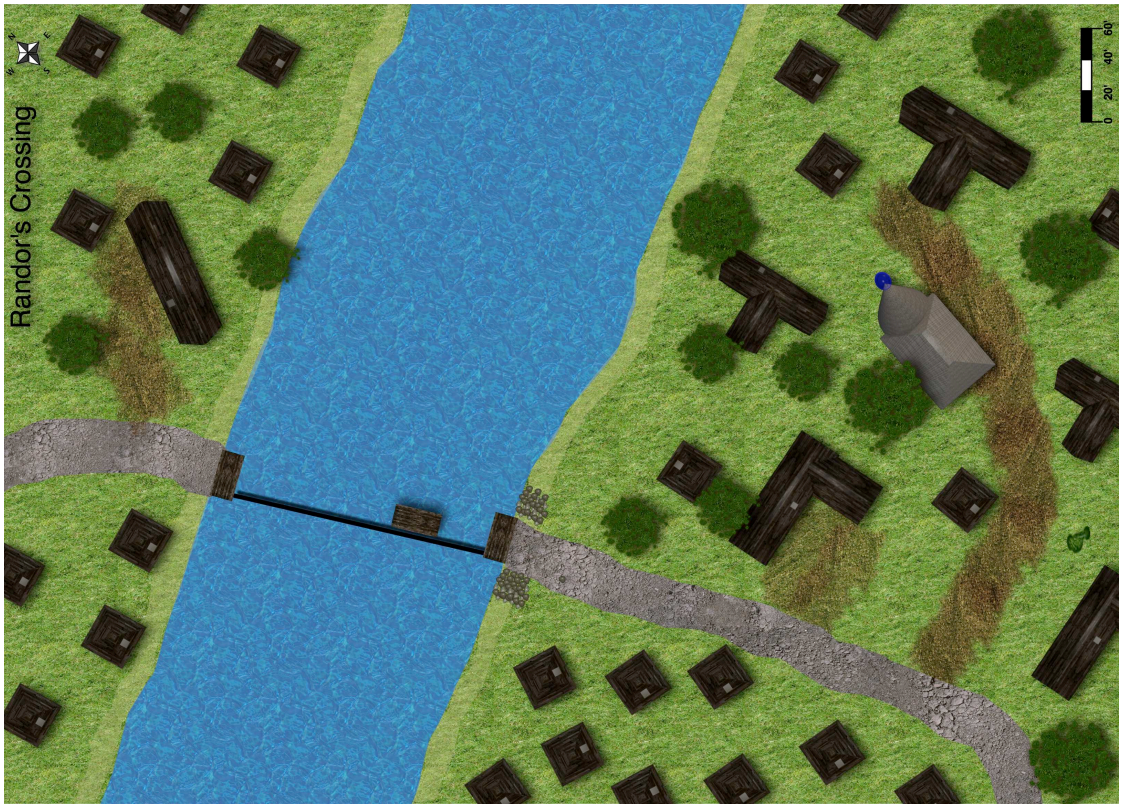
Find Sir Landolions sword and help his spirit to cross over.

Quest card

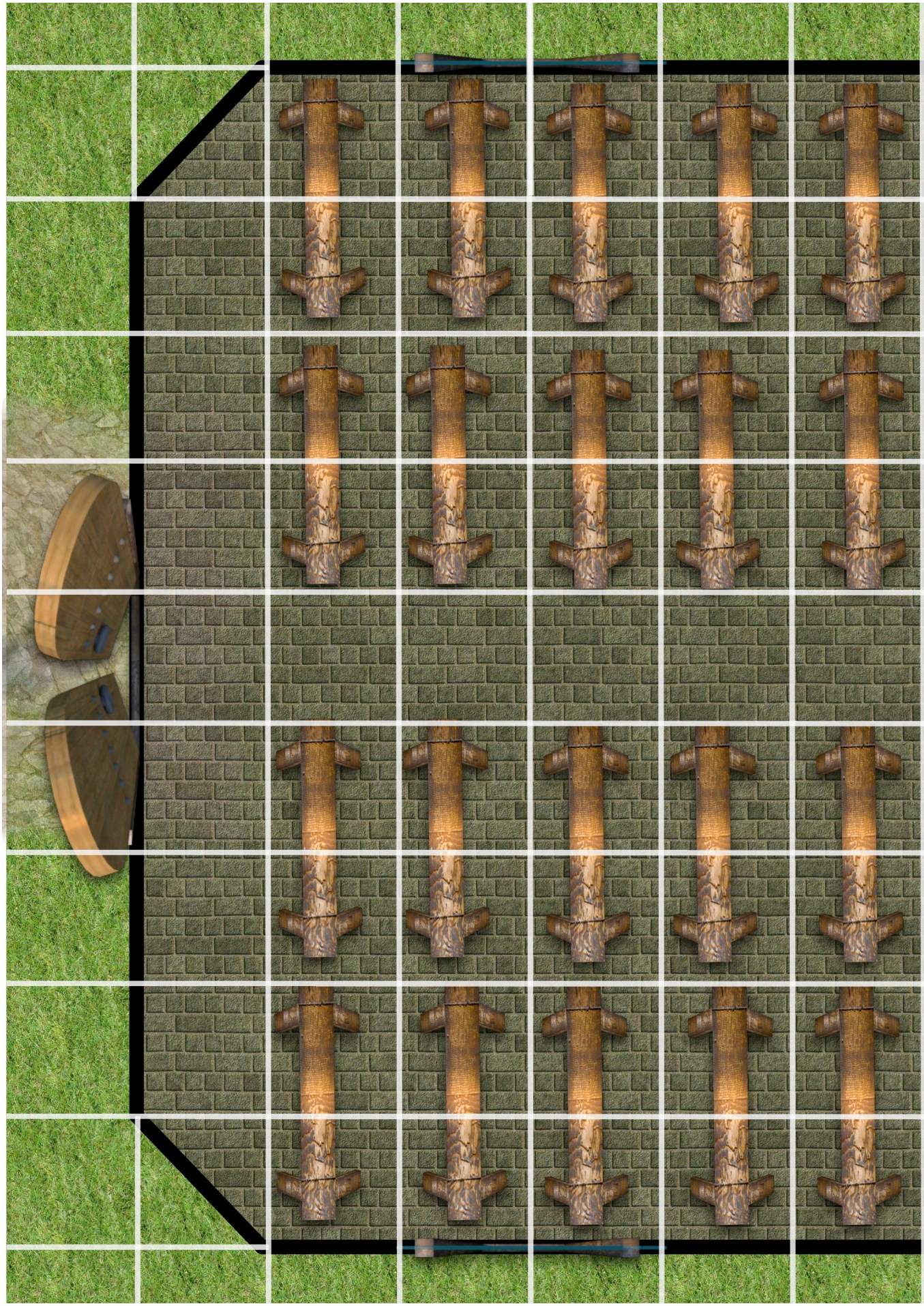
Make sure as many slaves as possible survive and return safely home.

Randor’s crossing and its surroundings

Randor’s crossing



E1 -Temple #1



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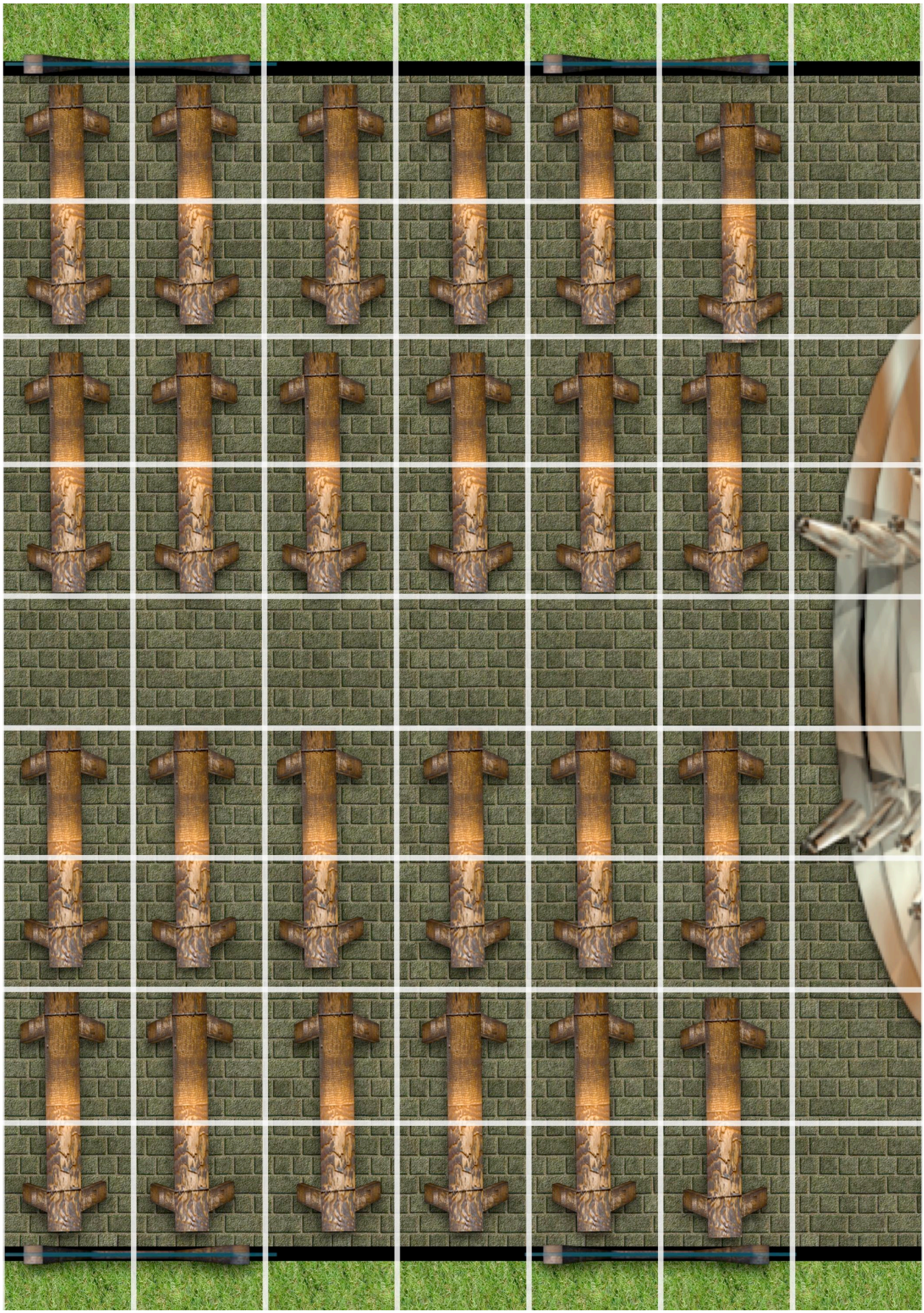

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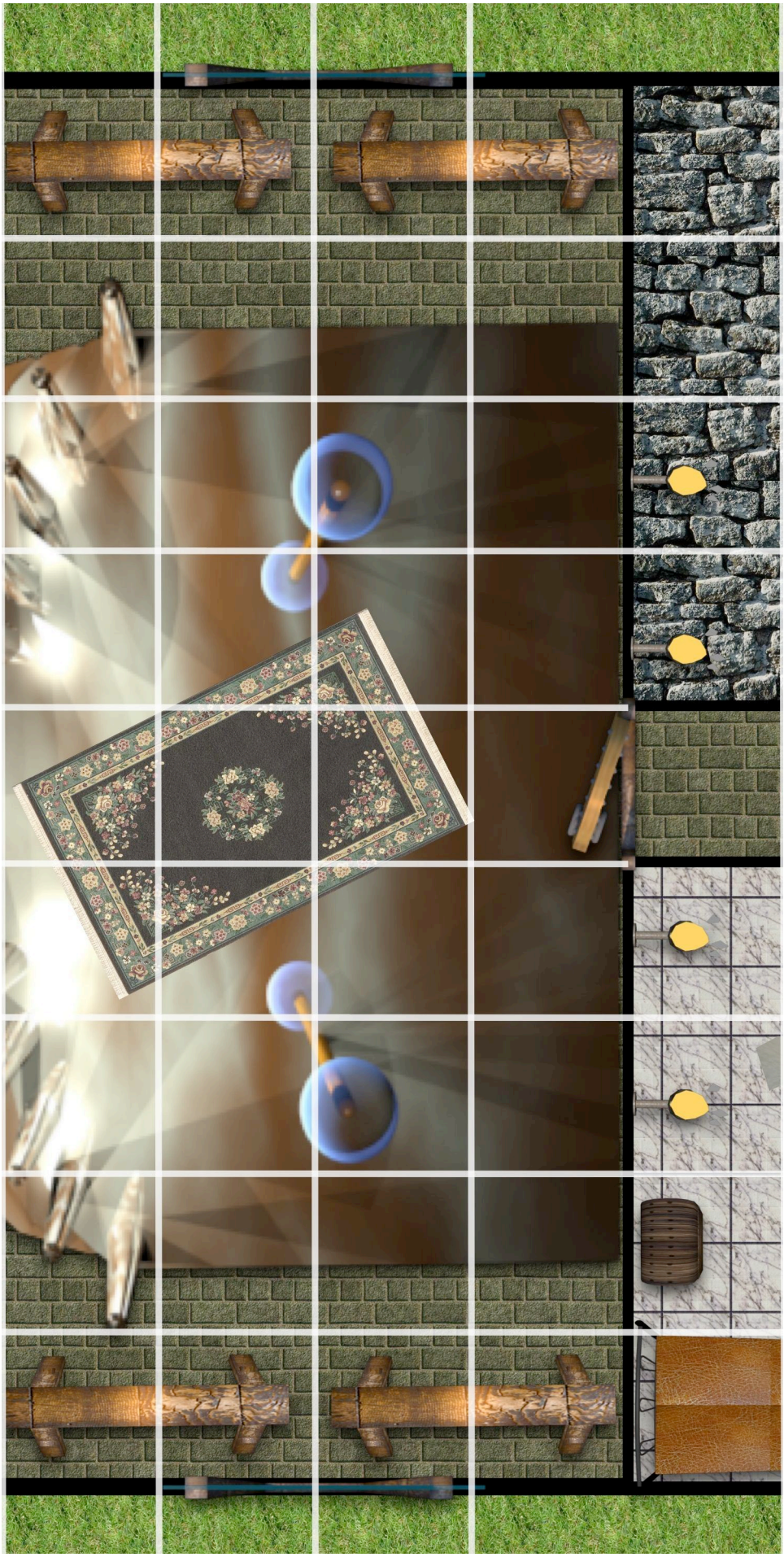

