

Bride of the Lich King Part I

Adventure Summary:

Bride of the Lich King is an adventure for *13th Age* designed to take players from 1st through 8th level. This document is Part I, which contains primarily adventurer-tier quests that will carry players from 1st through 4th level. Part II is forthcoming in a separate document.

This adventure takes place in the region of Eldyn, which was swallowed one year ago by an eruption of negative energy heralding the revival of the long-dead Lich Queen, bride of the Lich King. The region is under the sway of the Lich Queen's army, led by four powerful generals known as her "four horsemen." Nothing of great power can penetrate the barrier around the region.

The PCs will witness a region where nearly all the inhabitants are enthralled to the Lich Queen or are undead themselves. In Part I, they will battle the corruption tainting the Eldyn region and free the inhabitants from its curse. In Part II, they will go on to destroy the Lich Queen's horsemen in their strongholds, before finally dispatching the Lich Queen herself atop her spire of negative energy extending into the overworld.

At the start of the adventure, the PCs will have a hard time traveling far from the waters of Glyn Eld, a natural hot spring imbued with holy energy that combats the worst of the Lich Queen's dark magic, but as the PCs progress, the entire region, and all its dangers, will open up to them.

List of Quests:

1. **Disaster at Glyn Eld.** Clear the corruption from the source of Glyn Eld's holy spring before sunrise. (Level 1)
2. **Uninstall the Thrall.** The Lich Queen's hold on the region outside Eldynkeep derives from the corruption of two natural power sources. Free them from her corruption and free Eldyn's people from her thrall. (Level 2)
3. **Consent of the Governed.** The Lich Queen's dominion over the region outside Eldynkeep is overseen by a handful of local minions. Defeat them before they re-establish the Lich Queen's corruption. (Level 3)
4. **Penny Dreadful.** Take the fight directly to the Lich Queen and her four horsemen in Eldynkeep by summoning a ferry to cross the deadly River Eld. (Level 4)
5. **Daybreak.** Eldynkeep is shrouded in permanent night. Bring daylight back to its people. (Level 5)
6. **N-Spire Strikes Back.** The Lich Queen and her four horsemen are furious about the end of permanent night and unleash some nasty surprises that threaten to kill the newly freed people of Eldynkeep and its surrounding regions. (Level 6)
7. **No More Horsing Around.** The PCs must kill the Lich Queen's horsemen before they can get to her, and set out to conquer each of their four strongholds. (Level 7)
8. **Annulment.** End the Lich Queen's reign. Climb her cursed N-Spire, destroy her, and reverse her hold on Eldyn once and for all. (Level 8)

Bride of the Lich King Part I

Welcome to Eldyn	5
<i>Getting Started</i>	<i>5</i>
Prologue – The Lich Queen Comes to Glyn Eld	9
Chapter 1 – Disaster at Glyn Eld	11
1.1 – Kobold mercenaries at the cave entrance	11
1.2 – Undead Mob	12
1.3 – Bridge Over Corrupted Waters	12
1.4 – Cleanse the Source.....	14
Chapter 2 – Uninstall the Thrall.....	16
2A – <i>The Gray One</i>	<i>18</i>
2A.1 – Sun Monument	19
2A.2 – Water Monument.....	23
2A.3 – Earth Monument	25
2A.4 – Gray One's Heart	27
Dervish the Tinkertailor	30
2B – <i>The Deepspring</i>	<i>31</i>
2B.1 – Sand Fortress Entrance	31
Rasp the Kobold Alchemist	35
2B.2 – Worm Shed	35
2B.3 – Mr. Worm's Wild Ride.....	37
2B.4 – Deepspring's Heart	39
<i>Eldyn Unenthralled – What's Next?.....</i>	<i>42</i>
Chapter 3 – Consent of the Governed	43
3A – <i>Eld Arcanum</i>	<i>44</i>
Navigating the Campus and Avoiding Skeletal Guard Patrols.....	44
Making it to the Library and Xavier the Librarian	47
3A.1 – Grave's Anatomy	48
3A.2 – Greenhouse of Horrors	49
3A.3 – Fiend Indeed	51
3A.4 – Restricted Section	55
Eld Arcanum Liberated and Xavier's Collection	57
3B – <i>Treetop City</i>	<i>57</i>
Choose an Ally: Branch or Wing.....	58
3B.1 – Clan of the Dire Bear (Option A – Recover the Branchwhistles).....	60
3B.1 – Enter the Dragon-Soul (Option B – Recover the Mistrals)	61
3B.2 – Mid-Canopy.....	63
Tearla Earthsigh –Drow Blademaster	66
3B.3 – The High Life	67
3B.4 – Top of the World.....	68
3C – <i>Grapewin Estate</i>	<i>70</i>
3C.1 – 'Were' Out Your Welcome	71
The Grapewin Diary	72
Navigating the Grapewin Estate	74

Bride of the Lich King Part I

3C.2 – The Portrait Wing.....	74
3C.3 – The Planetarium.....	76
3C.4 – Moon Tower Rematch	80
3D - Firnfast	83
The Devil Merchant	84
3D.1 – Wrath Level	85
3D.2 – Heresy Level.....	89
3D.3 – Fraud Level	91
3D.4 – Throne Room	95
Bernhard the Forgeborn Blacksmith.....	98
<i>Lieutenants Deposed – What's Next?</i>	99
Chapter 4 – Penny Dreadful	100
4A – Cold as Ice.....	100
Rules for Weather, Survival, and Tracking on the Firn	101
Encounters on the Firn	103
4A.1 – Frozen Cemetery.....	103
Sentinel and the Holy Relic Hoard	107
4A.2 – Frost Cavern.....	107
4A.3 – Wrecked Firnsled	108
4A.4 – Ice Shelf Ambush	109
Four Hearts Gathered	111
4B – Thirty-Six Chambers.....	111
4B.1A – Intestine Chamber (Holy & Negative Energy).....	113
4B.1B – Kidney Chamber (Cold Energy)	115
4B.2A – Stomach Chamber (Acid Energy)	117
4B.2B – Spine Chamber (Lightning Energy)	119
4B.2C – Liver Chamber (Poison Energy).....	122
4B.3A – Lung Chamber (Thunder Energy).....	124
4B.3B – Brain Chamber (Psychic Energy).....	127
4B.3D – Heart Chamber	129
Helping the Koru Regain Its Strength.....	132
Dervish's Notions	133
4C – Afterlife Bank Heist	133
Notes and Special Mechanics for Planning the Heist.....	134
Obstacles to the Heist.....	135
4C.1 – Eye in the Scry.....	136
4C.2 – Trespassers' Torment.....	138
4C.3 – Executive Officers	140
4C.4 – Devoted Doorman	143
Angel's Blessing Monk Form	145
Coins Secured	145
4D – Ghost Pirates	145
Call on Old Friends for Help	146
4D.1 – Fighting on the Dock of the Bay.....	147
4D.2 – Doom and Board.....	149
4D.3 – Resist the Kraken	151
4D.4 – Relieved of Command	152
The Veiled Nautilus	154

Bride of the Lich King Part I

Appendix A: Eldyn Merchants	155
Dervish the Tinkertailor	155
Rasp the Kobold Alchemist	155
Xavier Asturias the Wizard Librarian of Eld Arcanum	156
Tearla Earthsigh the Drow Blademaster	156
The Devil Merchant	156
Bernhard the Forgeborn Blacksmith	157
Sentinel the Holy Relic Hoarder	157

Welcome to Eldyn

A little over one year ago, something akin to a massive hellhole comprised of negative energy erupted from the ground, swallowing the city of Eldynkeep and the surrounding Eldyn region. At the center of this negative energy, a spire that exists not entirely in the physical plane stretches into the overworld. And ruling from atop it is a woman so powerful some argue she is the world's fourteenth icon.

She is the lost bride of the Lich King, whom some say was as powerful as her husband, and a Lich Queen in her own right. Using unspeakably powerful negative rituals, she enthralled, enslaved,

or killed most of the inhabitants of Eldyn, and erected a nearly impenetrable barrier that so far no one has been able to pierce.

The governor of Eldynkeep is enthralled. The knights protecting Eldynkeep's walls are mindless, enthralled slaves. The people of the countryside are forced to work the fields or otherwise serve the Lich Queen and her minions during the day, and during the night, when the Lich Queen's enchantment is strongest, they wander aimlessly in a ghoulish haze, unable to discern friend from foe.

Getting Started

This adventure is designed for players to enjoy exploring the region of Eldyn and its primary city of Eldynkeep. Therefore, it might be best if the players are not native to the region.

So, how did the PCs get to Eldyn if there is a giant negative energy barrier keeping the icons and their armies out? This adventure guide suggests that the negative energy barrier is designed to keep out powerful threats such as the other icons and their armies, but is not completely impenetrable to smaller groups of low-level creatures such as a first-level adventuring party. Perhaps the Emperor's (or any other icon's) forces periodically detect small imperfections in the barrier and slip their agents through. And perhaps they have hired the PCs as one set of those agents.

This guide suggests such an imperfection in the barrier takes the form of a door that opens into the back room of The Old Eldyn Huntsman, a tavern in

the community of Glyn Eld. That way the PCs may travel back and forth through the door if they grow tired of this adventure and wish to leave the region, or if the story goes in a direction that involves venturing into the outside world.

However, if you want to make sure your PCs are good and stuck inside the Eldyn region until the Lich Queen is dead, then by all means have the door vanish after arrival. Or instead, have the PCs be visitors to Glyn Eld when the negative energy barrier appears, and they've grown tired of twiddling their thumbs for the last year waiting for help to arrive.

This guide works best when the PCs remain in Eldyn, treating it as a giant sandbox, and don't venture past barriers designed to keep them in tier-appropriate regions until they've leveled sufficiently. Crafty PCs are no doubt going to try - and possibly succeed at -

Bride of the Lich King Part I

getting past these barriers. Hopefully you as GM are crafty enough to roll with it if they do.

This adventure guide is filled with encounters and magic items that tell the story of the Eldyn region. It does not dole out gold as loot and assumes the PCs will always have enough gold to buy basic supplies. If your PCs need more magic gear than this guide's combat encounters supply, you have some options. For one, icon relationship rolls could be a good source to supplement. But in addition, this guide introduces the players to several merchants who specialize in certain types of magical gear. See the Appendix at the end of this adventure guide for more information on specialty merchants.

This guide contains Part I of the adventure campaign to destroy the Lich Queen. Part I contains chapters 1-4. Chapter 1 is for first level adventurers, chapter 2 for second level, chapter 3 for third, and chapter 4 for fourth. Each chapter is broken into "days" and each day is subdivided into "encounters." In sum, Part I is designed to take the PCs up to fifth level and occurs primarily in the parts of Eldyn on the south side of the