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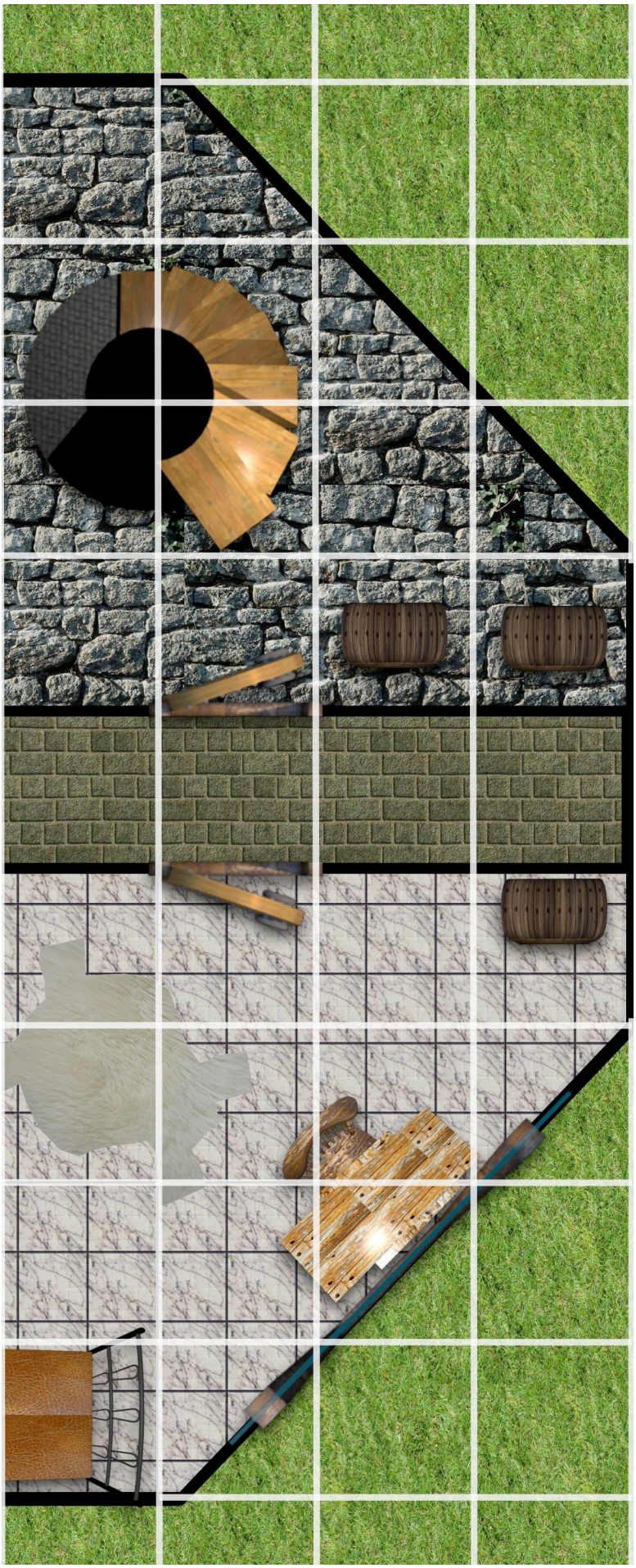
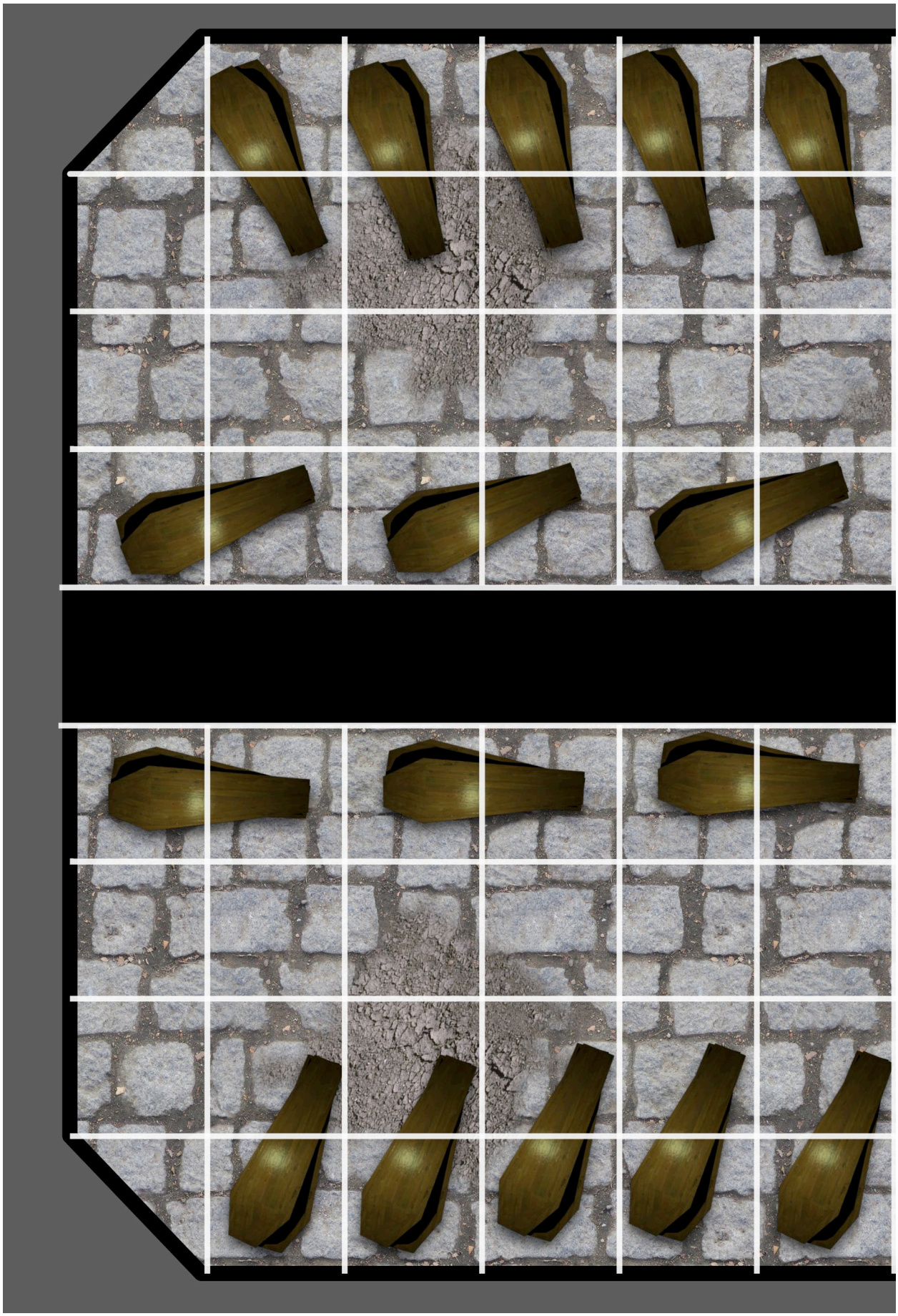
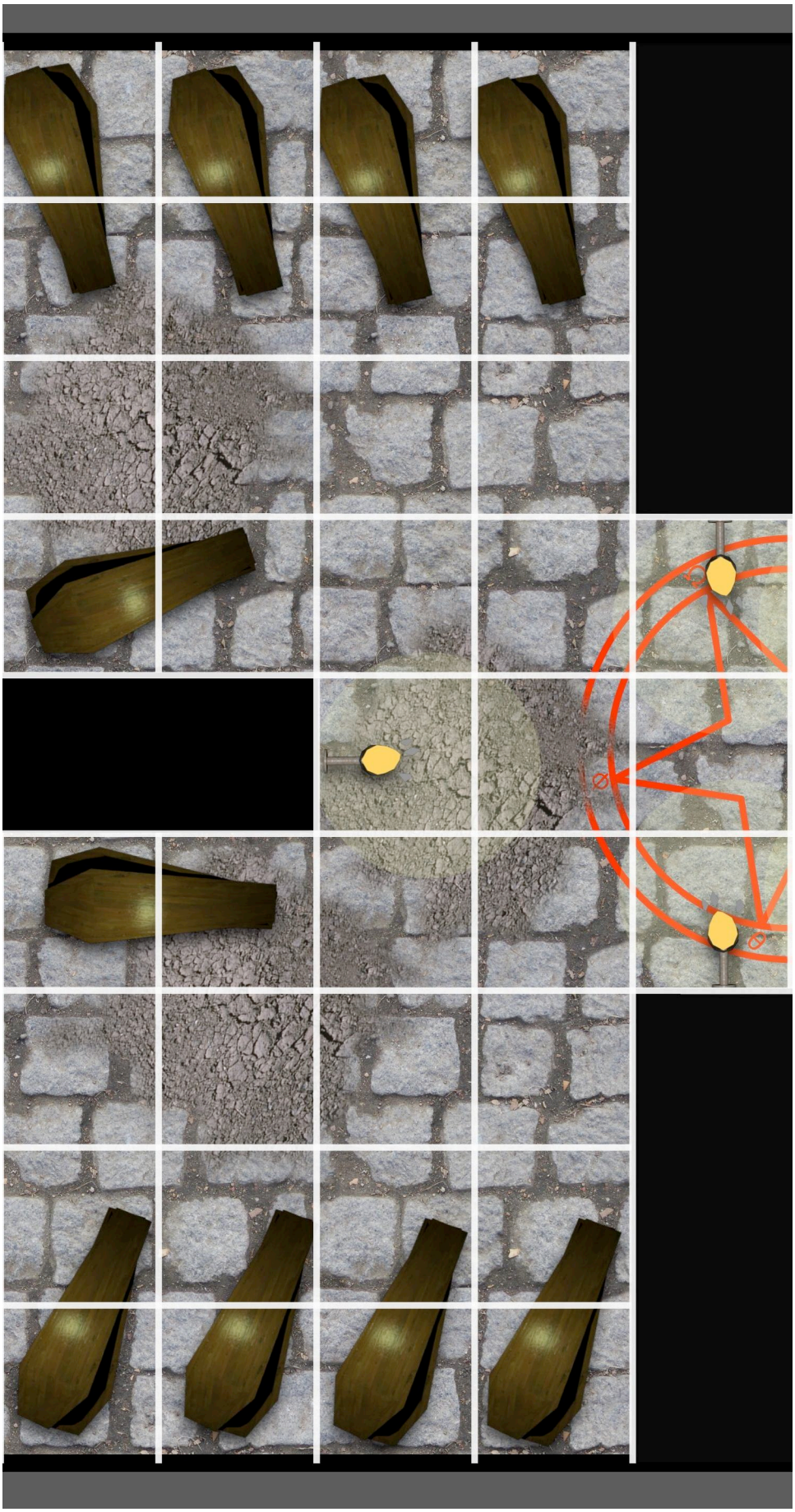


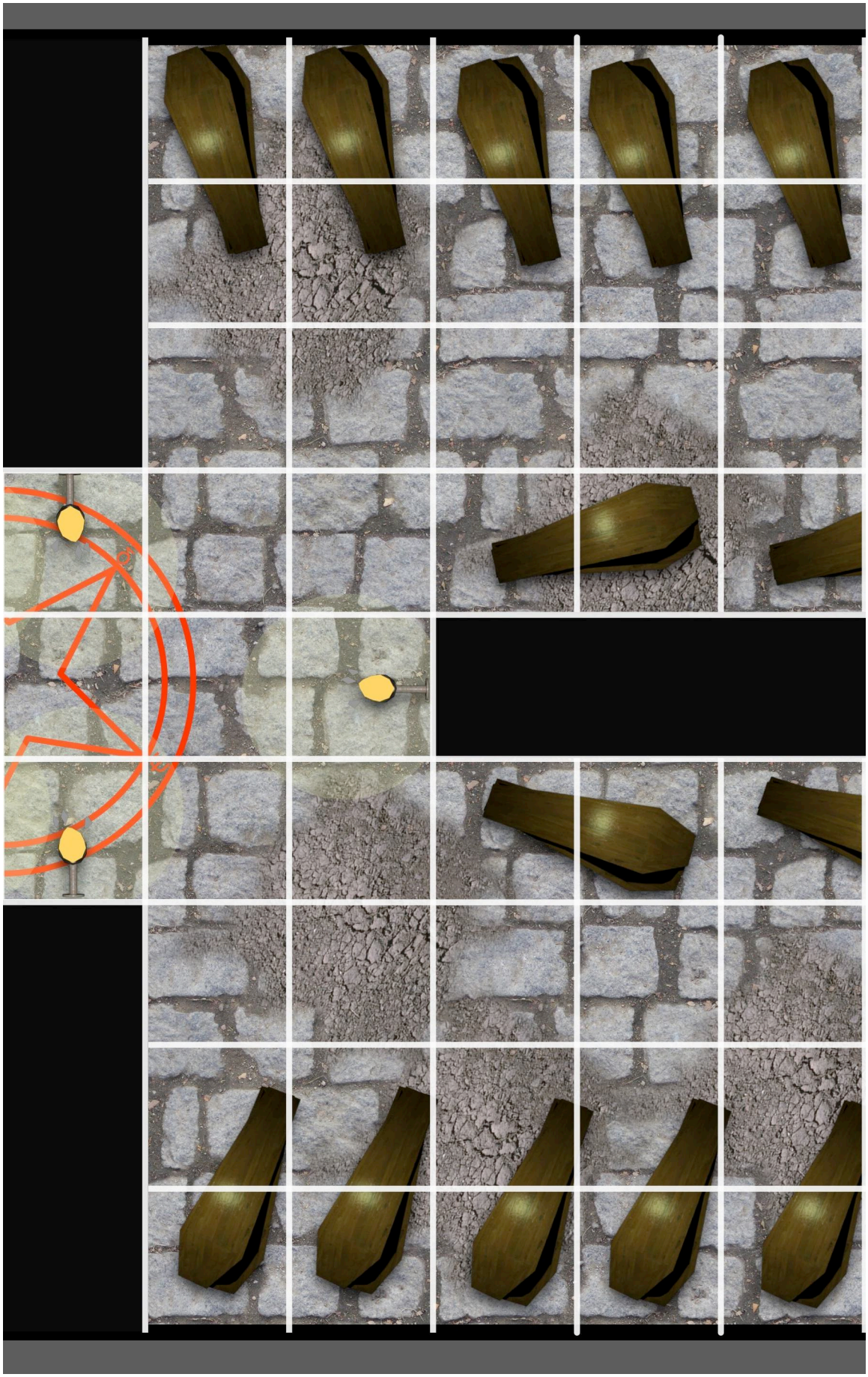
E1 -Crypt #1



E1 -Crypt #2

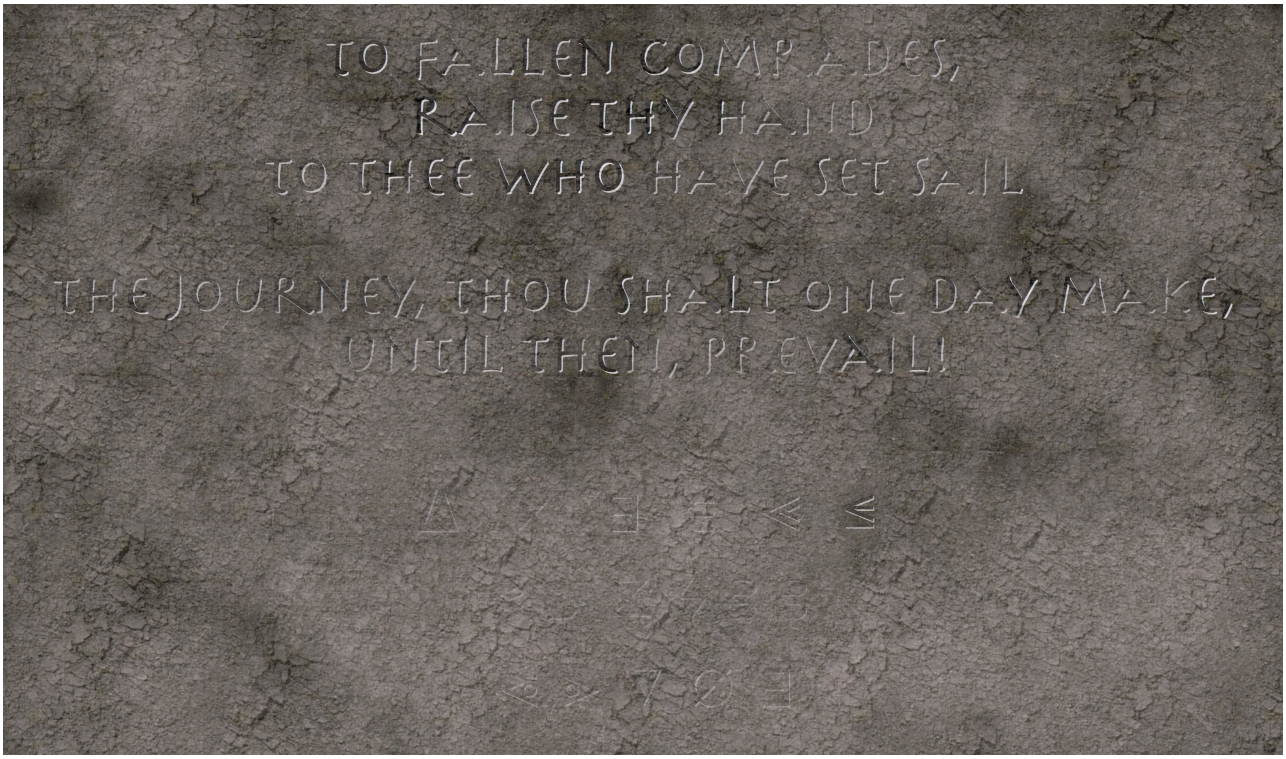


E1 -Crypt #3



E1 -Crypt #4

E1 - Text in crypt

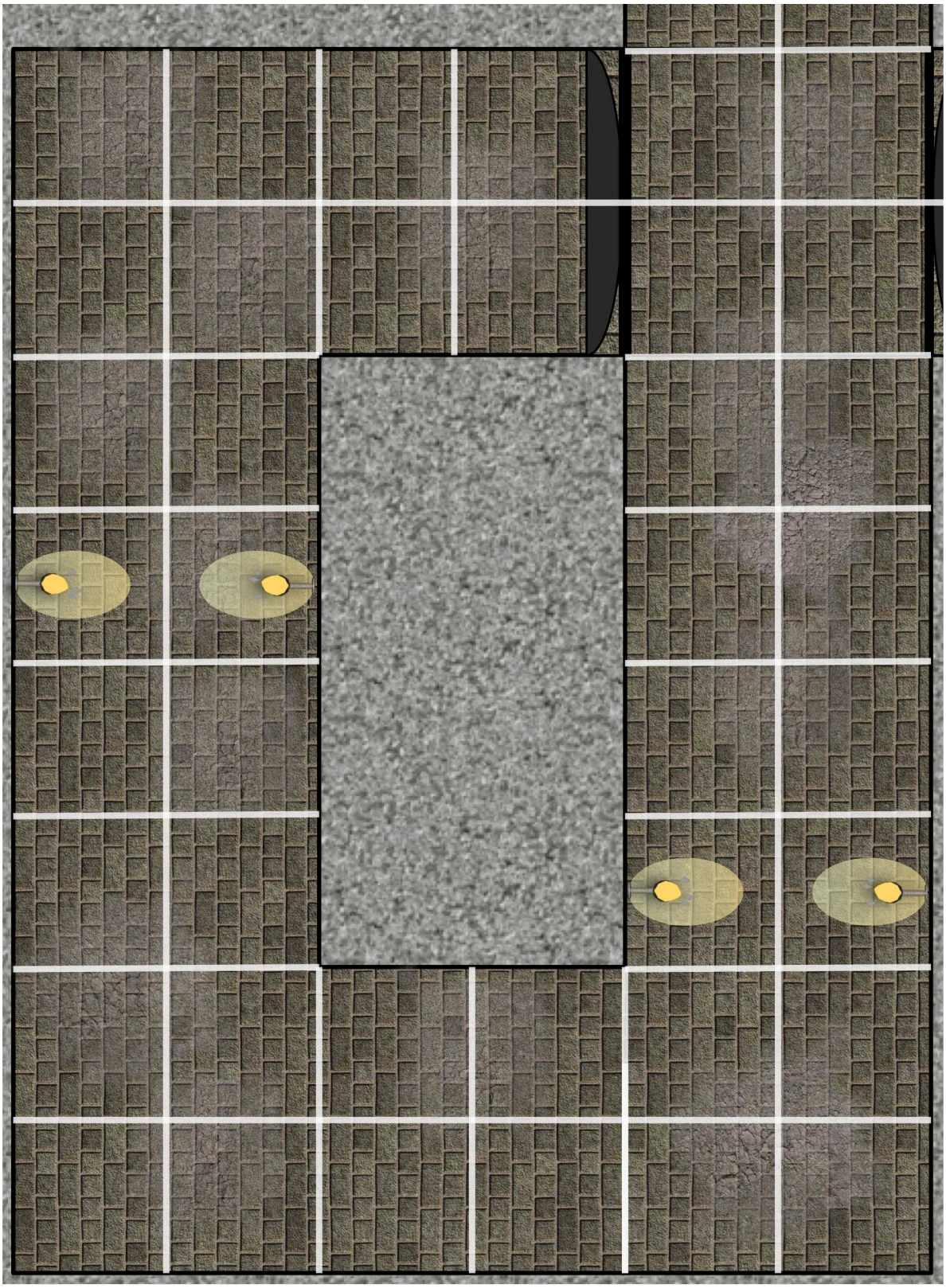


To fallen comrades, raise thy hand,
to thee who have set sail.