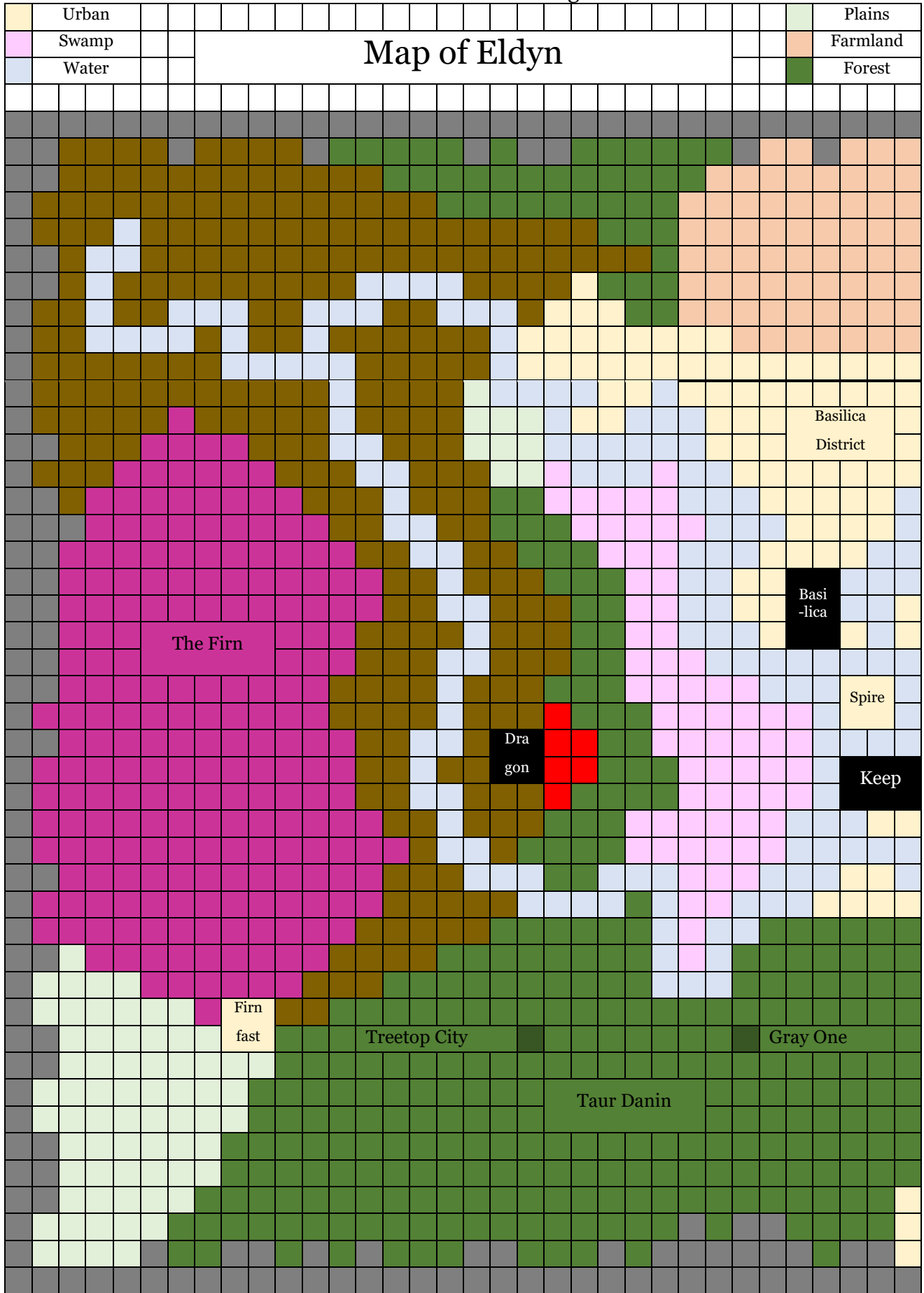
River Eld, across from the fallen city of Eldynkeep.

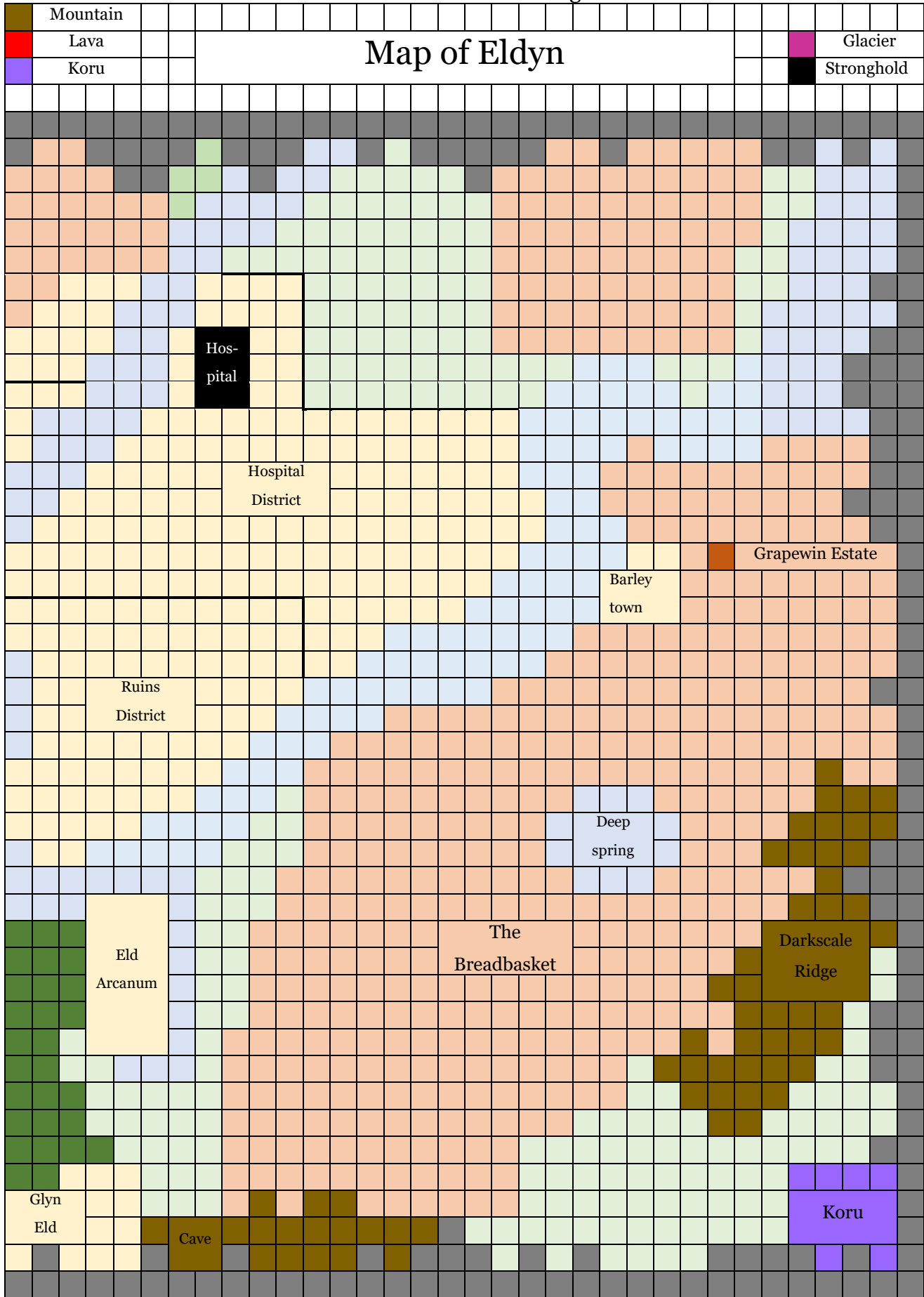
By the time they have completed these chapters, the PCs should be level 5 and ready to cross the river into the champion-tier environments beyond, which will be the subject of the forthcoming Part II of this adventure, to be published in a separate document.

As a general note on leveling, Chapter 1 is intended to take the party from 1st level to 2nd level, featuring four major encounters in the caverns on the way to the source of the hot springs deep inside the cavern. This guide has characters level up from 1st to 2nd after one "day" of four encounters, and then from 2nd to 3rd after two "days" of four encounters each. After that, the leveling pace slows to generally four "days" of four battles per level.

The adventure begins in the town of Glyn Eld, a small hot springs resort in the hills a day's ride south of Eldynkeep. Unlike the rest of the Eldyn region, the people of Glyn Eld have remained free of the Lich Queen's corruption thanks to the holy powers of the local hot spring.

Unfortunately for the residents of Glyn Eld, that is about to change.





Prologue – The Lich Queen Comes to Glyn Eld

Shortly after the PCs' arrival, near sunset, the Lich Queen and her four horsemen descend on the town of Glyn Eld. The skies darken and the sounds of ominous horns and drums fill the air. It is enough to draw the attention of anyone within a mile of the sleep town of Glyn Eld.

The town square is normally a quaint cobblestone affair with an angel sculpture over the main well. But now it is obscured by a massive stage made of what appears to be human bones, and on which stands the Lich Queen and her "four horsemen," all shimmering slightly behind a wall of negative energy.

The Lich Queen, like her husband, is missing an eye and a hand (the opposite ones), but she is not a skeleton. Instead, she is deathly white and ethereal, halfway between a spirit and a living creature.

Her four horsemen stand directly behind her on the stage. One is dressed in the ceremonial robes of a cardinal of the goddess of the sun, but with the sun insignia blacked out. He is nearly as pale as the Lich Queen herself. The second is androgynously dragonic in appearance, but with a ghoulish, rotting face and silver scales tarnished nearly gray. The third is a plump man in excessively formal black wizard's robes, with jet black bushy hair and a black waxed mustache. The final is a woman in a red suit, with great sweptback horns on her head, and smoke curling lightly off of them.

If the PCs ask anyone in the crowd, they can identify the four horsemen as: (1) a vampire by the name of Cardinal Riven; (2) a creature known as the Fade Wurm, currently in human form but normally a huge zombie white dragon; (3) a living human man who calls himself Mortifice the Necrowizard; and (4) a devil, known as The Authority.

Immediately after you arrive, two massive henchmen in baroquely ornate demonic plate armor drag a middle-aged dwarf man onto the stage. He is the town's mayor. His salt and pepper hair is pulled back in a bun that complements his classic dwarven beard. He has the broad shoulders indicative not just of a lifetime spent as a soldier.

If the PCs try to approach or attack through the shield of negative energy, they will actually pass through it and the Lich Queen and her horsemen will ignore them. The PCs may wish to research this phenomenon later.

Once you have described the scene to the PCs, the Lich Queen gives a speech.

"For a time, I ignored your village," the Lich Queen announces in a haunting, echoey voice. "You may have thought you were forgotten here, and that your rebellion escaped my notice. Your leader," she says and gestures at the mayor, who looks forward proudly, but with fear in his eyes, "attempted to enter my spire. For that he is sentenced to serve me for eternity. Madame Authority, might you do the honors?"

The devil known as the Authority steps forward with an ornately carved

Bride of the Lich King Part I

staff and places it at the mayor's temple. The dwarf groans for a moment, and then begins to scream. He withers before your eyes, turning into a dessicated shell of his former self, a gray-skinned hollow-eyed servant. But then, his eyes begin to glow as if filled with fire. The fire quickly consumes the rest of his body. But he does not die. Instead, his screams turn into deep laughter. When the Authority takes the staff away, the dwarf stands, no longer a dwarf but an azer, bearing the size of his former dwarf self, but now a creature of pure, roiling fire.

"My people," the former mayor says in a raspy voice that carries the scent of brimstone with it, "the Lich Queen ignores you and this town's holy waters no longer. You will find your precious holy springs do not serve the gods of light anymore and serve her instead. You have wasted her good graces and your chance to serve her willingly. By dawn tomorrow you will all be enthralled to her as I am."

The Lich Queen speaks again.

"Mortifice, have you seen to the holy spring that feeds this pathetic town?"

The plump wizard grins. "I sent my best lieutenant to befoul it himself," he says.

"Excellent," the Lich Queen says. "Welcome to my domain, everyone."

The stage shimmers and disappears, along with the Lich Queen and everyone else who was standing on it. After a brief moment of stunned silence, the crowd scatters in panic, most returning to their homes or frantically setting off into the countryside.

The few people that stick around will be shell-shocked and willing to give up what little information they have if asked.

Any person in the village can explain what the Lich Queen and her servants meant by the holy springs no longer serving the gods of light: it means that the Lich Queen has somehow corrupted the source of the hot springs. Most likely it sounds like Mortifice the Necrowizard sent his lieutenant, a terrifying, giant skeleton mage knight, to do the job personally. Most people can also explain that the source is located a couple miles east of Glyn Eld, deep in a mountain cave, accessible via an ancient dwarven doorway. If pressed, most people will admit they are too scared to go themselves, because they've seen the horrors the Lich Queen has unleashed on the countryside, they saw what she just did to the mayor, and they fear whatever has corrupted the source of the springs must be even worse.

If asked about the horrors in the countryside, they can explain that they see the Lich Queen's thralls roaming the countryside in the nearby lowlands at night, and they interpret her threat to mean that because they can no longer bathe in the holy springs, they too will turn into such enthralled creatures after a full night without the holy water.

Glyn Eld is a small town with very basic provisions. The PCs may be able to purchase rope, rations, and other basic goods of that sort before setting out, but the local weaponsmith and armorer have disappeared and their storefronts are shuttered (if the PCs are not armed or armored with basic first level gear, have such items be left abandoned in the shop, or offered to them by a shopkeep grateful they're trying to save the town).

When the PCs are ready to head for the hot springs, there are signs clearly marking the way.