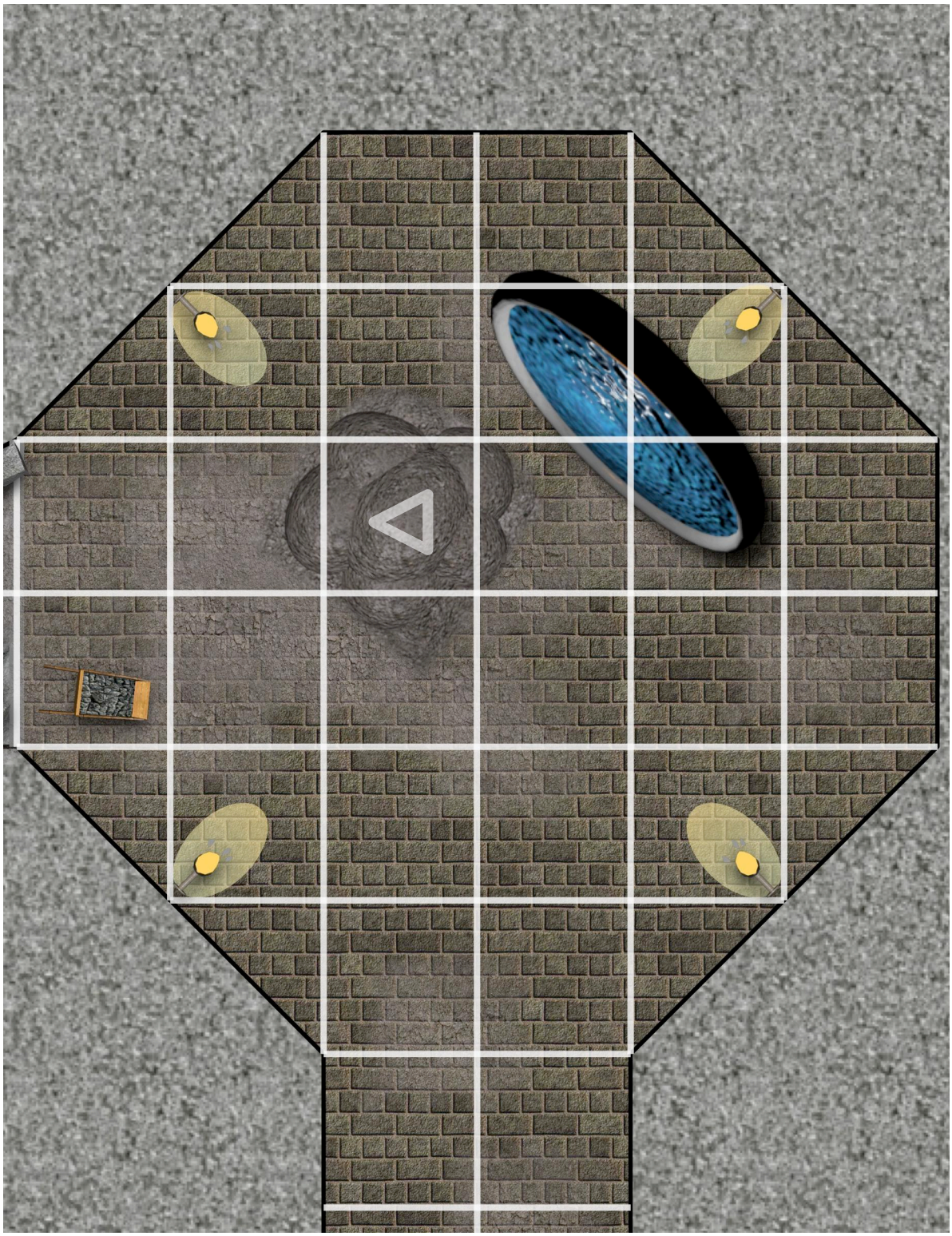
The journey, thou shalt one day make,
until then, prevail!