Chapter 1 – Disaster at Glyn Eld

It should be near dusk when the Lich Queen departs Glyn Eld. The PCs have until dawn to clear her corruption from the source of the hot springs or they, and everyone else in the town, will fall under the Lich Queen’s thrall when they are unable to bathe in holy spring water. If the PCs have not gathered enough information from terrified locals to understand that this is precisely the danger they’re in, have them come across a ranger who set off to investigate the source of the springs and knows the Lich Queen has poisoned the well and staffed its surrounding caverns with guards.

The foothill path leading east from Glyn Eld goes uphill and after a mile or so becomes rocky and devoid of vegetation. The dwarven gate that marks the entrance is a massive, carved arch that cannot be missed, even in the dead of night, as its runes glow the color of moonlight.

1.1 – Kobold mercenaries at the cave entrance

The entrance to the source cave is an arch twenty feet high and wide enough for a pair of horse-drawn carts to pass through side-by-side. The runes carved into it are weathered and in a form of Dwarvish so archaic even most dwarven speakers cannot translate them. They glow the color of moonlight.

There are cutouts for hinges in the wall and scrape marks on the floor - evidence that great doors once hung here - but they are long gone. Instead the entrance shows nothing more than a smooth-walled cavernous hallway that fades to pitch black after about 50 feet. However, travelers occasionally come

this way, and a basket full of torches sits at the entrance.

If one of the PCs has the champion-level Linguist feat for some reason, the runes roughly translate to read: “Sprung from the Hammer of the Lady of the Deep.”

PCs can roll a DC 15 perception check to notice a small, hidden door, about one square foot in size, set into the wall about fifty yards past the entrance. If they detected it, the door can be pried open easily and contains a small, dusty vial with a stoppered clear liquid inside. A DC 10 check with any magical or medical background reveals it to be an adventurer tier healing potion.

Just past the hidden compartment, the entry hallway widens into a larger room, about fifty feet in diameter and filled with a small group of kobold mercenaries hired by the Lich Queen to deter any would-be heroes from trying to undo her corruption of the wellspring.

Kobold Warrior x4	
<i>1st level troop</i> [humanoid] Initiative +4	
Spear +8 vs. AC – 4 damage <i>Natural even hit or miss:</i> The kobold warrior can pop free from the target	
<i>Evasive:</i> Kobolds take no damage from missed attacks.	
<i>Not brave:</i> Kobold warriors with single digit hit points will run away the first chance they get.	
AC 18 PD 15 MD 12	HP 22

After dispatching or scaring off the kobold mob, the PCs will see that the room only has one exit, to another long hallway.

1.2 – Undead Mob

If the PCs proceed through the hallway, they will encounter a falling rock trap. Spotting it before it triggers is a DC 15 perception check. If spotted, it's a DC 15 check to disable or a DC 20 check to destroy without triggering. If triggered, the trap rolls +5 vs. AC to deal 1d10 damage to all PCs in range.

If the PCs successfully disable or destroy the trap, they spot amongst the boulders a discarded adventurer tier +1 rune.

If the PCs fail to spot, disable, or destroy the trap, the noise attracts two extra mooks to the mob of mooks in the next encounter, which occurs in a massive room just past the falling rock trap.

While the previous hallways and rooms have appeared to be little more than natural cave formations, this room is obviously of dwarven manufacture – fifty-foot-high ceilings and crumbling, but massive, pillars stretching up and out beyond the reaches of torchlight in every direction.

The Lich Queen has left a mob of mindless zombies here to deter any would-be heroes from Glyn Eld that made it past the kobold mercenaries.

Zombie Shuffler x12
<p><i>1st level mook</i> [undead] Initiative +0 Vulnerability: holy</p> <p>Rotting fist +5 vs. AC – 3 damage</p>

<p><i>Natural 16+:</i> Both the zombie and its target take 1d4 damage.</p> <p><i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of normal double damage for a crit.</p>	
<p>AC 14 PD 12 MD 8</p>	<p>HP 10 (mook)</p>
<p><i>Mook:</i> Kill one zombie shuffler for every 10 damage you deal to the mob.</p>	

With the zombies defeated, the PCs are free to move on. There are multiple corridors departing the large room. However, all but one of them is obviously collapsed and impassable beyond a few yards.

1.3 – Bridge Over Corrupted Waters

Entering the one corridor that is not a dead end quickly brings the unmistakable sound of running water. And after about a hundred yards of switchbacking descent, the floor of the corridor begins to fill with a light mist. It's harmless water vapor – though somewhat foul smelling from the corruption.

Have the PCs roll a DC 15 perception check to notice how the mist parts and disappears suspiciously as they near a door at the end of the hallway. A DC 20 check related to arcane magic or dungeon knowledge will show the PCs that a spell has been cast here, probably to obfuscate what is beyond the door.

If the PCs successfully determine that a spell was cast, they can see it is a simple illusion spell and it can be dispelled with a cantrip version of counter-magic. Or the PCs can simply peer through the mist obfuscating the doorway and spot the

Bride of the Lich King Part I

enemies ahead, gaining an ambush in the next battle (meaning the designated ambusher and PC with highest initiative get to act in an ambush round before the first round).

If the PCs succeeded the first check to notice something odd, but don't succeed at identifying the spell, their guard is up and the fight proceeds with normal initiative. If the PCs failed entirely to notice something odd with the door, the two skeletal hounds get the ambush round instead.

The door leads to a five-foot-wide ledge overlooking a rushing cave river. Any PC or enemy who falls in will have to make a DC 15 swimming check (DC 20 in heavy armor) to spend a round climbing back out or else be swept away and dumped into calmer waters near the cave's entrance (taking 5 damage from the ordeal and they can't rejoin the rest of the PCs until the fight is over or the PCs retreat and regroup).

Directly on the other side of the magically obscured entrance is a skeleton warrior. Past it are two rope bridges spanning nearly 30 feet to a ledge on the far side. Each bridge is wide enough to hold only one normal-sized creature, so generally any creatures crossing it must do so single-file. A pair of small creatures may stand side-by-side on the bridge but take a -2 attack penalty while doing so.

Standing in the center of each bridge is a skeletal hound. Two skeleton archers stand at the far ledge, on the other side of the river.

Skeleton Warrior x1

2nd level troop [undead]
Initiative +8
Vulnerability: holy

Spear +8 vs. AC – 6 damage

Resist weapons 16+: When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 16
PD 14
MD 11

HP 26

Skeletal Hound x2

1st level blocker [undead]
Initiative +7
Vulnerability: holy

Bite +6 vs. AC – 5 damage

Natural even hit: The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.

Chomp chomp chomp: Enemies with a lower initiative than the hound take -5 penalty to disengage checks with it.

Skilled intercept 11+: Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on an 11+, it succeeds.

Resist weapons 16+: When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 15
PD 13
MD 13

HP 24

Skeleton Archer x2

1st level archer [undead]
Initiative +7
Vulnerability: holy

Jabby bones +5 vs. AC – 4 damage

R: Shortbow +7 vs. AC – 6 damage

<p><i>Resist weapons 16+:</i> When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	
<p>AC 16 PD 14 MD 11</p>	<p>HP 26</p>

After defeating the skeletons, the PCs can move on further into the cave to find the source of the hot springs.

1.4 – Cleanse the Source

The rushing water is deafening. After crossing the rope bridges, the path on the far side runs in the direction from which the underground river is flowing. Signs in both Dwarvish and Common point the way, announcing that the source of the hot springs is directly ahead, through the next hallway.

Have the PCs roll a DC 18 perception check to notice the faint sound of metal tapping on stone. If the PCs succeed, they can attempt a DC 15 stealth check to sneak up on its source: a lone kobold archer. If any of the PCs succeed at the stealth check and confront him by surprise, he immediately surrenders, offering them a +1 oil and information about the upcoming final monster if they'll spare his life (i.e., that the water spirit who lived here has been turned into a multi-tentacled monster by dark wizardry performed by a giant skeletal mage, and that the monster appears to have a soft underbelly if you can get it to reach out of the pool). If they kill the kobold, they can recover the oil on his corpse but not the information (barring some kind of seance ritual).

If they fail to notice the sound, or fail to sneak up on the kobold, he will run as soon as he spots the PCs. The PCs can roll

a DC 15 athletics/running check to close the gap on him. His gap starts at 25 feet. A successful check narrows the gap by 25 feet to 0 feet and the PCs can confront him for the oil and information as above. A failed check increases the gap to 50 feet. If the gap expands to 75 feet, the kobold slithers away through a tiny gap in the cave wall too small for any PC to follow.

If the PCs chased the kobold and got lost, signs in Dwarvish and Common point the way back to the source pool.

When the PCs are ready, they may enter the source chamber.

A stone door of dwarven design stands in front of you. You turn its steering-wheel-like handle, and the heavy door swings open slowly. Inside is a rectangular chamber fifty feet long and thirty feet wide. The center of the chamber is filled with a rectangular pool of water thirty feet long and ten feet wide. Faint moonlight filters down from a source hundreds of feet above. The water is pitch-black, putrid-smelling, and unnervingly still.

Once you are inside, the door closes with a heavy thud. At the far side, there is a massive skeleton twelve feet tall. He carries a wicked, lacquered black staff the size of a sapling and atop his skull wears a black circlet. As the door closes behind you, he turns his gaze to you.

“Meddlers,” he says in a hideous, booming voice, filled with mirth and surprise. “How interesting. You’re too late, however. Finish them for me, my creature.”

Then the skeleton conjures a circular magic portal, steps through it, and disappears.

Immediately after he departs, the water at the far side of the pool is

disturbed with ripples. The water erupts with a cacophonous splash as a translucent black mass of tentacles the size of an elephant emerges.

The monster has five tentacles, and a body portion in which the figure of a nymph or sprite-like creature's outline is barely visible.

The monster will always move to one end of the pool or the other and will never stay in the center of the pool. If any time between the end of its last turn and the start of its current turn, it was attacked by a ranged attack from the opposite end of the pool, it will use a move action to leave its side and swim to the opposite side.

The zombie tentacle monster's tentacles can reach twenty feet from its body, meaning that it can engage and attack any creature except for creatures standing on the far side of the chamber from it (i.e., either the short side of the pool near the door, or the short side at the opposite end of the chamber). Any creature standing on the long sides of the platform is always in range for an attack by the monster.

The PCs, by contrast, need to get closer to make melee attacks against the zombie tentacle monster (unless they get an opportunity attack against a withdrawing tentacle). PCs can move from one side of the chamber to the other (or stop in the center if they like) using a move action. Moving from anywhere inside the zombie tentacle monster's reach, including moving from outside its range to anywhere within its range, triggers an opportunity attack (but the zombie tentacle monster only gets one opportunity attack per round). Other non-movement actions that normally trigger opportunity attacks, such as ranged spell attacks, trigger them as

normal (i.e., only if the PC is engaged with the monster).

Normally the zombie tentacle monster can make an attack with each of its five tentacles. However, if it was compelled to move at the start of its turn, it must use one of its tentacles for the move action and can only attack with the remaining tentacles. If the zombie tentacle monster moves to the other side of the pool and no PCs are in range for attack there, it can return to the side it came from as a quick action without losing the use of any more tentacles that turn. Once the zombie tentacle monster is down to two or fewer tentacles, its move action no longer costs it the use of a tentacle and it may attack with all remaining tentacles regardless of whether it moved that turn.

Zombie Tentacle Monster x1

Large 5th level wrecker [undead]
Initiative +9
Vulnerability: holy

Tentacle slap +9 vs. AC (1 attack per functioning tentacle not used for a move action this turn) – 6 damage

Natural even roll: automatically succeeds at disengage check and withdraws tentacle into water without triggering opportunity attack

Squirrel!: If, between the end of its previous turn and the start of its current turn, an enemy strikes it with a ranged attack outside the reach of its tentacles, the zombie tentacle monster must use a move action to move to the other side of the pool. This is true even if the attacker or attackers subsequently moved away from the area where they struck with the ranged attack. If the escalation die is even and the zombie tentacle monster has at least two remaining tentacles, it will instead attempt to administer putrid bite and will not move this turn.