E3 - Pillar of Light

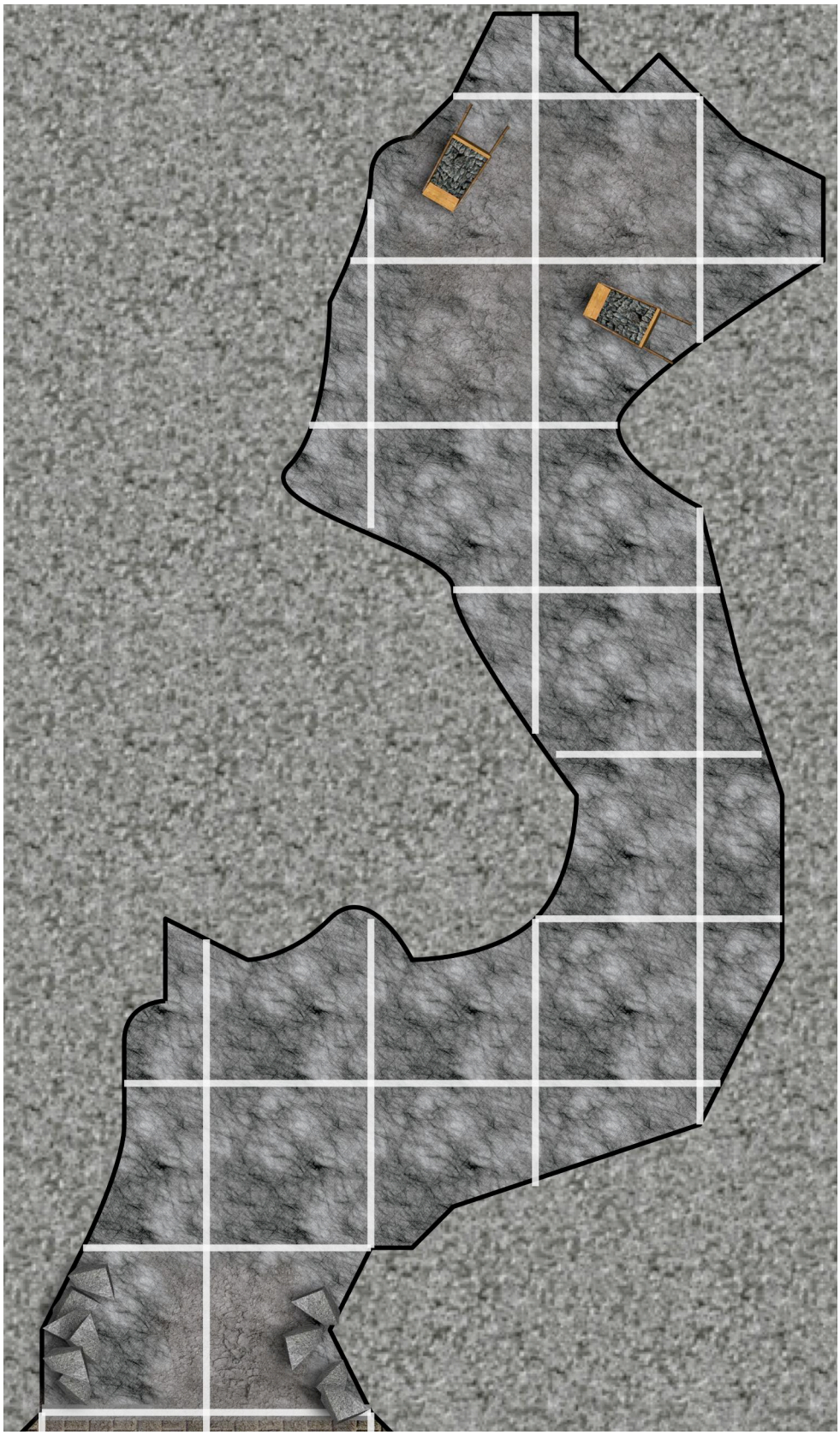
E4 - Portal Cave encounter 3



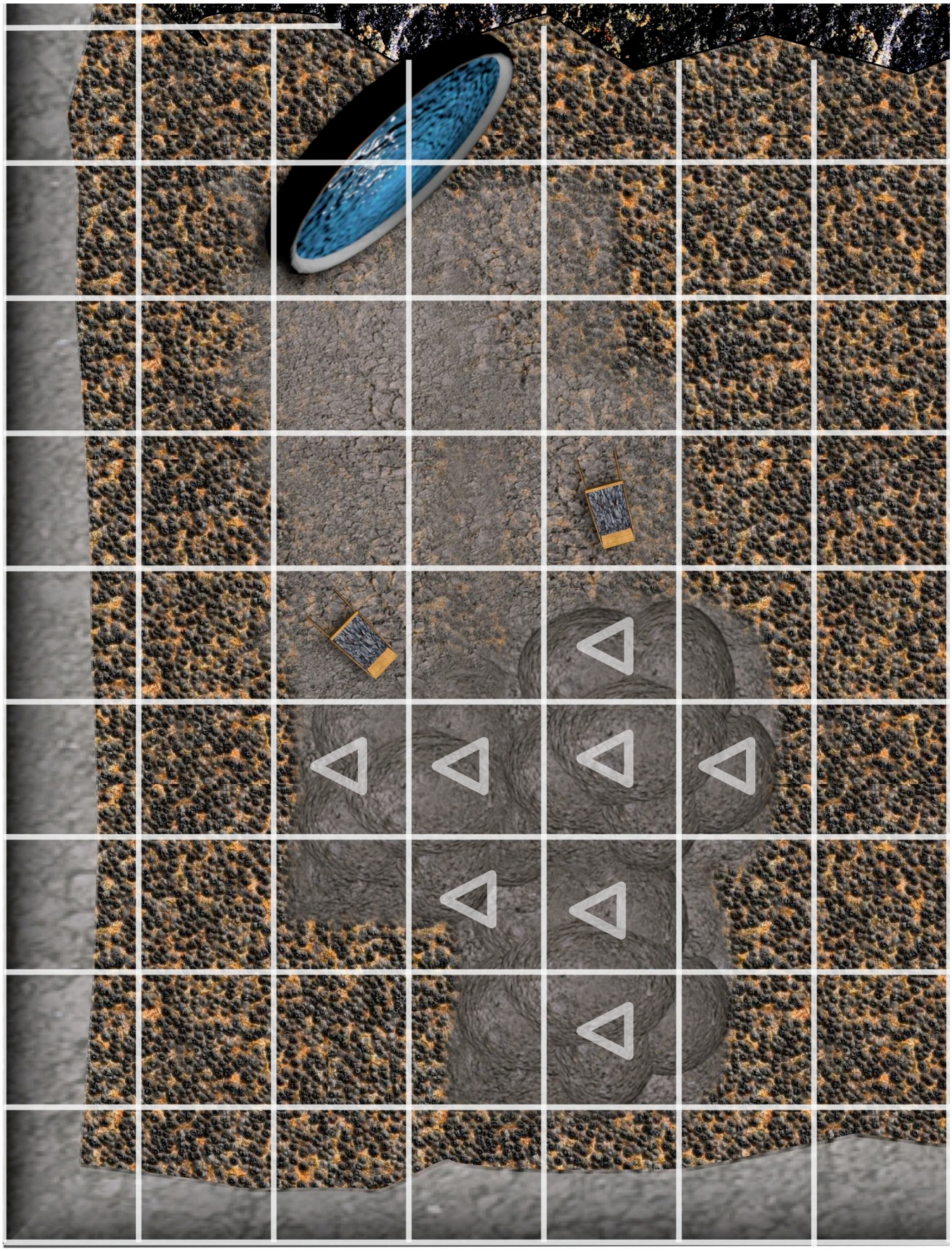
E4 - Portal Cave encounter 4



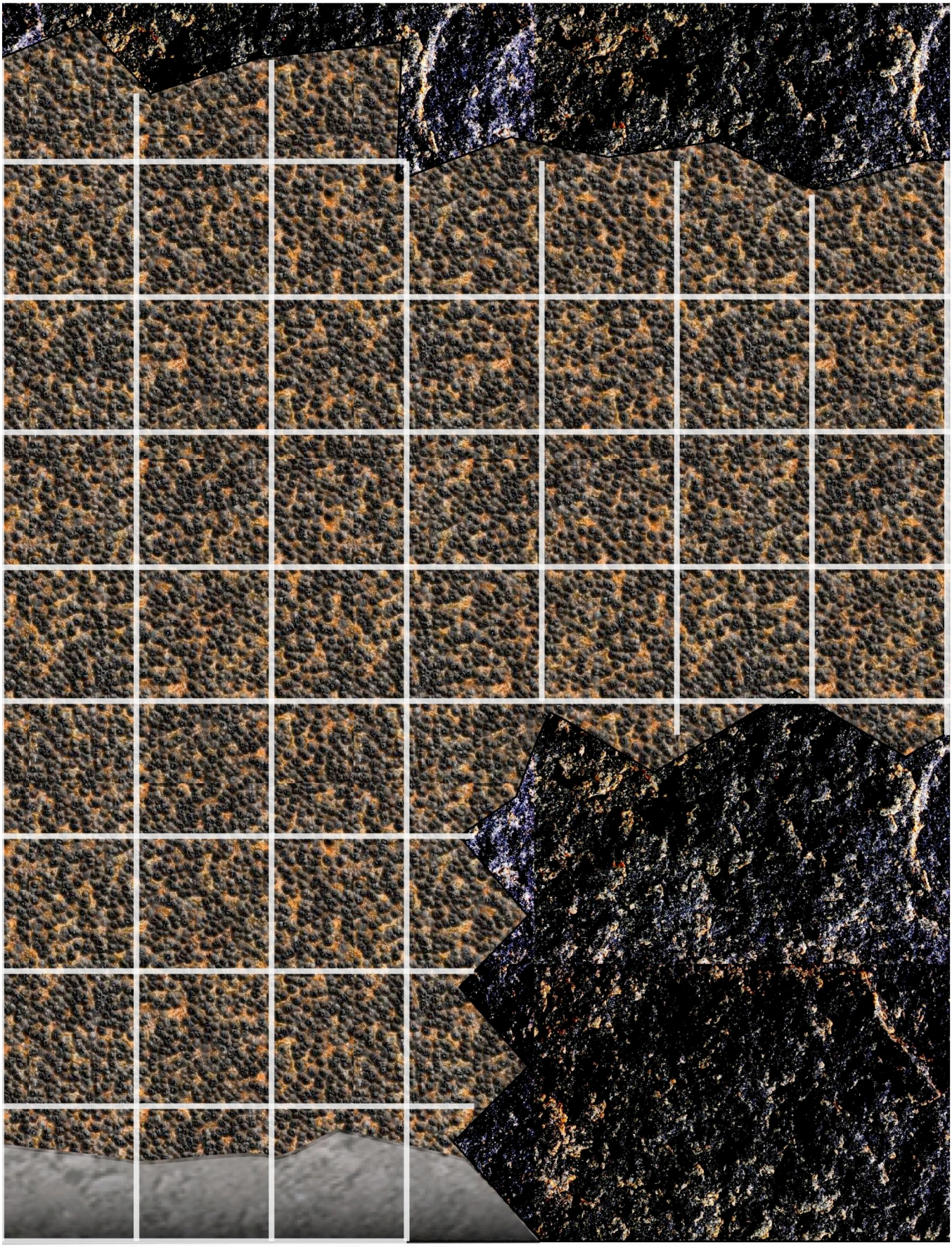
E4 - Portal Cave encounter 5 & 6



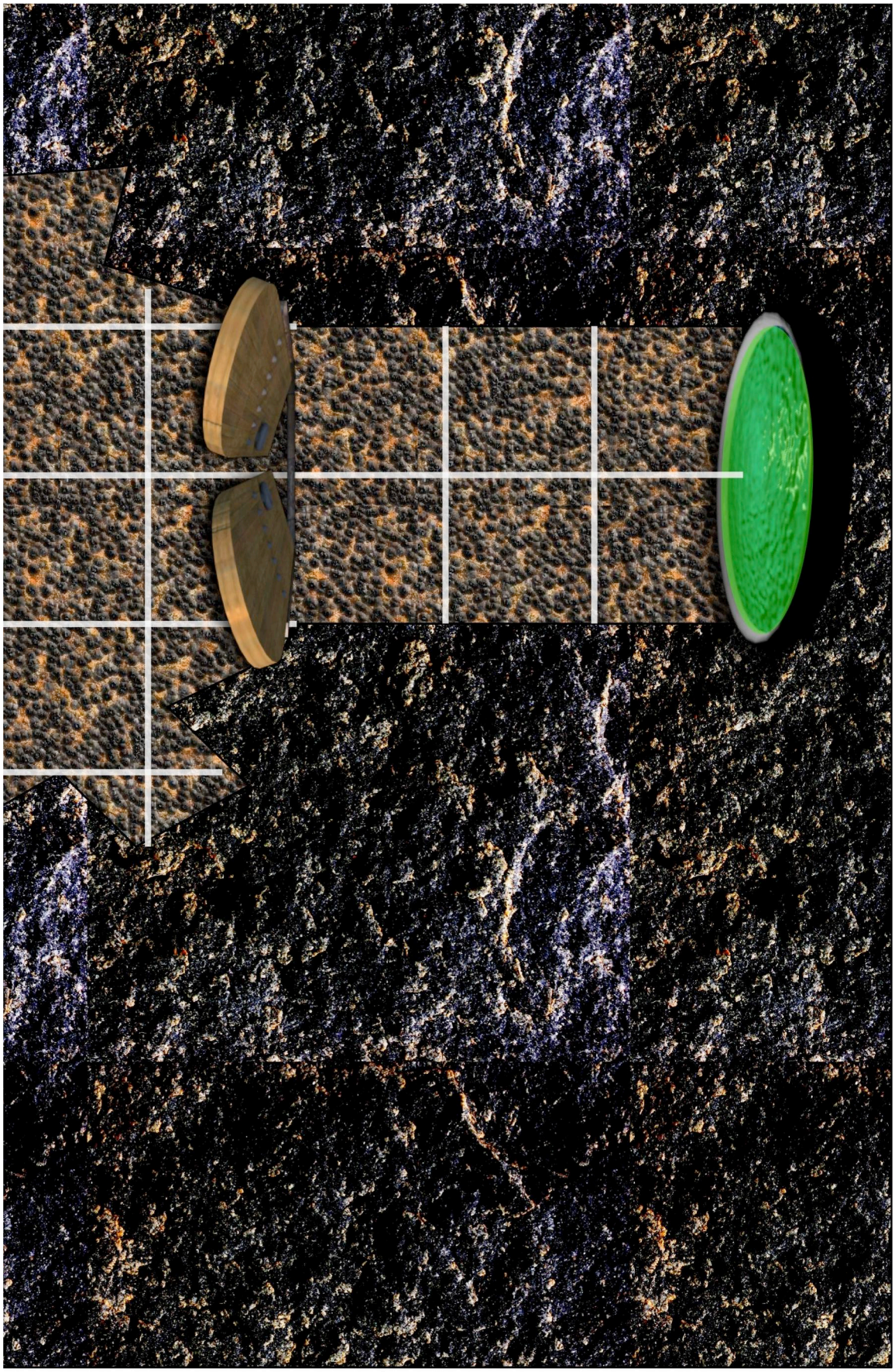
E5 - Through the portal #1



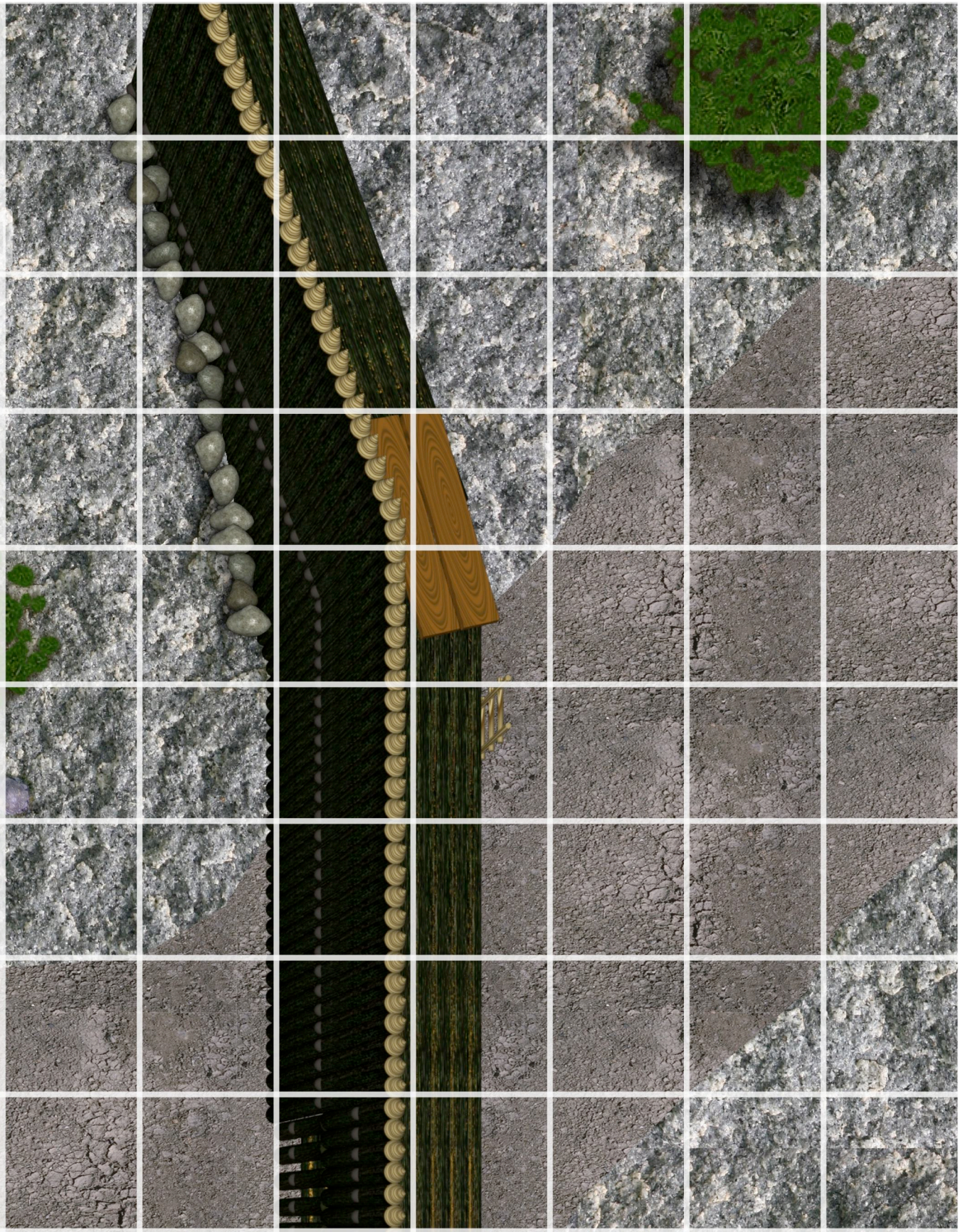
E5 - Through the portal #2



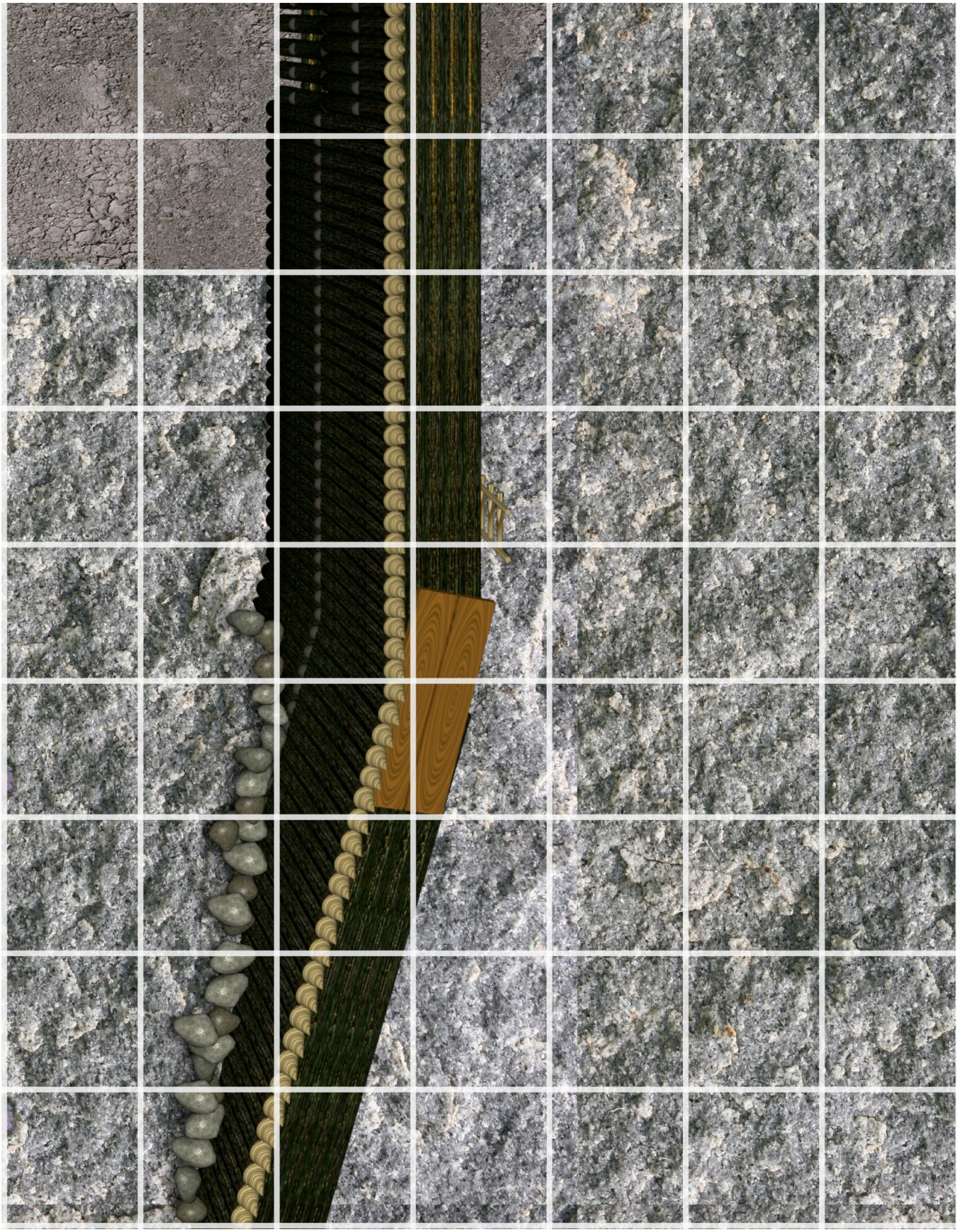
E5 - Through the portal #3



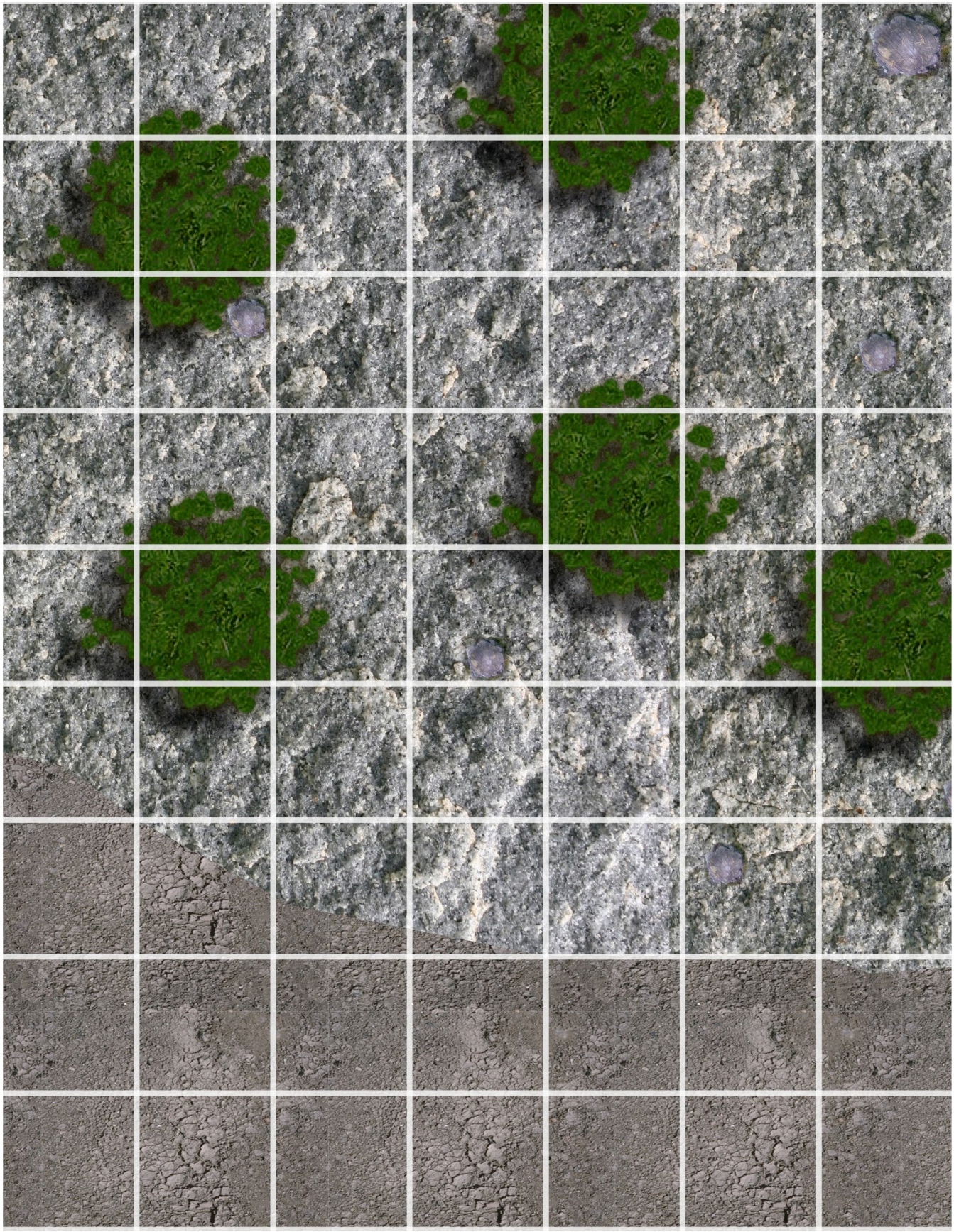
E8 - The guards of the mine #1



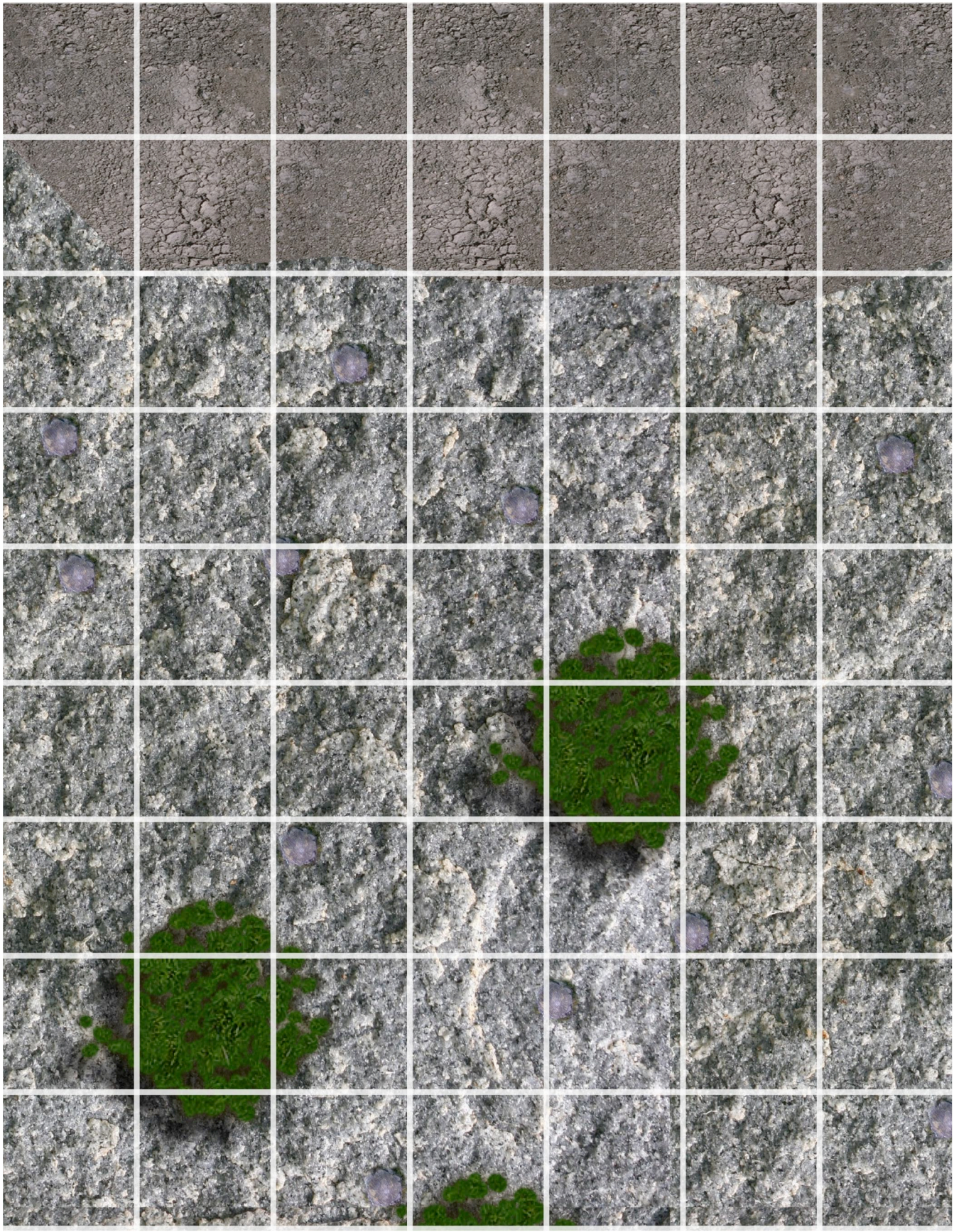
E8 - The guards of the mine #2



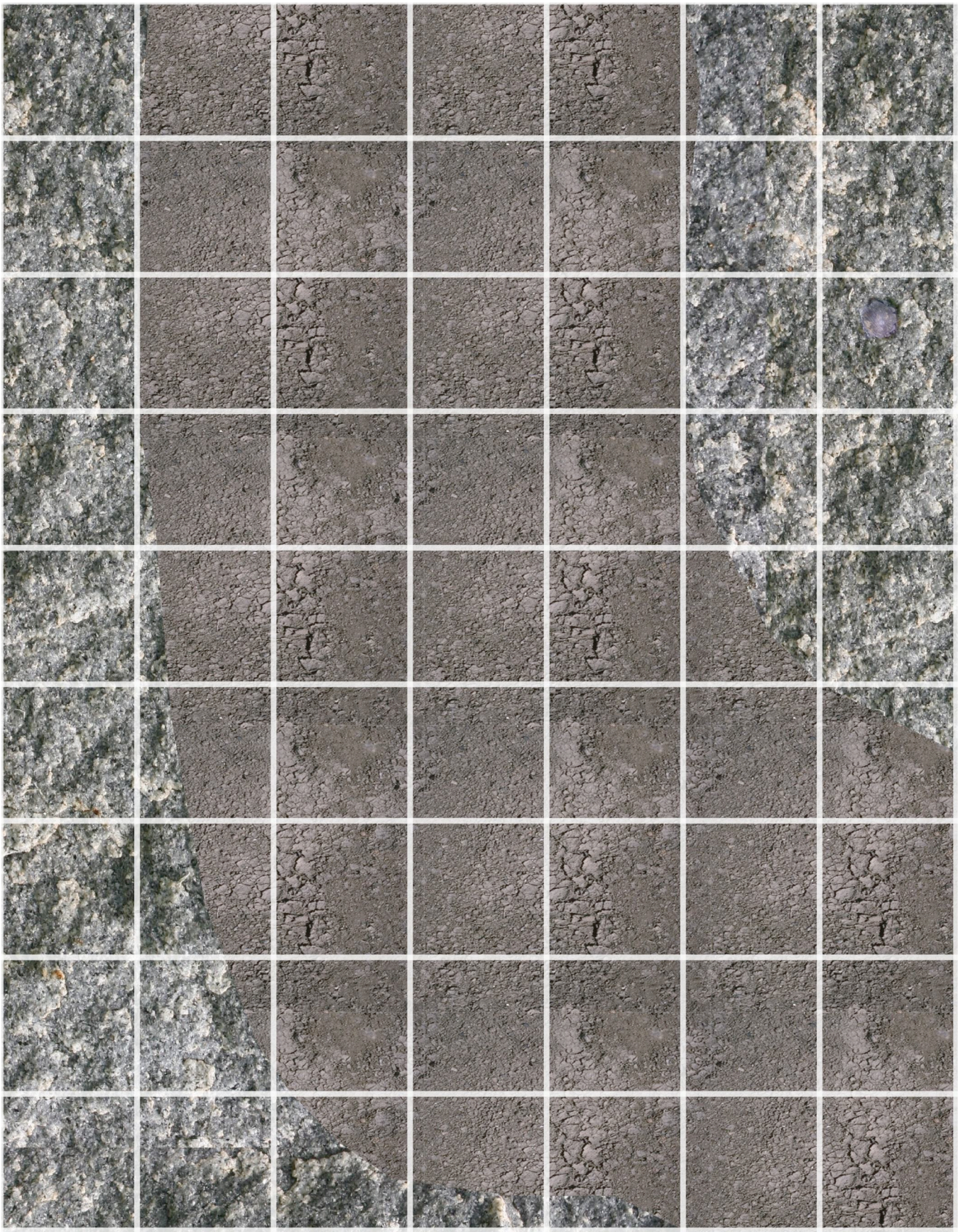
E8 - The guards of the mine #3