Bride of the Lich King Part I

Putrid Bite: When the escalation die is even, the zombie tentacle monster uses two of its tentacles to attempt to grab an enemy and administer a putrid bite attack. If it succeeds, the bite attack uses all of its remaining tentacles for the round and exposes its soft underbelly until the start of its next turn. The grabbed enemy cannot take any actions until he or she is set down at the start of the zombie tentacle monster's next turn. If the attack fails, the zombie tentacle monster may use its remaining tentacles to move or attack as it chooses.

Putrid bite +8 vs. PD – 10 damage plus 6 ongoing poison damage.

Does Not Go Quietly: Whenever the zombie tentacle monster loses a tentacle, it issues a *putrid shriek* attack as an immediate action.

R: Putrid Shriek +5 vs. MD (all enemies in the chamber) – 5 damage
Natural 16+: Enemy is dazed until the end of that enemy's next turn.
Limited use: 1x/round

Soft Underbelly: Whenever the zombie tentacle monster exposes its underbelly, all attacks against it that would normally target AC target PD instead and critical range is expanded by 2.

AC 20
PD 14
MD 18

HP 125
(25 x 5 tentacles)

After the zombie tentacle monster is killed, it melts back into the putrid pool and the black corruption slowly disappears revealing a deep pool of clear water and a human-sized female figure curled up in its center just below the surface. She is the holy spirit of this spring and she emerges and thanks the PCs for saving her. She offers to bestow her blessing by fashioning an item imbued with her magical essence.

The PCs can elect to receive a magical belt, scroll, boots, cloak, circlet, necklace, ring or other wondrous item that does not confer an attack, AC, or hit point bonus. If one of the PCs is a cleric or druid with a background that feels appropriate for a holy symbol fashioned by a water spirit, the GM may want to make an exception.

After the PCs return to Glyn Eld, they are celebrated and given free rooms at the Old Eldyn Hunstman, where they can take a full heal-up and level up to become second level adventurers.

Chapter 2 – Uninstall the Thrall

The residents of Glyn Eld are thrilled to have their holy waters back so they can remain immune to the Lich Queen's enthralling corruption. With the threat of immediate undead enthrallment gone, the PCs can now venture out into the rest of the Eldyn region. However, as the locals can warn them, outside the immediate vicinity of Glyn Eld and its steady access to holy hot springs, the Lich Queen's enthralling enchantment has taken hold. Any PC that spends a full

night in the region without access to a source of holy energy such as Glyn Eld's hot springs will be permanently enthralled at sunrise. Effectively, this means the PCs can only travel about half a day from Glyn Eld before they need to return and bathe in the holy hot springs before the next sunrise.

If the PCs travel at night outside of Glyn Eld, they will find any humanoid creatures they encounter to be hostile,

Bride of the Lich King Part I

including humans, elves, dwarves and halflings that live in the region. The Lich Queen's permanent enthrallment means that each night they lose their senses and wander the countryside as mindless, hostile monsters. If the PCs decide to brave nighttime travel and run into any enthralled locals from which they are unable or unwilling to flee, use these stats for the enthralled.

Enthralled Humanoid	
<i>2nd level troop</i> [humanoid] Initiative +7	
Fist or fist-like improvised weapon +7 vs. AC – 6 damage	
<i>Mindless fervor:</i> Whenever the enthralled humanoid scores a critical hit against an enemy, it also deals 1d4 damage to itself.	
AC 15 PD 13 MD 9	HP 40

Enthralled Shuffler	
<i>2nd level mook</i> [humanoid] Initiative +0	
Fist or fist-like improvised weapon +5 vs. AC – 3 damage	
<i>Mindless fervor:</i> Whenever the enthralled shuffler scores a critical hit against an enemy, it also deals 1d4 damage to itself.	
AC 14 PD 12 MD 8	HP 10 (mook)
<i>Mook:</i> Kill one enthralled shuffler for every 10 damage you deal to the mob.	

If the PCs travel during the day, they will generally be able to travel without running into hostile opposition. The

enthralled monsters they meet at night are relatively normal people by day - albeit broken and horrified and hoping desperately for heroes to help change things.

Landmarks the PCs can reach in half a day's travel include:

1. The eastern half of Taur Danin, a wild pine forest inhabited mainly by elves. For more information about Taur Danin, skip to [2A - The Gray One](#).
2. Eld Arcanum & College, a campus of scholars of all races and backgrounds. For more information about Eld Arcanum, skip to [3A - Eld Arcanum](#).
3. The southern half of the Breadbasket, a vast plain of farms that once fed the mighty city of Eldynkeep. For more information about the Breadbasket, skip to [2B - The Deepspring](#).
4. The River Eld, a mile-wide river that was once a thriving source of ship trade, but is now a river of the dead, preventing any living creature from crossing it to the city of Eldynkeep beyond. Any PC who enters the river at this point, whether actually swimming, navigating it by boat or attempting to go over it by air, will feel a deathly sickness and if they do not leave the water or its vicinity within a minute, they will disappear into the waters or the haze of negative energy that floats over them, dead and never to be seen again. The PCs will work on crossing the river in [Chapter 4 - Penny Dreadful](#).

If the PCs do not have a specific destination they would like to explore, have one of the locals suggest that if they're looking for guidance on how to defeat the Lich Queen, their best bet is the scholars at Eld Arcanum. However, that area is patrolled by Captain Griefert, the monstrous skeletal familiar of Mortifice the Necrowizard they

encountered in Glyn Eld Cave, not to mention a small army of Griefert's skeletal followers. If the party would prefer to avoid a potential confrontation with him and his undead guards, they could instead try talking to the elven sages in Taur Danin forest.

If the PCs travel to Taur Danin, have them encounter a party of elven refugees from Caras Aldin, or as most people refer to it in Common: Treetop City. Those refugees welcome anyone claiming to be fighting against the Lich Queen, as they desperately wish to be free of the curse that turns them into feral monsters every night.

Whether the PCs contact the elven sages or sneak onto Eld Arcanum's campus, the expert they speak with can explain that the magic of the Eldyn countryside on the south side of the River Eld comes from two sources: first, the oldest tree in Taur Danin, called the Gray One; and second, a great reservoir in the heart of the Breadbasket called the Deepspring.

The Lich Queen has corrupted the natural magic of both locations, effectively subjecting all of the region's residents (other than the lucky souls in Glyn Eld) to her enthrallment curse. Clearing the Lich Queen's minions from those two sources should free the countryside from the curse, and its inhabitants from nightly enthrallment.

This guide assumes the PCs will recognize that clearing Taur Danin and the Deepspring is a more pressing issue than attacking the undead guards at Eld Arcanum and will avoid a direct

confrontation with the undead army. If the PCs are determined to clear out Eld Arcanum, assume that Captain Griefert has already retreated to the library catacombs. If the PCs find the fights of Eld Arcanum too challenging at level 2, allow them to retreat without being pursued past the campus grounds and suggest that honing their skills freeing the countryside from corruption may empower them to fight this undead army later.

The PCs can clear the Gray One and the Deepspring in either order, but which one they choose to do first makes a difference. Clearing each brings the thanks of the freed spirit, and that thankful spirit will reward the PCs in thanks. However, the source that is cleared second will be less thankful due to it being weaker from the additional time spent under the Lich Queen's corruption, and it will give a lesser reward.

If you want your PCs to know what benefits they're choosing between when deciding which area to tackle first, have the elven or college elder they speak with also explain that the Gray One is considered the source of elven racial powers and is known to bestow those powers upon its preferred worshippers, and that the Deepspring water is said to have powers that make the farmers of that region tougher than usual. In more explicit game terms, clearing the Gray One first grants each PC a bonus feat of an elven racial power of their choice. Clearing the Deepspring first grants the PCs the bonus feat Toughness or Strong Recovery.

2A – The Gray One

The Gray One is located a few miles into the Taur Danin forest when entering

from the east. Taur Danin does not have roads, but it has some paths frequented

by the elven people who live there, and all of the major paths in the eastern half of Taur Danin will lead to the vicinity of the Gray One. It is not difficult to find, even for inexperienced travelers.

The Gray One is supposedly the oldest tree in the forest, and therefore the grandmother of all other trees in Eldyn. It's considered a holy site by elves and druids. And the local humans, dwarves and halflings know to show it some respect as well.

If traveling there during the day and sticking to paths without getting lost, the PCs should arrive without encountering anyone hostile - just a party or two of curious elves who will be happy to provide directions, especially if the PCs promise to break the curse on the Gray One.

If traveling at night, the party may encounter enthralled elves, and if the PCs elect not to hide or run away, use the stats for enthralled humanoids.

The Gray One is modest in height - not stretching into the overworld like some of the trees deeper in the forest near Treetop City. It is a conifer that bears similarities to redwood, pine and other types of evergreen trees, but is not readily identifiable as any of them.

It is visibly shrouded behind a barrier similar to the one surrounding the Lich Queen and her horsemen during their demonstration at the beginning of your adventure in Glyn Eld.

Even through the unholy barrier, you can see that the Gray One is a handsome gray-silver color that shimmers in the corners of your vision and seems to whisper to you on the wind.

Unfortunately, due to the corruption, that shimmering and whispering takes

on a malevolent and disconcerting note, though it does not directly harm you.

Similar to the barrier that thwarted onlookers in Glyn Eld, the barrier around the Gray One prevents any PC from simply walking up to the tree, or from approaching it in any other manner. If the party approaches directly, they will pass right through the Gray One, unable to physically interact with it or see inside it.

However, the negative energy barrier displays three obvious tendrils of energy that the PCs can trace to three elven monuments arranged equidistantly around the tree, each about a hundred yards from the Gray One's nearest branches.

If the PCs take the time to walk a circle around the barrier and inspect the three monuments, they will see that each one has a distinct pictographic theme to it (as described below in the section for each monument). One monument is devoted to the sun, one devoted to water, and one devoted to earth. Each monument shows signs of corruption and defilement (again, described below).

Clearing the enemies at all three monuments will lower the barrier around the Gray One and allow the PCs to cleanse the corruption inside the ancient tree. They may clear the three monuments in any order. If you're a generous GM, you may want to direct the PCs to save the water monument for last as the other monuments may yield tools helpful in defeating its enemies.

2A.1 – Sun Monument

The monument to the sun is a mud brick ziggurat with a square base two hundred yards wide. It extends almost two hundred feet in the air in a series of stacked squares, each level slightly

smaller than the one below it. At the ziggurat's top is an enormous twelve-pointed star.

It has three stairways. One leads from ground level directly toward one of the faces of the ziggurat, into an entrance at its third story. The other two sets of stairs are perpendicular to the first stairway, starting on the ground level at opposite edges of one face of the ziggurat, converging over the top of the first stairway's entrance, at the fourth story. From there, as a unified single stairway, it leads up to the summit room on the seventh story, a level made entirely of crystal. However, the upper part of that stairway has been reduced to rubble and looks difficult, if not impossible, to climb over. You may be forced to enter at the third story.

To end the corruption in the monument of the sun, PCs need to defeat the enemies in the summit room, so if they succeed at climbing up there in spite of the difficulty, they can attempt to dispatch the enemies and be on their way. If the PCs don't find a way to climb to the summit, there is a puzzle in the interior that will allow them to reach it.

Trying to simply climb the destroyed upper stairway, or the face of the ziggurat itself, by hand is a ridiculously hard task (DC 25). Any PC who tries it and fails will take 3d6 falling damage unless saved, by a *feather fall* spell or otherwise. If one PC can surmount it, they may be able to lower a rope or devise another helpful measure to reduce the difficulty for other PCs to merely a hard or normal task.

If the PCs take the main stairway to enter the third level of the ziggurat, in the interior they will find that each level of the ziggurat is a twenty-foot wide balcony overlooking a massive interior atrium. The balconies all overhang each other,

and the stories of the ziggurat are each roughly thirty feet high, making jumping or climbing from one level to the next ridiculously difficult (in this case, due to the overhang, a DC 28 check and falling to the atrium floor is 4d6 damage). If your PCs try to overcome this obstacle by sending a PC with flight or teleportation abilities ahead solo and you don't want it to be so easy, consider ambushing any such PC with a selection of enthralled humanoids or enthralled elf guards from this section.

If it is daytime, sunlight illuminates the interior through the crystal prism above in the summit room. If it is night, Eldyn's bright, permanent full moon, combined with torchlight at the top level, provides a similar amount of light.

The description below assumes the PCs have entered at the third level. If they are lower or higher for some reason, adjust the description accordingly.

Looking into the atrium, you see at the very bottom level, sixty feet below you, a mosaic depicting an eclipsed sun. At the very top, sixty feet above, set in the floor of the seventh level of the ziggurat, you see a massive crystalline prism through which light gleams, creating a rainbow effect that lights each of the ziggurat's lower six floors a different color of the rainbow (red at the top, then orange, yellow, green, blue and violet as it descends to the ground floor). Due to whatever corruption the Lich Queen's minions are perpetrating on the place, all of the colors have taken on a sickly shade, but it is nevertheless an impressive effect.

Each floor contains, in one corner, a set of three circular stones. On the green floor (the third floor), for instance, one stone is blue and one is yellow. The third

Bride of the Lich King Part I

stone emits no light and appears to be malfunctioning.

Each of the six floors similarly will have two lit-up circles representing the adjacent colors of the rainbow, with a third stone that is blanked out. The violet floor has circles for red and blue. The blue floor has violet and green. The green floor has blue and yellow. The yellow floor has green and orange. The orange floor has yellow and red. And the red floor has orange and violet.

On the green floor, if the PCs step on the blue circle, they will teleport to the pedestals on the blue floor. If they step on the yellow circle, they teleport to the yellow floor.

The seventh floor is made up of the prism material creating the rainbow light effect inside the ziggurat. Even from the red floor directly below it, the PCs cannot see through the hazy crystal to discern what is on top. To enter the seventh floor and see what is there, the PCs either need to solve the teleportation puzzle or find a solution to climb past the destroyed stairways outside.

If the PCs study the inscriptions around the pedestals on each floor, they will see a series of pictograms making it obvious that the unlit circle should be a rainbow color when functioning properly. There are also what appear to be instructions about combining color crystals to create different colors to teleport to different floors more easily. If the PCs gather one each of all six colors of crystals and mix them together in one of the malfunctioning stone circles, it will create a rainbow circle that teleports them to the prism at the summit.

The crystals can be gathered by prying the functioning floor circles up, a task any PC can accomplish. Each circle has three functioning crystals of its color

type, so one can be removed from each floor easily without causing the PCs to be trapped on a floor. If you want to make this part more interesting, have at least one floor be patrolled by enthralled humanoid guards. Additionally, a captured guard can be interrogated to explain how the teleportation mechanism works.

Once the PCs solve the teleportation puzzle or otherwise make it to the seventh floor, they will find themselves standing on top of the massive crystal prism that comprises the seventh level's floor. The crystal below their feet swirls with sickly smoke.

Standing there with them is a group of five enthralled high elves in religious robes. They are in a circle around a small fire elemental they appear to be conjuring with the monument's energy. Unlike the elves in the surrounding forest who are only enthralled at night, these elves have given themselves over entirely to the will of the Lich Queen and will not be happy to see the PCs, day or night. One of the acolytes produces a marble-sized red orb and throws it to the ground, where suddenly two additional enthralled high elf guards in armor are conjured.

Small Fire Elemental x1

3rd level troop [elemental]

Initiative +8

Whipping flames +8 vs. PD – 8 fire damage and 4 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d8 fire damage.

Bride of the Lich King Part I

<i>Resist fire 18+</i> : When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	
AC 19 PD 18 MD 15	HP 38

Enthralled High Elf Guards x2	
<i>2nd level blocker</i> [humanoid] Initiative +6	
Moribund blade +7 vs. AC - 6 damage , and 4 ongoing negative damage. <i>Miss</i> : If the target is dazed, hampered, or stuck, it takes 4 damage.	
C: Moribund Curse +8 vs. PD (1d4 nearby enemies in a group) - 3 damage <i>Natural even hit</i> : The target is hampered (save ends) <i>Natural odd hit</i> : The target is stuck (save ends) <i>Limited use</i> : 1/battle	
<i>Highblood teleport overload</i> : The enthralled high elf guard is compelled by the corrupted prism energy to teleport at the start of every turn and engage with a different enemy unless only one remains conscious. If he is engaged when he teleports, he takes 1d4 damage. If he is hampered, stuck, or stunned when compelled to teleport, double the damage.	
AC 18 PD 14 MD 14	HP 32

Enthralled High Elf Acolyte x5	
<i>1st level mook</i> [humanoid] Initiative +2	
Sacrificial dagger +6 vs. AC - 3 damage	

<i>Fanatical devotion</i> : As a standard action, an enthralled acolyte can deal 2d6 negative energy to one dazed, hampered, or stuck enemy engaged with it. The enthralled acolyte also takes 7 damage from this kamikaze action, killing it.	
<i>Highblood teleport overload</i> : Each mook in the mob of enthralled acolytes is compelled by the corrupted prism energy to teleport at the start of every turn and engage with a different enemy unless only one remains conscious. If the mook is engaged when he teleports, the mob takes 1d4 damage.	
AC 16 PD 13 MD 15	HP 7 (mook)
<i>Mook</i> : Kill one enthralled acolyte for every 7 damage you deal to the mob.	

After the PCs have successfully defeated the elemental and enthralled high elves, the prism unclouds and the light traveling through it looks healthier. The monument is cleared and the tendrils of negative energy traveling to the Gray One is gone.

If the PCs search the corpses, the moribund blades the elves carried disappear into dust, but the PCs also find a partially shredded scroll covered in Elvish script. Any PC that speaks Elvish can automatically understand that it explains how to open the secret eclipse room at the bottom level of the monument. Other PCs can make a DC 15 check to glean the document's purpose from the diagrams and calculations on the bottom half.

If the PCs can determine the document's purpose, they realize it describes how the "eclipse room" only opens when eclipsed sunlight filters through the prism at the monument's top floor. The rest of the document is devoted

to astrological calculations for determining the next eclipse. A DC 15 check will reveal that the calculations predict the next eclipse will not happen for over three years. A DC 20 check, however, will note that there are also calculations devoted to one instance of “conjured eclipse” achieved artificially through some form of magic.

If the PCs manage to simulate an eclipse through some sort of engineering feat, or to summon a real one through a ritual (or other means), the eclipse mosaic at the bottom floor opens to reveal a subterranean chamber devoted to eclipse-themed art, as well as art worshipping gods of the stars and sky. The room also contains useful magic items. You may want to come up with your own adventurer tier items appropriate for the party, but this guide suggests giving out a +1 weapon that does fire damage or a +1 armor or cloak with *resist fire 16+*. Additionally, the PCs should find a potion of *fire resistance* or another fire-related consumable.

2A.2 – Water Monument

The water monument is the tallest of the three monuments surrounding the Gray One, a towering rectangular prism made from what looks like thousands of banyan tree vines melded together into a solid structure a hundred feet wide at the base and nearly a thousand feet tall. It would be visible for miles if it weren't tucked in a forest of massive evergreen trees, some of which are even taller.

As you approach, the water monument gives off a humid, loamy forest scent, but with an unmistakable foulness to it. The branches comprising its structure ooze an unhealthy, viscous substance.

Inside, the structure is one large room that serves a single purpose: to

house a thousand-foot tall perpetual waterfall. Currently, however, the waterfall is frozen solid and the interior of the monument is rather chilly, though not dangerously so.

A short search will reveal the source of the problem. In one corner of the monument is a contraption of wooden levers and dials with Elvish inscriptions carved into them. The inscriptions state that it is the waterfall's control mechanism. If none of the PCs can read it, the pictograms alone should make it obvious that the device is designed to control the waterfall. The PCs can't tinker with the controls, though. Like the waterfall, the controls also are frozen solid, buried under a foot of solid ice.

To unfreeze the waterfall, the PCs must first unfreeze the controls, and then, as they can glean from the Elvish inscriptions and pictograms, they must have a single person pull all four levels close to simultaneously.

Trying to melt the ice with magic or regular fire results only in limited success. Any one PC will find that they can pull one lever with each hand in the time it takes for the levers to begin re-freezing, but cannot pull all four in quick enough succession to unfreeze the waterfall. Also, the mechanism is enchanted so only one person can pull the levers at a time. If two different people have their hands on the controls during the same minute of time, the mechanism won't allow its levers to be pulled.

In addition to the instructions for pulling the levers, there are descriptions discussing communing with the spirits of elven ancestors by focusing on the water flowing through one's own body.

If one of the PCs follows these instructions and meditates for 3-5

Bride of the Lich King Part I

minutes inside the water monument, the PC, regardless of whether or not he or she is a wood elf, will gain a one-time use the wood elf racial power *elven grace*.

To get the waterfall unfrozen, the PCs must unfreeze the controls (using fire spells, torches, etc.) and then have a party member who has *elven grace* (either by virtue of carrying out the meditation or by being a wood elf) pull two levers (one with each hand) and then the other two levers with their second standard action granted by using the *elven grace* power.

This results in the levers being pulled quickly enough in succession by a single person and causes the waterfall to groan and crack and then begin flowing again. The sound of the unfrozen water suddenly falling into the pool from a thousand feet in the air begins as a drip and within minutes escalates to thunderous.

Once the waterfall is fully melted and functioning again, an extremely angry black dragon erupts from the pool at the ground floor, followed by a small water elemental. The dragon produces a tiny blue orb in one hand and throws it to the ground, and there, suddenly, a pair of enthralled wood elf archers are conjured. They all attack.

Small Water Elemental x1

3rd level blocker [elemental]
Initiative +7

Surge +9 vs. AC (up to 2 enemies) – 8 damage
Miss: The elemental heals 3 hp.

Liquid empowerment: The water elemental takes a -2 penalty to attacks and all defenses while if it loses contact with the waterfall and pool, such as by going outside the monument.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 20
PD 18
MD 14

HP 40

Medium Black Dragon x1

3rd level wrecker [dragon]
Initiative +9
Vulnerability: thunder

Claws and bite +8 vs. AC (2 attacks) – 4 damage
Natural 16+: The target also takes 4 ongoing acid damage.

C: Acid breath +9 vs. PD (1d3 nearby enemies) – 5 acid damage, and 5 ongoing acid damage
Miss: 3 acid damage

Draconic grace: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the *grace* die bumps up to a d8. After the second success, it's a d10, then a d12 and finally a d20 after the fourth one.

Intermittent breath: A medium black dragon can use *acid breath* 1d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist Acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Escalator: A dragon adds the escalation die to its attack rolls.

<p><i>Flight:</i> A dragon flies reasonably well.</p> <p><i>Random Dragon Ability:</i> Roll on the chart on page 217 of the Core Rulebook (or don't, if you want to give your PCs a break)</p>	
<p>AC 19 PD 17 MD 15</p>	<p>HP 42</p>

<p>Enthralled Wood Elf Archers x2</p>	
<p><i>2nd level archer</i> [humanoid] Initiative +5</p> <p>Elven scimitar +6 vs. AC – 6 damage</p> <p>R: Short bow +6 vs. AC – 7 damage <i>Natural 1-5 miss:</i> Once per round, re-roll the attack against a different nearby creature.</p> <p><i>Elven grace:</i> At the start of each of the enthralled wood elf archer's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the archer can take an extra standard action that turn. After the first success, the <i>grace</i> die bumps up to a d8. After the second success, it's a d10, then a d12 and finally a d20 after the fourth one.</p>	
<p>AC 18 PD 17 MD 11</p>	<p>HP 32</p>

Restarting the waterfall and defeating the enemies clears the corruption in the water monument and the tendril of negative energy traveling to the Gray One is gone.

The PCs might want to investigate what the dragon was doing in the pool. They can dive into the icy water for short periods of time. What they will find is that the dragon was probably just feeding off its healing energy, and that if they submerge themselves in the now-

uncorrupted water or drink from it, they gain a bonus recovery.

2A.3 – Earth Monument

The earth monument is a massive dome-shaped dirt mound, two hundred yards across and grown over with waist-high grass. A simple doorway made from an arch of white stones at ground level allows you to pass through one at a time.

Inside is a small hallway, no more than ten feet wide and ten feet high, the walls and ceilings made of packed earth.

The hallway takes the PCs through the mound in a downward sloping spiral until they end up deep underground. Every hundred yards or so a stone plaque is set in one of the walls, framed on either side by a stone sconce in which magical white fire burns. The first plaque depicts elves growing crops and flowers in a small garden. In Elvish and Common it says, "earth's kindness." The second plaque depicts elves buried under a mudslide in a storm and says, "earth's cruelty."