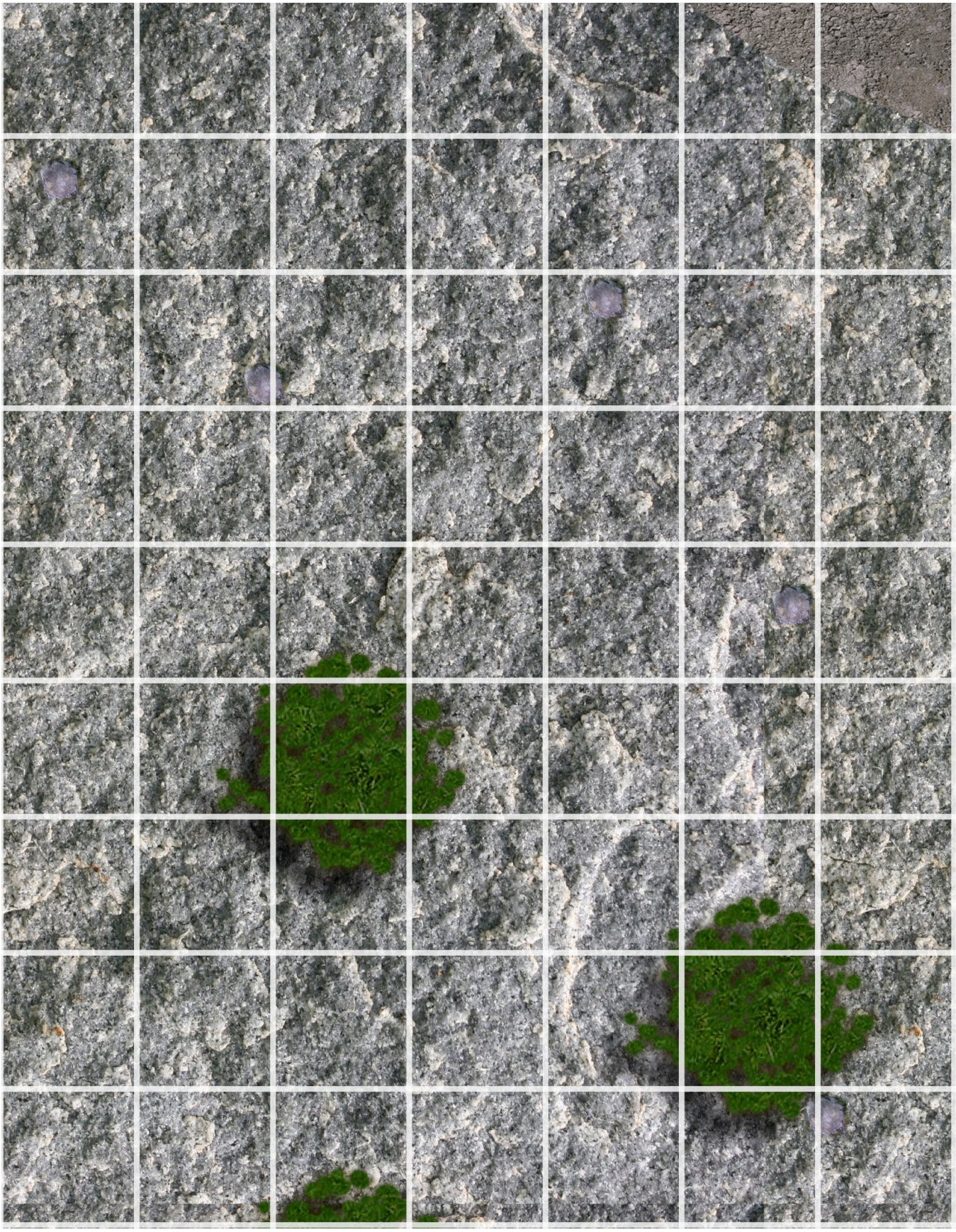
E8 - The guards of the mine #4



E8 - The guards of the mine #5

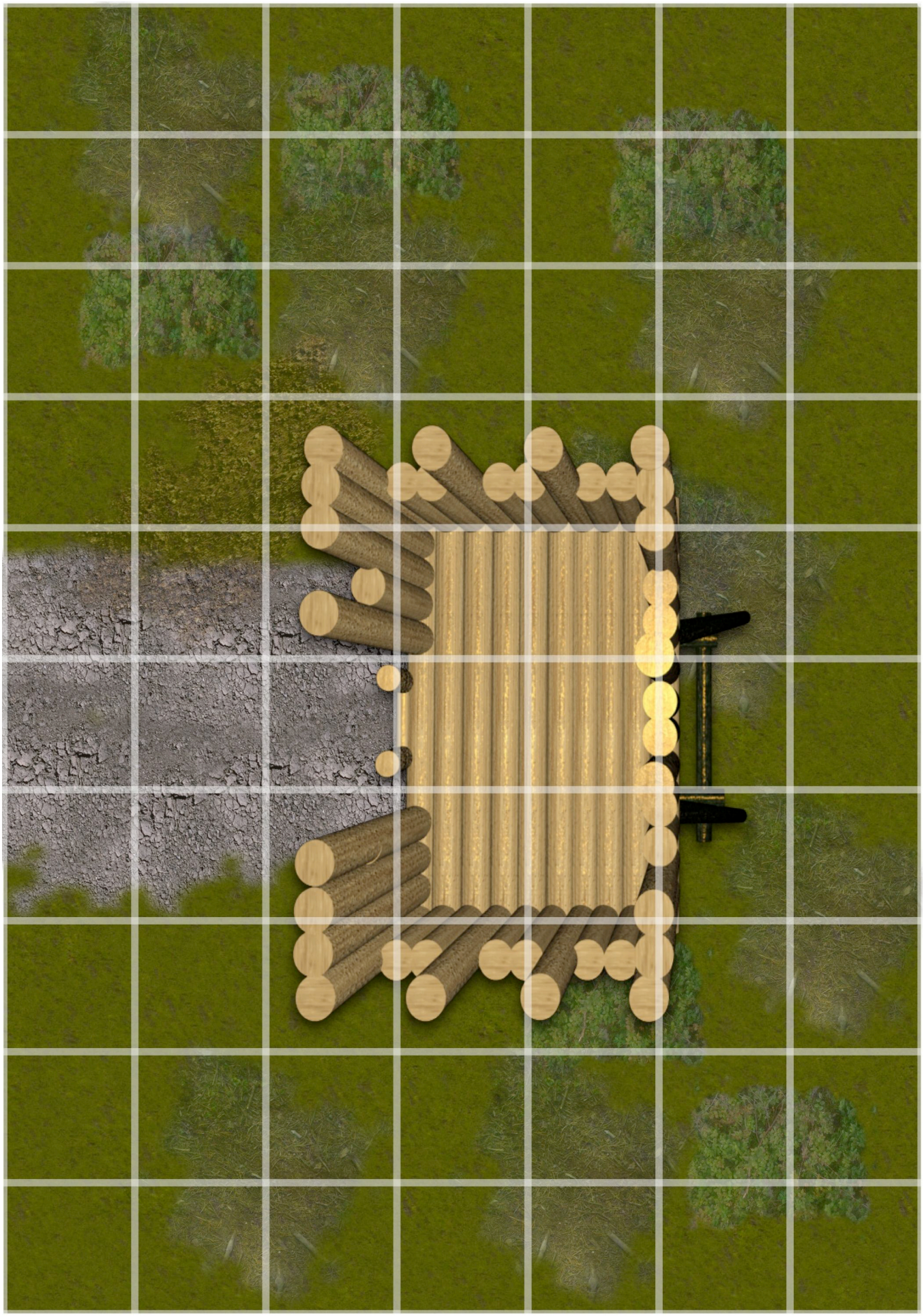


E8 - The guards of the mine #6



E9 - The Mine

E9 - E9 - Guard towers

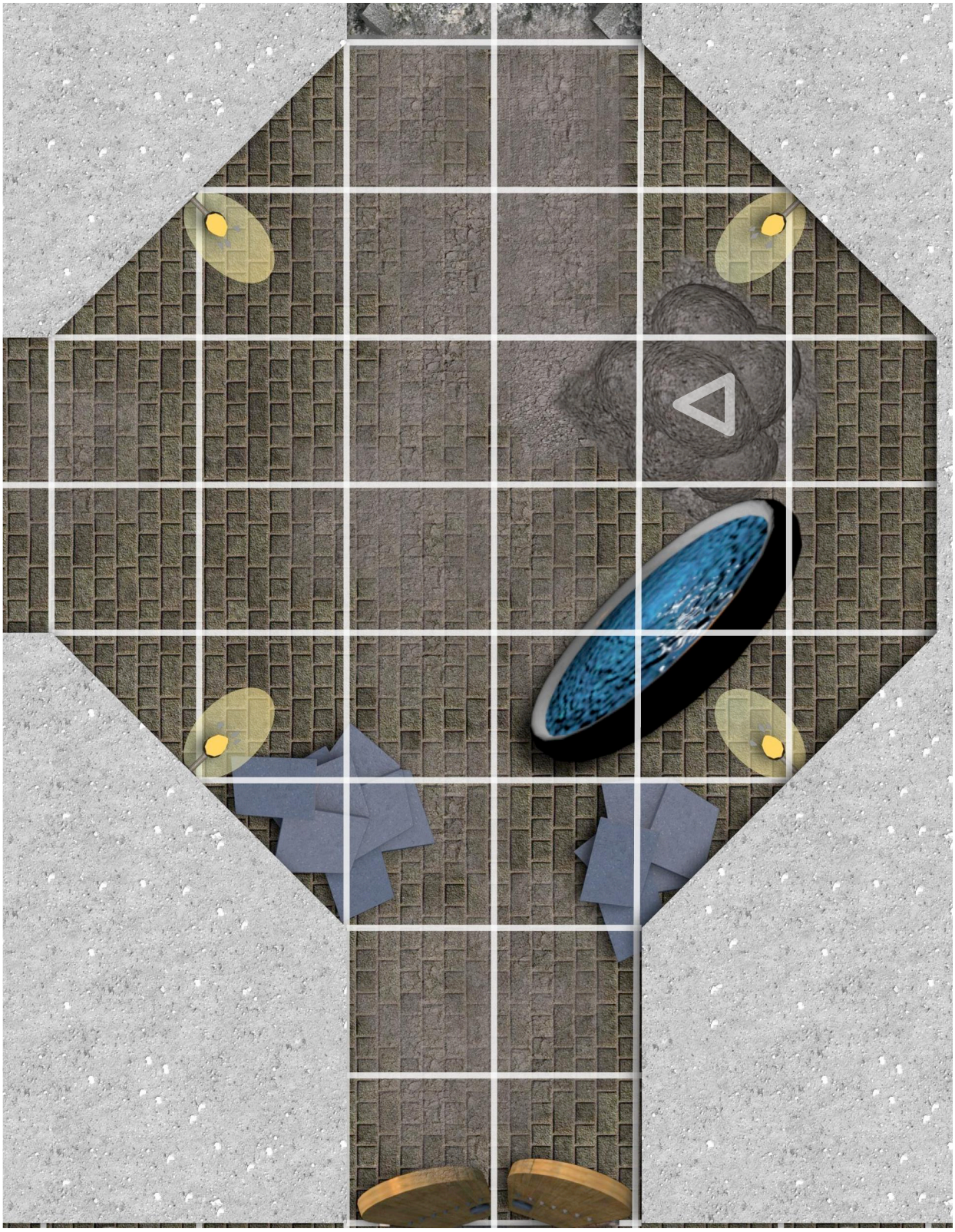


E10 - The Elevator

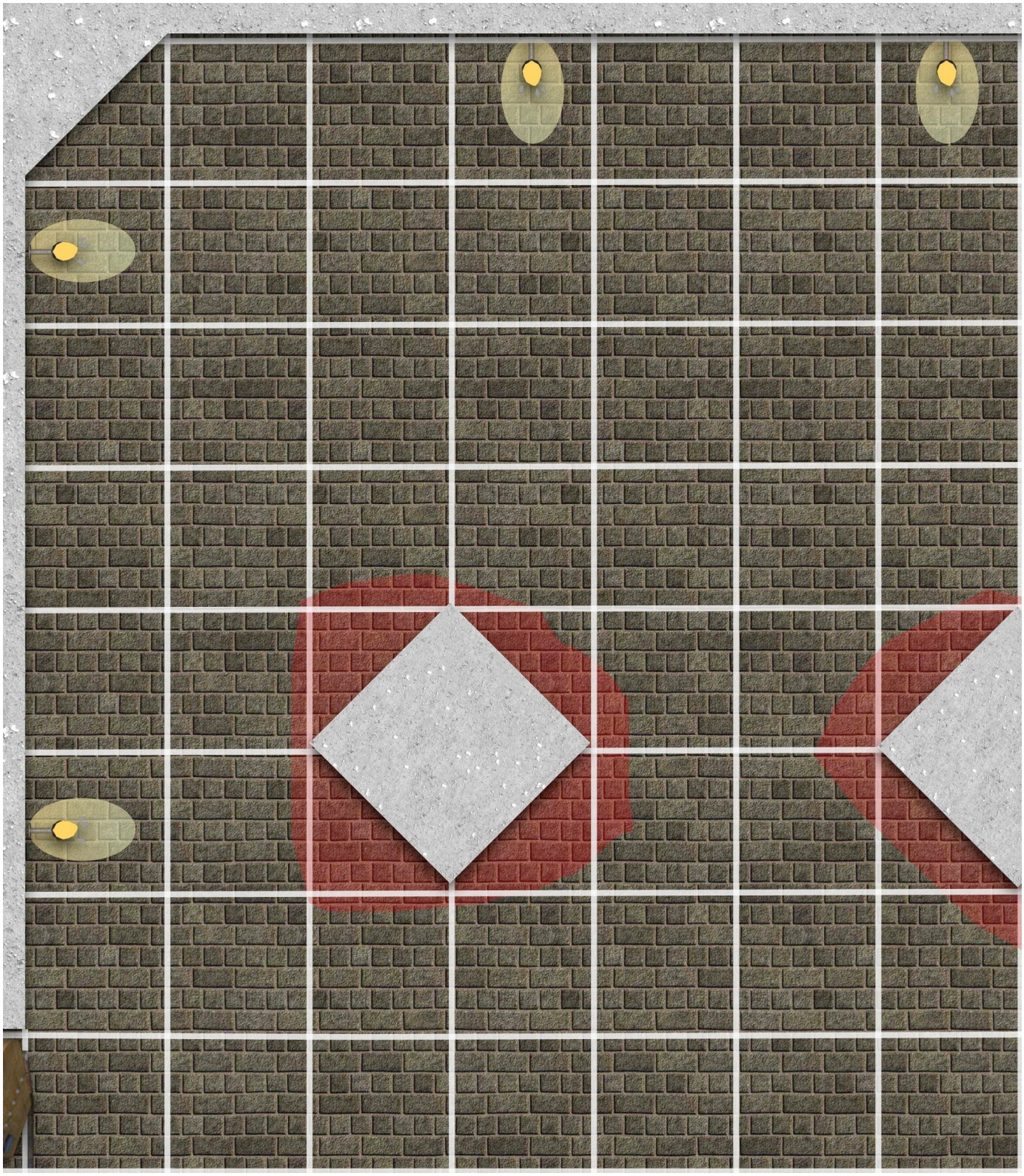
E11 - Slaves in the mines #1