The next plaque depicts dragons flying over trees, the inscription declaring them the world's first two creatures. The one following shows dragons nesting in high trees and says "kindness of trees." The next depicts dragons using their magic to help a forest grow and says "kindness of dragons."

The next plaque is a depiction of dragons burning a forest to the ground with the inscription "cruelty of dragons." Finally, a plaque depicts elves using the bark and sap of different trees to render poisons and using them as weapons against dragons. It says, "cruelty of trees."

After this plaque, the PCs enter a room redolent of the smells of dozens of

Bride of the Lich King Part I

different kinds of wood. Large tables line the walls, on which sit jars containing different varieties of wood depicted in the plaques outside. And in front of each of those jars, small vials. The PCs will find one of each of the following colors: white, black, green, blue, and red.

If the PCs are unable to deduce the purpose of these oils from the plaques outside, allow a DC 10 check to understand that each color corresponds to one of the chromatic dragon types. Applying that oil to a weapon gives a +1 attack bonus vs. that type of dragon for one battle. Applying it to clothing or armor gives a +1 bonus to all defenses when attacked by that type of dragon.

The room has only one exit and it leads to the heart of the monument, a large, underground, domed room with a circular pool of lava at its center. Standing near the lava pool is a drow spider-mage and a small earth elemental. They appear to be performing a ritual when the PCs enter and are not happy to be interrupted. The drow spider-mage produces a marble-sized yellow orb and throws it to the ground. Where the orb lands two enthralled drow berserkers are conjured.

Small Earth Elemental x1	
<p><i>3rd level troop</i> [elemental] Initiative +5</p> <p>Rocky fists +7 vs. AC (2 attacks) – 7 damage <i>Miss:</i> 2 damage</p> <p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d6 damage before taking any damage from the attack.</p>	
AC 19 PD 18	HP 40

MD 13	
-------	--

Enthralled Drow Berserkers x2	
<p><i>2nd level troop</i> [humanoid] Initiative +5</p> <p>Serrated elven blade +7 vs. AC – 8 damage <i>Dangerous:</i> The crit range of attacks by drow berserkers expands by 2 unless they are staggered.</p> <p><i>Cruel:</i> The first time during the battle the drow berserker hits with a weapon attack the target also takes 5 ongoing damage.</p>	
AC 16 PD 15 MD 13	HP 40

Drow Spider-Mage x1	
<p><i>3rd level caster</i> [humanoid] Initiative +8</p> <p>Sharpened wand +8 vs. AC – 10 damage</p> <p>R: Shadowfire +8 vs. PD (one nearby or far away enemy) – 8 damage, and the target is weakened (save ends) <i>Limited use:</i> Once this spider-mage hits with <i>shadowfire</i>, she can't use it again until the target saves against it.</p> <p>C: Malediction of webs +8 vs. PD (up to 2 nearby enemies in a group) – The target is stuck (save ends), and takes 5 damage each time it fails the save.</p> <p><i>Dark orison:</i> Each time the spider-mage misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1.</p> <p><i>Spider speaker:</i> The first time each battle an enemy hits the spider-mage with a melee attack, that attacker takes 8 ongoing poison damage from her familiar.</p>	

AC 19 PD 13 MD 17	HP 40
--------------------------------	--------------

After the PCs defeat the enemies, if they search the remains of the drow spider-mage, a PC who succeeds at DC 15 check related to poisonous animals can extract one vial of poison from her spider familiar. The spider poison can be applied to a melee weapon as a quick action with the effect that the next successful attack with that weapon deals 5 ongoing poison damage in addition to the attack's normal effects.

2A.4 – Gray One's Heart

Whatever order the PCs choose to tackle the three monuments, once all three have been cleared of enemies, the PCs will emerge to find the Gray One is no longer shrouded by negative energy and they are free to approach it.

Approaching the Gray One across the hundred or so yards of short grass is eerie, owing to the complete lack of usual forest sounds. No birds or insects can be heard, and no wind rustles the Gray One's branches.

The lowest of those branches are thirty or forty feet above your head. Around the tree's base, you see light flickering inside the dark spaces between knotty roots. Several of these spaces are human-sized openings where you can enter.

The party can attempt to climb the tree, though there is nothing to be gained from it other than unusual pine cones and a very nice view from the top. Reaching the lower branches by climbing the trunk is a DC 20 climbing check.

To clear the corruption of the Gray One, the party will need to enter the tree's root structure.

The inside of the tree's root structure is dark, but yellowish light from deep below provides enough illumination to allow your slow descent into the heart of the tree.

Eventually, about a hundred feet below the ground, the roots part to reveal a circular chamber. You can see that the larger roots which make up the chamber walls display varying colors. Some are reddish, some bluish, and some yellowish, and they are in fact quite reminiscent of the colors of the orbs that enemies in the sun, water, and earth monuments used to conjure their enthralled elven followers. At the chamber's center is a table-sized mass of tangled roots of all three colors faintly glowing and pulsing like a heartbeat.

Crouched over that beating heart, fingers deftly spinning a mechanism that looks like a tiny, golden spindle, is a bloodied, terrified-looking gnome. Standing over him is a terrifying creature: dragonic, with bone-white scales and red eyes staring out from inside a helmet visor, and imposing in a suit of heavy armor that looks as though it's seen plenty of use. This is Eschus, the dragonic anti-paladin you've been warned about, and the Fade Wyrms' chief lieutenant.

By now the PCs should have heard of Eschus, the Fade Wyrms' lieutenant overseeing her work in Taur Danin. He's an anti-paladin fanatic who worships the Fade Wyrms as ruler of all undead dragonkind. The gnome appears to be a hapless captive of Eschus. In fact, seeing Eschus's attention has turned to the PCs, the gnome ceases whatever he's doing and scurries away into a corner.

"I see you've dispatched my Fade soldiers in the monuments," Eschus says as you enter. "Perhaps I underestimated

Bride of the Lich King Part I

the threat of do-gooding adventurers. I do sometimes forget how desperately the living cling to their meaningless lives and illusions of free will. No matter. The Fade is inevitable and I will gladly deliver you into its eternal embrace.”

During the battle that follows, Eschus can point his sword at two of the various colored roots of this chamber comprising the Gray One’s heart, and with a quick action cause those two roots to burst, each producing an enthralled elven follower who joins the battle. Each red root produces an enthralled high elf guard like the ones from the sun monument, each blue root an enthralled wood elf archer as from the water monument, and each yellow root an enthralled drow berserker as from the earth monument.

At the start of battle, before either Eschus or any of the PCs have acted, Eschus conjures two such creatures. Thereafter, during the battle, Eschus will conjure two additional enthralled elves as a free action at the start of a round when the escalation die is at 1, 3, and 5 (or at 2, 4, and 6 if you want an easy way to reduce the difficulty of this fight).

Once reduced to zero hp or fewer, rather than dying, Eschus is rescued from battle by his huge white dragon mount, Fireblight (see below). Any remaining enthralled elves that have been conjured are hampered and weakened for the remainder of the battle.

Whenever Eschus conjures enthralled elf followers, including the ones conjured before the start of battle, roll 1d3 to randomly select each individual follower - 1 means a high elf guard; 2 means a wood elf archer; and 3 means a drow berserker. Eschus will not conjure two of the same type in the same round, so if he rolls the same number for both rolls,

continue rerolling the second until you get a different type of enthralled elf follower. Enthralled elves conjured after the battle begins act in initiative order after followers of the same type already in the battle (unless you feel like rolling separate initiative for each enemy).

The PCs can destroy the roots to prevent Eschus from conjuring more followers (AC 5; 10 hp each times 4 roots of each color, for 12 total roots), but this will severely weaken the tree and the PCs will not be rewarded by the tree’s spirit after defeating Eschus.

The three types of enthralled elf followers are reproduced below for convenience.

Eschus (dragonic anti-paladin) x1	
<p><i>4th level leader</i> [humanoid] Initiative +7</p> <p>Cursed longsword +9 vs. AC – 10 damage <i>Natural even hit or miss:</i> 5 ongoing negative energy damage.</p> <p>C: Fade breath +9 vs. PD (1d3 nearby enemies) – 10 ongoing negative energy damage. <i>Limited use:</i> 1d3 times per battle and never two turns in a row.</p> <p><i>Bastion of servitude:</i> While one or more lower-level non-mook allies are nearby him, Eschus gains <i>resist damage 16+</i>.</p> <p><i>Implacable:</i> Eschus rolls saves at the start of his turn.</p> <p><i>Evil Bastard:</i> Whenever Eschus drops an opponent to 0 hp using <i>cursed longsword</i> he can make a second <i>cursed longsword</i> attack against a different nearby opponent as a free action.</p>	
<p>AC 20 PD 15 MD 18</p>	<p>HP 55</p>

Bride of the Lich King Part I

Enthralled High Elf Guard

2nd level blocker [humanoid]
Initiative +6

Moribund blade +7 vs. AC – 6 damage, and 4 ongoing negative damage.
Miss: If the target is dazed, hampered, or stuck, it takes 4 damage.

C: Moribund Curse +8 vs. PD (1d4 nearby enemies in a group) - 3 damage

Natural even hit: The target is hampered (save ends)

Natural odd hit: The target is stuck (save ends)

Limited use: 1/battle

Highblood teleport overload: The enthralled high elf guard is compelled by the corrupted prism energy to teleport at the start of every turn and engage with a different enemy unless only one remains conscious. If he is engaged when he teleports, he takes 1d4 damage. If he is hampered, stuck, or stunned when compelled to teleport, double the damage.

AC 18
PD 14
MD 14

HP 32

Enthralled Wood Elf Archer

2nd level archer [humanoid]
Initiative +5

Elven scimitar +6 vs. AC – 6 damage

R: Short bow +6 vs. AC – 7 damage
Natural 1-5 miss: Once per round, re-roll the attack against a different nearby creature.

Elven grace: At the start of each of the enthralled wood elf archer's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the

escalation die, the archer can take an extra standard action that turn.

After the first success, the *grace* die bumps up to a d8. After the second success, it's a d10, then a d12 and finally a d20 after the fourth one.

AC 18
PD 17
MD 11

HP 32

Enthralled Drow Berserker

2nd level troop [humanoid]
Initiative +5

Serrated elven blade +7 vs. AC – 8 damage

Dangerous: The crit range of attacks by drow berserkers expands by 2 unless they are staggered.

Cruel: The first time during the battle the drow berserker hits with a weapon attack the target also takes 5 ongoing damage.

AC 16
PD 15
MD 13

HP 40

After the PCs reduce Eschus to 0 hp, his white dragon mount tears a small hole in the root structure and roars. Eschus yells something villainous like, "this isn't over," and climbs onto Fireblight's head. He and the dragon scramble out of the tree and fly away before the PCs can stop them.

If the PCs did not destroy all of the Gray One's roots, the air inside immediately takes on a fresher and sweeter smell, and the tree's pulsing root-structure heart takes on a healthier color.

In his haste to escape, Eschus drops his cursed longsword. The gnome cowering in the corner stands up and

introduces himself as Dervish the Tinkertailor. He explains the longsword is not usable as a weapon by anyone unless they undergo rituals to bind themselves to the Fade Wyrms (or a similarly evil undead dragon), but a DC 15 check reveals that the hilt can be deconstructed and the dragon heartstring that powers its magic can be removed. The dragon heartstring can be used to create a +1 weapon with a bonus of that PC's design (if the PCs can find a blacksmith capable of creating magic weapons to order – see [Appendix A: Eldyn Merchants](#) for information on specialized Eldyn merchants).

If the PCs completed this quest before freeing the Deepspring from corruption (and did not destroy all the roots during the battle), the Gray One is healthy enough to offer a piece of its heart to each of them. Each PC receives a cone-sized glowing fruit of the color of their choice: red, blue or yellow. Eating it gives that PC a bonus feat of the corresponding racial ability: red (*highblood teleport*), blue (*elven grace*), green (*cruel*). If the PC is an elf and chooses the color that corresponds with his or her existing racial ability, the PC instead receives the half-elf racial ability *surprising*.

If the PCs completed the Deepspring first, the Gray One is grateful, but too weak to offer such a gift. Instead, it gives the PCs a +1 rune made from its wood.

By the time the PCs ascend back to the surface, they will find multiple groups of elves have come, drawn by the sense that the Gray One has been freed (assuming the PCs left the Gray One's root structure at least partially intact). As thanks, the gathered elves give the PCs one adventurer tier magic item from the items the elves may be carrying with them. Rather than provide a list of options, this guide suggests making

available anything it seems reasonable a group of elven elders might carry with them (bows, swords, cloaks, boots, and belts in particular). Contrast the selection with the items a human militia would dole out at the end of Chapter 2B (such as heavier weapons, heavier armor and shields). Or choose something that feels appropriate for your party of PCs. If your campaign has been light on magic items so far, consider giving a second magic item as well.

Dervish the Tinkertailor

The gnome you saved from Eschus claims he's a "tinkertailor," a gnome merchant who dabbles in trinkets, jewelry, fabrics and clothing. He hails from a clan of gnomes who make their home on a koru behemoth named Kilter.

Normally when the koru passes through this region, Dervish visits the elves in Taur Danin to trade, but the Lich Queen's barrier came down while he was visiting, and he was kidnapped by Eschus to help him make these baubles that tap into the energy of the elven racial powers.

Now free, he intends to journey to Kilter's location. He's heard the beast was trapped inside the barrier and he hopes his clan and the behemoth are ok. He hopes to one day return there, but for now he intends to set up a temporary storefront in Glyn Eld and invites you to come visit and trade with him.

Dervish opens a storefront called "Dervish's Notions," and from it he trades in the following types of items:

- Clothing (robes, shirts, tunics and other non-armor)
- Belts, sashes and girdles
- Light gloves (not heavy gauntlets)
- Circlets and crowns
- Necklaces
- Rings

- Crossbows and bolts
- Other wondrous items

In addition, one thing Dervish can do that other merchants in the Eldyn region cannot is to craft items of this type to a PC's specification. If a PC gives Dervish magical components or an existing

magical item for him to refashion, Dervish can create a magical item of the type listed above with that magical property to the PC's desire.

For more information, see [Appendix A: Eldyn Merchants](#).

2B – The Deepspring

The Deepspring is located about ten miles northeast of Glyn Eld. There is a major road with ample signage that makes travel during the day easy for the PCs. Even on foot, they should be able to manage the distance in about 4-6 hours.

Traveling to the Deepspring, the PCs might encounter a handful of human or halfling farmers and merchants, either on the roadway or distantly visible working fields of sickly-looking crops.

Before the Lich Queen arrived and corrupted the entire region, the Deepspring was a lake located in the heart of Eldyn's farmland region known as the Breadbasket. The lake is about two miles in diameter and feeds underground wells all over the Breadbasket region. Locals will tell the PCs that the water is (or was) extremely clear, and on a good day, a person could see several hundred feet down into its depths. It's deep enough that no one is sure exactly how far down it goes. Most scholars agree it is at least a mile to the bottom, and more superstitious types believe it goes on endlessly, fed by a mystical water source from another plane of existence.

2B.1 – Sand Fortress Entrance

You arrive at the shore of the lake known as the Deepspring. What was once a deep lake of crystal-clear freshwater is now a hole filled with ashy-colored sand. At the center of the "lake" is a fortress of grayish sandstone

with a wicked maw of an entrance (looking especially uncanny if viewed under the light of Eldyn's perpetual full moon). The structure practically screams that it's the entrance to an underground dungeon full of monsters.

A DC 15 perception check will show evidence of an ankle-high tripwire at the entrance. Any attempt to disable it does not require a roll and instead shows that the wire leads to a pair of sharpened logs poised to crash down on anyone who enters the door, but whoever designed the trap failed to actually attach the string to the mechanism that would drop the sharpened logs. Likewise, failing to spot the trap and actually triggering it will snap the string with an alarming sound, but then nothing will happen.

The entry hallway ends at a T-stop. To the left is a large stone door with an iron lock the size of a giant's fist emitting a faint blue glow. To the right is another corridor that curves away out of sight.

The locked door can't simply be picked because it has been sealed with additional magical enchantment. If the PCs don't want to get the key or are determined to pick this lock, a DC 20 lockpicking check is required to avoid triggering lightning damage equal to the PC's level, and a DC 25 check to actually successfully pick the lock.

More likely, the PCs will have to take the corridor to the right and continue

Bride of the Lich King Part I

investigating the dungeon. If the PCs take the corridor to the right, around the corner they will immediately stumble upon a kobold carrying a large and obvious metal key that emits a faint blue glow.

The kobold will take off running at the sight of the PCs, ducking into an empty barracks room full of beds, then back out into the hallway, then into a dining hall with tables and a large cooking cauldron over an open fire, before finally ending in a great hall filled with other kobolds.

The kobold is fast. Catching him is a DC 20 speed check that can be made each time he enters a new room or hallway, but PCs who think of creative ways to use the environment against the kobold can add stacking +1 to +3 bonuses at the GM's discretion.

If the kobold is cornered or injured, he will stop and put his hands up in surrender and say, "me not want fight," at which point the rest of the kobolds listed below will burst in on the scene, regardless of where the chase ended.

If the kobold is given the opportunity to continue talking, or if he makes it all the way to the great hall full of his fellow kobolds, he will stop, turn around to face the PCs, put his hands up, and say, "you not look like farmers. Rasp told to guard against farmer. Rasp not paid enough to fight scary types."

The PCs can interrogate Rasp and the other kobolds. If they ask what the kobolds are doing there, they'll be told, "Boss Lady hired us to guard worm shed." To which another kobold will say, "her name not 'Boss Lady.' She called 'Shiverblood.'" Then, a third will chime in with: "not 'Shiverblood,' lizard-brain. Name is 'Silverblood.'" Then Rasp will interrupt with "'Silverblood' stupid name. Rasp call her Boss Lady."

If asked about the worm shed, the PCs will be told, "ride worms to deep part of fortress. Riding hooks kept in shed."

With additional prodding, the PCs can probably determine the magically locked door leads to the 'worm shed.' And further, that the shed contains items to call, and ride, massive sandworms into the depths of the sand-filled Deepspring.

The kobolds will refuse to simply give up the key that Rasp is carrying, but they are not eager to fight either. They will part with it for a magical item, or 3-4 potions, oils, or runes; or for some other bargain the PCs might dream up that interests kobolds. The kobolds hail from a small mountain range called Darkscale Ridge, where their home is constantly threatened by rock trolls and other natural hazards. A promise to travel there and complete some monster-killing quests for the kobolds may be enough to win the key, though the kobolds may still want to hold a magic item, or potions, oils, etc., as collateral. A PC willing and able to cast the utility spell *levitate* (or possibly a juiced-up *feather fall* spell) a few times for the kobold skyclaws present can win their undying love and devotion, and, most importantly, the key to the worm shed without having to part with any magic items or anything else of value. In addition, any such wizard will be hailed as a truly great magician, and in addition to receiving the key, the PCs will be promised help from the kobolds anytime the PCs need it.

If the kobolds and PCs come to an amicable exchange for the key, the kobolds will invite the PCs to come visit their home village in the Darkscale Ridge to the east (if they have not already been invited). Then the kobolds give the PCs the magical key and all leave the fortress. The PCs can also help themselves to the items the kobolds left behind in Rasp's

Bride of the Lich King Part I

chest, described below after the stat blocks. If an amicable exchange for the worm shed key was reached, you can throw in a key to Rasp's chest as well if you're a generous GM.

If an agreement can't be reached, five kobold skyclaws glide down from the ceiling to join the other twelve kobolds surrounding Rasp.

Rasp will produce a magical hourglass from his robes and hold it aloft, screaming "meet your doom!" but he will drop it and it will shatter on the ground without effect. After that, a normal fight will proceed.

Once there is only one kobold still alive and battling (if the last kobold standing is Rasp, he must be staggered), it will put down its weapons and beg for its life, and answer any questions that the PCs may not have already asked before the fight started (unless they kill it instead of letting it talk, obviously).

Rasp (kobold engineer) x1	
<i>3rd level leader</i> [humanoid] Initiative +8	
Shovel +8 vs. AC - 8 damage <i>Natural 16+:</i> Rasp's kobold allies gain a +2 attack bonus against the target until the start of Rasp's next turn.	
R: Explosive flask +5 vs. PD – The target is vulnerable to non-magical attacks (easy save ends, 6+) <i>Natural roll is above target's Wisdom (trapster):</i> The blast knocks the target into a trap. See <i>traps</i> below.	
<i>Evasive:</i> Kobolds take no damage from missed attacks.	
AC 19 PD 17 MD 13	HP 45

Traps. If the target is knocked into a trap, roll 1d4+e-die to determine damage. Then roll 1d6 and apply damage as below:

1. False ceiling conceals bags full of snakes, spiders and scorpions. Subtract one from damage and apply as ongoing damage (save ends).
2. Heavy objects on ropes swing down from ceiling at head height. Apply regular damage.
3. Clear slick fluid over the floor, very slippery. Halve damage (minimum 1) and target is hampered (save ends).
4. Tripwire-activated concealed billows cover target with oil, spring-loaded lit candle shoots up out of hatch in floor. Subtract one from damage and apply as ongoing fire damage.
5. Knife blades shoot out of wall, probably aimed at crotches and faces. Apply regular damage.
6. Floorboard smacks target in the face when they step on it. Halve damage (minimum 1) and target is dazed (save ends).

Kobold Skyclaw x6

2nd level mook [humanoid]
Initiative +9

Spike-toed boots +5 vs. AC - 4 damage

C: Alchemical flask +6 vs. PD (one nearby enemy or a far away enemy at -2 atk) – 3 damage and roll a d4 for effect of flask's contents.

1. *Distilled ankheg spit:* Target takes 3 ongoing acid damage
2. *Reconstituted remorhaz lymph:* Target takes 3 ongoing fire damage.
3. *Essence of giant spider web:* Target is stuck (save ends).
4. *Kobold blasting powder:* There's a loud bang and the battlefield is obscured with thick smoke. Each non-kobold creature takes a -2 attack penalty during its next turn.

Natural 1: The kobold explodes (see *mook*)

Erratic flight: The kobold flings itself from a trebuchet or ignites an unstable alchemical

Bride of the Lich King Part I

<p>propellant and lands among its enemies. Each time the kobold uses a move action to fly, roll d20.</p> <p>1: It crashes and explodes (see <i>mook</i>)</p> <p>2-15: It lands safely</p> <p>16-20 It stays aloft and can keep flying</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p>	
AC 18 PD 16 MD 13	HP 7 (mook)
<p><i>Mook:</i> Kill one kobold skyclaw for every 7 damage you deal to the mob. If an attack roll against a skyclaw is a natural 20 or a skyclaw rolls a natural 1 attack or flight roll, it triggers a chain reaction that ripples through all nearby skyclaws in the mob; each one makes an <i>alchemical flask</i> attack as a free action as it explodes and dies.</p>	

<p><i>0 level mook</i> [humanoid] Initiative +8</p> <p>Static jolt +5 vs. AC – 2 lightning damage</p> <p>R: Painful liver inversion hex +4 vs. PD – 4 poison damage, or 6 poison damage against dwarves.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p>	
AC 15 PD 13 MD 9	HP 5 (mook)
<p><i>Mook:</i> Kill one kobold grand-wizard for every 5 damage you deal to the mob.</p>	

If the PCs fought the kobolds, they may want to search the area. They will find numerous tiny kobold weapons that are low quality and also alchemical supplies in unmarked jars and flasks that it would probably be unwise to experiment with.

There is one locked chest marked “Rasp” at the foot of one of the beds in the barracks area. Unlocking it requires a DC 15 check. If the PCs successfully pick the lock (or open it with the key), they recover two +1 oils and two alchemical flasks which can be thrown at a nearby enemy as a quick action. To attack with the flasks, PCs make a ranged attack vs. PD and on a hit, they achieve the listed effect. Roll a d4 or select the types you prefer from this table.

Roll	Flask and Description
1	Flask of distilled ankheg spit. Target takes 3 ongoing acid damage.
2	Flask of reconstituted remorhaz lymph. Target takes 3 ongoing fire damage.