E11 - Slaves in the mines #2

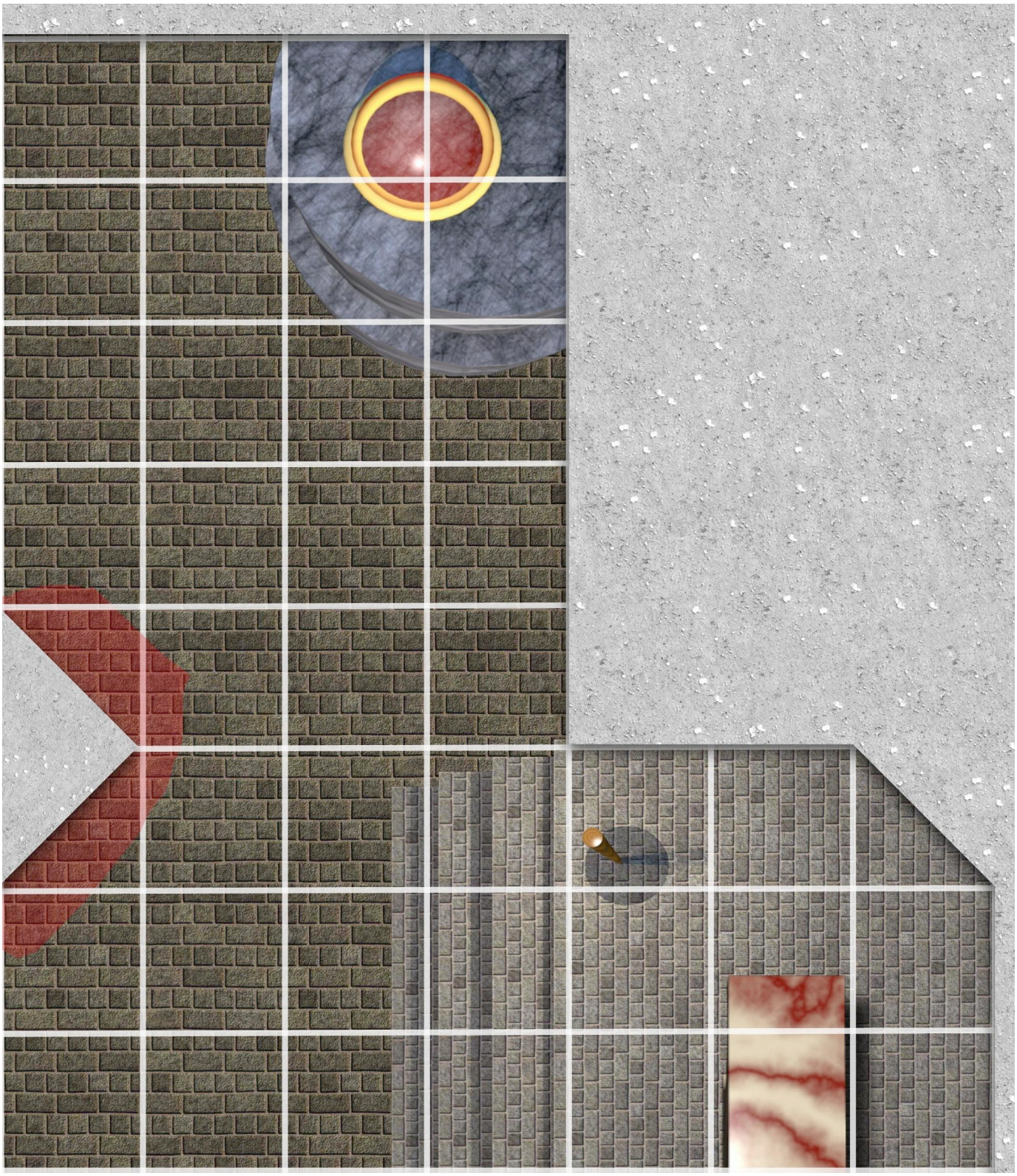
E12 - The resurrection ceremony #1



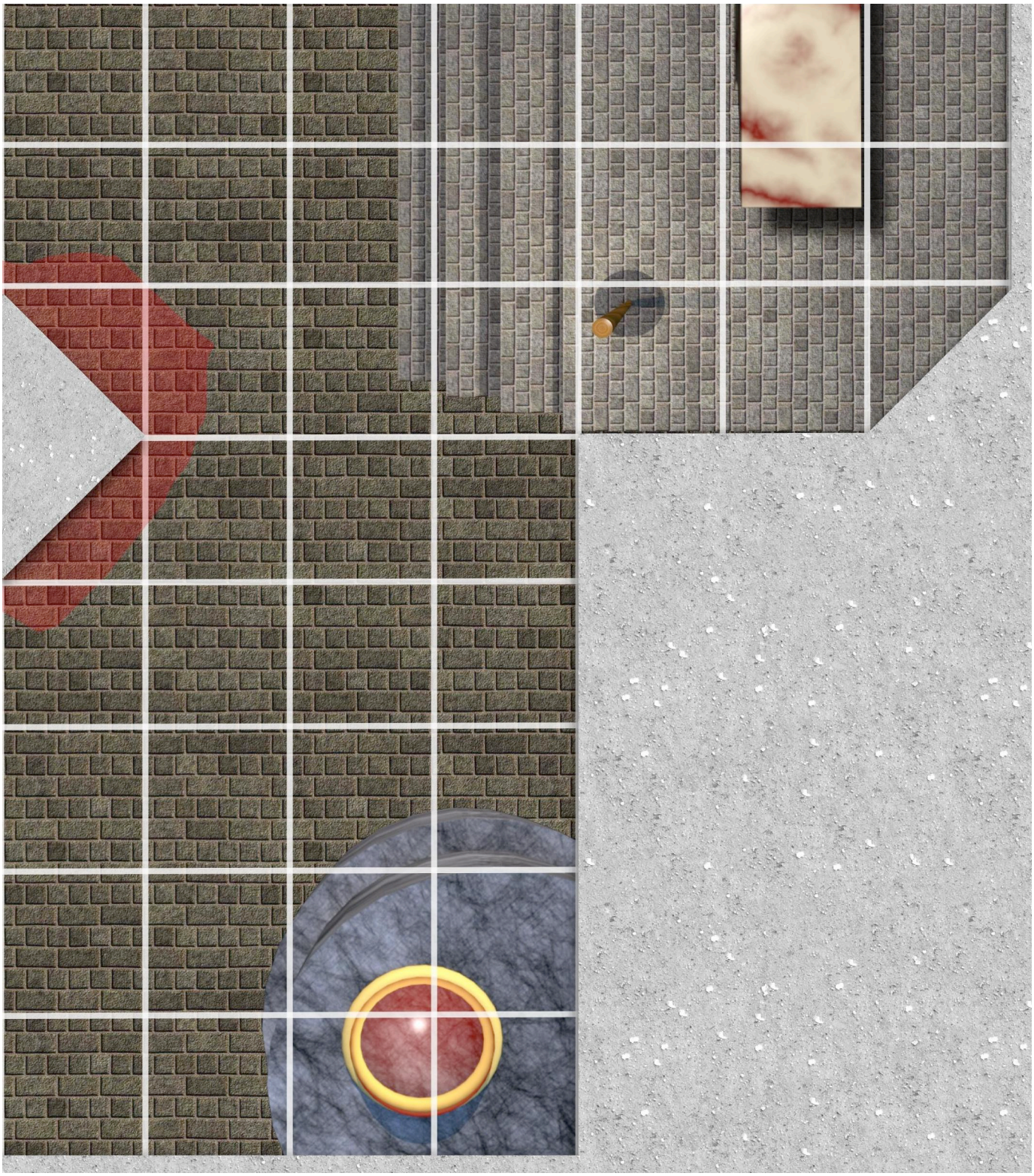
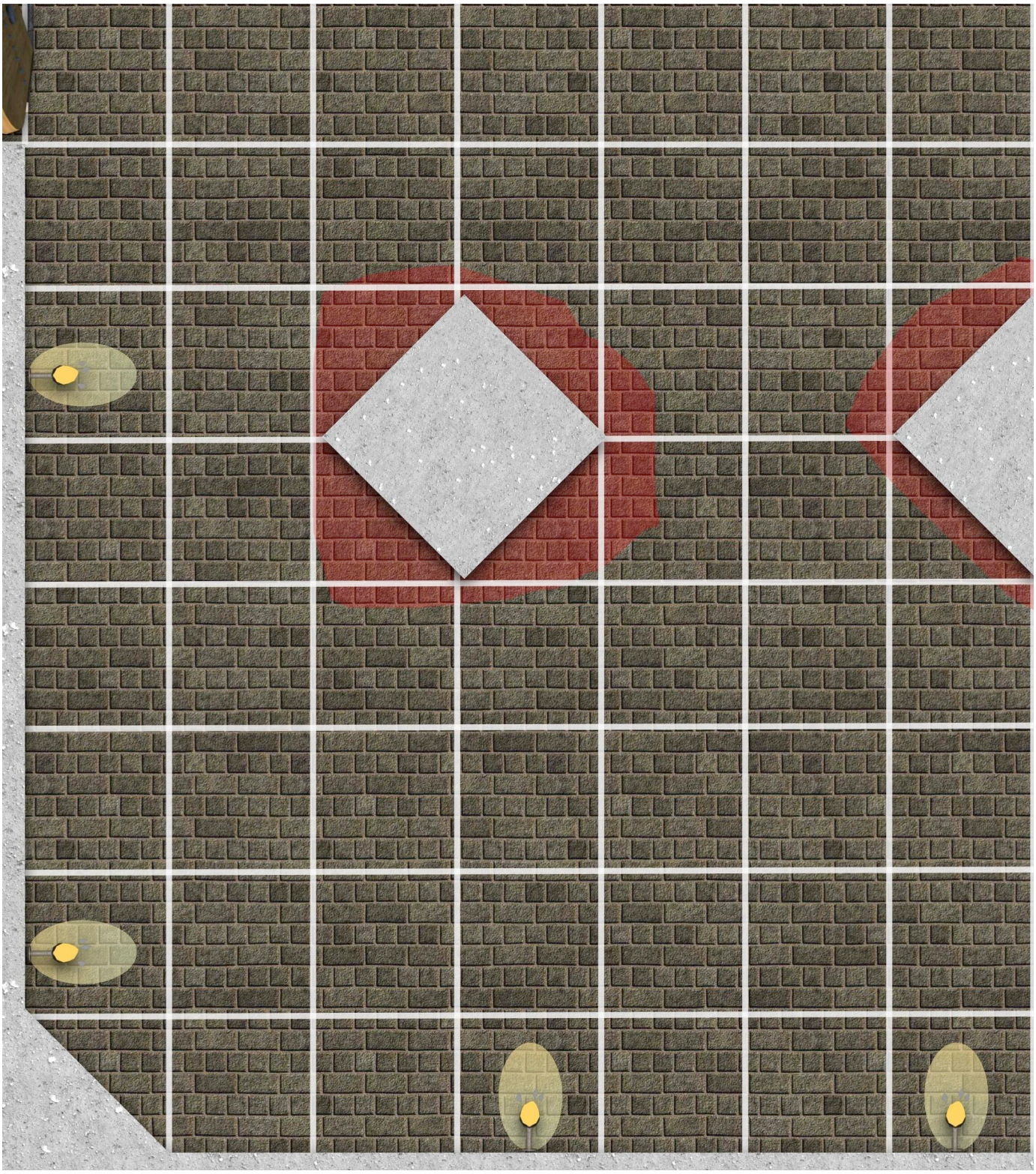
E12 - The resurrection ceremony #2



E12 - The resurrection ceremony #3



E12 - The resurrection ceremony #4



E12 - The resurrection ceremony #5