Kobold Archer x4	
<p><i>1st level mook</i> [humanoid] Initiative +4</p> <p>Simple knife +6 vs. AC - 3 damage</p> <p>R: Tiny crossbow or javelin +7 vs. AC – 3 damage</p> <p><i>Split off:</i> When one of the kobold’s allies engages a creature engaged with the kobold, the kobold can pop free as a free action.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p>	
AC 16 PD 14 MD 10	HP 6 (mook)
<p><i>Mook:</i> Kill one kobold archer for every 6 damage you deal to the mob.</p>	

Kobold Grand-Wizard x6

3	Flask of giant spider web. Target is stuck.
4	Flask of blasting powder. Target and all other nearby enemies take - 2 to next attack.

If the PCs can't unlock the chest, they can smash it open with a DC 15 check instead, but it destroys some of the contents and they only recover one +1 oil and one alchemical flask instead.

Rasp the Kobold Alchemist

If the PCs bargained with Rasp, they may visit him at the kobold settlement on Darkscale Ridge. There he runs an alchemy shop and lab along with his twin brother, Spar. The lab goes by the name "Boom Brothers."

If your campaign uses gold, Rasp or his brother will always have a modest supply of potions and oils for sale. If your campaign does not use gold, then assume Rasp will give the party 2-3 potions or oils of their choosing per level. He also carries an assortment of thrown weapons and trap-making supplies.

What Rasp (and his brother) offer that other herbalists or alchemists in the region do not is the ability to fashion potions, oils, or other alchemical creations to the PCs' specifications. If the PCs can concoct a suitable one-time magical effect, Rasp can distill it into a vial, and he will happily do so 2-3 times per level (for the party; not each PC).

After the PCs complete the [Grapewin Estate quest in Chapter 3C](#), Rasp will also open a storefront in the human city of Barleytown. The PCs can then shop at Boom Brothers at either location. Rasp will run one storefront in Barleytown and Spar will continue to run the one in Darkscale Ridge.

For more information, see [Appendix A: Eldyn Merchants](#).

2B.2 – Worm Shed

The "worm shed" turns out to in fact be a room full of equipment one would expect to use for mounting and riding giant sandworms into the depths of an enchanted sand pit.

The walls are lined with leather-handled arm-length metal hooks, complete with some instructional scrolls diagramming how to attach the hooks to your worm's natural flesh ridges so you don't slide off and end up buried alive under tons of sand. The scrolls even include a diagram of a dozen kobolds riding the back of a single worm together, each holding a pair of hooks latched around a ridge in the worm's flesh.

The room has wooden tables piled high with bulky leather helmets and goggles, all dusty with sand. At one table, however, are a pair of boxy metallic contraptions each the size of a small anvil. The instructional scrolls describe the devices as "portable thunder crystal powered worm summoning sonoratus." Scrawled in the margins in childish handwriting, one of the kobolds has apparently written "Whompers. Step One, put on ground. Step Two, push red button." The back of the scroll has a "troubleshooting" section. In the margins is scrawled, "if ankhegs come, don't shoot trouble; run from trouble."

At this point, the PCs might want to put on the helmets and goggles, grab a pair of hooks and try to call a sandworm in the large, sandy-floored calling ground outside the shed. If they try to use one of the whompers, they will discover both are broken.

Bride of the Lich King Part I

The PCs have two options: first, they can repair the whompers either by cannibalizing parts from one to repair the other. This requires a pair of successful DC 15 mechanical checks (one to remove the operational parts and another to insert them in the other whomper). The PCs can retry as many times as they like, but each failure deals lightning damage equal to the PC's level. Or the PCs can try a ritual to re-infuse the crystals with thunder energy, probably involving a lightning and/or thunder energy spell, or a call on a weather-related deity by a cleric or druid.

Second, a DC 15 perception check (or DC 10 if the PCs inform the GM they're going to do a thorough search of the calling ground specifically) will let the PCs discover that an injured sandworm is wheezing in pain a few feet under the sand. The PCs can dig down to the worm without tools, and then heal it with a daily healing spell, healing ritual, healing potion, or any other plan the PCs can come up with that seems like it would nurse a giant, dying sandworm back to health. The grateful sandworm will let them mount it without using a whomper to call it.

Either when the sandworm has been healed back to health, or when the PCs first successfully turn on a functional whomper, they will be able to don helmets, grab hooks, and mount a giant worm that takes them into the sandy depths of the dungeon.

The sandworm creates enough force that the riders are somewhat protected from sandy debris in a bubble of air, but the visibility is not great and is aided only marginally by a PC casting any kind of light spell.

After a few minutes of diving through the deafening, rumbling darkness, a

second worm with four riders will appear alongside the one the PCs are riding, and it will ram into the PCs' worm.

It's difficult for the PCs to tell through all the flying sand debris and fighting sandworms, but a DC 15 perception check will tell the PCs that the rider steering the other worm appears to be a werewolf.

The rival worm drives the PCs' worm off-course and it crashes through a sandstone ceiling into a sandy chamber about 50 feet in diameter. The chamber is littered with animal bones and has a gaping black hole at its center. The PCs' sandworm gives a tired sigh after the crash landing but does not appear to be grievously injured. The rival worm is nowhere to be seen.

(If the PCs come up with some way to drive the rival worm off-course instead, skip to section 2B.3 and assume everyone crashes into the room with the derro sage, and the PCs have to fight past the derros to chase the werewolf and her minions to the final encounter room).

Whenever the PCs decide to try and mount their worm again to ride off, an ankheg suddenly surfaces from the hole in the room's center and attacks. Its arrival disturbs some other unfriendly beasts in the process.

Ankheg x1

Large 2nd level troop [beast]

Initiative +8

Mandibles +7 vs. AC – 8 damage

Natural even hit: If the target is small (i.e., a gnome or halfling), the ankheg grabs it. While the ankheg is grabbing a creature, the only legal target for its *mandibles* attack is the grabbed creature.

Bride of the Lich King Part I

<p>C: Acid spit +7 vs. PD (one nearby enemy plus any enemy the ankheg has grabbed) – 5 ongoing damage <i>Limited use:</i> 1/round, as a quick action</p> <p><i>Escape speed:</i> At the end of the ankheg's turn, roll a d6. If it's equal to or less than the escalation die, the ankheg can move again as a free action. (Usually it's trying to flee to a pre-dug burrow with a small-sized creature in its mandibles).</p>	
<p>AC 19 PD 17 MD 11</p>	<p>HP 60</p>

<p><i>No opportunities</i> – The swarm of bats can't make opportunity attacks, and enemies can't make opportunity attacks against it.</p> <p><i>Swarming resistance:</i> Each turn, the swarm of bats gains <i>resist damage 18+</i> to all damage from attacks by enemies that the swarm did NOT attack that turn.</p>	
<p>AC 16 PD 16 MD 11</p>	<p>HP 30</p>

<p>Giant scorpion x2</p>	
<p><i>1st level wrecker</i> [beast] Initiative +6</p> <p>Pincer +6 vs. PD – 1 damage, and the scorpion gains a +2 attack bonus against the same target this turn with its <i>stinger</i> attack <i>Limited use:</i> 2/round, each requiring a quick action. (Hitting the same target twice with <i>pincer</i> gives the <i>stinger</i> attack a +4 bonus.)</p> <p>Stinger +6 vs. AC – 3 damage and 3 ongoing poison damage</p>	
<p>AC 16 PD 15 MD 10</p>	<p>HP 22</p>

<p>Swarm of bats x1</p>	
<p><i>1st level spoiler</i> [beast] Initiative +5</p> <p>C: Swarming bites +7 vs. PD (1d3 nearby enemies) – 2 damage, and after the attack, the swarm of bats engages one of the targets <i>Natural even hit:</i> The target is hampered until the end of its next turn. It can end the effect by attacking the swarm, or if the swarm drops to 0 hp.</p>	

After defeating the ankheg (or maybe, after it scuttled off with your halfling bard and the rest of you mounted a sandworm and chased the ankheg through the earth, coaxing your worm to devour the ankheg and freeing your friend from a hideous death in the belly of a giant beetle), the PCs can resume trying to find the depths of the Deepspring sand dungeon.

2B.3 – Mr. Worm's Wild Ride

The PCs will be able to ride their worm the rest of the way to the dungeon's depths without any additional encounters.

After about half an hour of slowly traveling down through the shifting sands, you and your worm emerge through the ceiling into an exceptionally quiet sandstone-walled room. The deep silence gives a sense of being very far underground. Aside from the hole in the ceiling for sandworm transport, there is only one normal-sized door in the room, leading to a spiraling stairway that descends for several hundred feet. The stairway emerges into another chamber dimly lit by bluish light coming from a floating orb of water about twenty feet in diameter that dominates the center of the room.

Bride of the Lich King Part I

A dwarf-like creature (a derro, as any PC with a relevant background or successful DC 15 check can determine) stands at the base of the orb, chanting to itself. The creature appears to be using magic to siphon the water's energy off into an hourglass that looks similar to the one Rasp was carrying. The creature's low-voiced chant has an unnerving edge to it, even though the PCs can't make out the exact words.

Next to the derro is the werewolf rider who drove them and their worm off-course into the room with the ankheg. This is in fact the Lady Silverblood that Rasp and his gang mentioned.

Lady Silverblood looks up at the PCs with a sneer, and whispers something to the derro before running off through the door behind her. The PCs hear the unmistakable sound of another worm departing through the sand in the room beyond.

The derro stops his chant and looks up at the PCs with a gleam of malicious delight. Three hobgoblin guards emerge from the shadows to join him.

Derro sage x1
<p><i>4th level caster</i> [humanoid] Initiative +7</p> <p>Staff +7 vs. AC – 7 damage <i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn. <i>Cloaking dark:</i> All nearby allies gain a +1 bonus to attacks and defenses until the end of the derro sage's next turn (cumulative). <i>Sonic Squeal:</i> Two random nearby non-derro creatures take 2d8 thunder damage.</p> <p>R: Mind scream +9 vs. MD – 12 psychic damage, and the target is confused until the end of the derro sage's next turn.</p>

<i>Natural 16+:</i> The derro sage can make another mind scream attack against a different nearby target as a free action.	
AC 18 PD 15 MD 18	HP 40

Hobgoblin Warrior x3	
<i>2nd level troop</i> [humanoid] Initiative +3	
Longsword +7 vs. AC – 8 damage <i>Natural even miss:</i> 2 damage	
<i>Group ability:</i> For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armed</i> as a free action once during the battle.	
<i>Well-armed (group):</i> Ignore all damage from a hit (but not a crit) against AC.	
AC 19 PD 14 MD 14	HP 32

Once the PCs have defeated the derro and its hobgoblin minions, they may want to inspect the magic water orb at the room's center. At its base sits an inert hourglass. Any PC can make a DC 12 check related to the arcane arts to determine that the derro was about half done with a ritual that imbued the hourglass sands with minor time manipulation magic. The magic would allow the user to roll time back about 5 seconds (or, in battle terms, allows the user to reroll a standard action or skill check). A successful check also lets the PC know that it's difficult, but possible, to either complete the ritual or to release the energy back into the orb.

Upon a successful DC 20 check (let PCs with relevant magical skill pool their

bonuses into a single check), the PCs can either:

- Siphon more energy from the orb and receive a *sands of time hourglass* wondrous item that grants +1 initiative and allows the user to reroll a single attack or skill check (recharge 16+); or
- Release the energy back to the orb. The orb will express its gratitude by granting each PC a recharge of a single daily or recharge spell or ability.

The PCs can proceed through the same door as Lady Silverblood and continue their quest to find the heart of the Deepspring's corruption.

2B.4 – Deepspring's Heart

The stairway leads down to yet another sandstone-walled room. In one of its walls, the PCs will find another sandworm-sized egress. They can call their sandworm and it will appear through the opening. Or they can always backtrack to the last room they left the worm in.

Atop your worm and racing once again into the murky depths of this sandy dungeon, you suddenly realize you've caught up to Lady Silverblood and her worm. This time, however, your worm is the aggressor. Almost as quickly as the rival worm comes into view, your worm angrily charges into it and drives it off course.

While crashing into the rival worm, you get a good look at Lady Silverblood and three riders with her. They are: Lady Silverblood, obviously, (whom you may recall is lieutenant to Cardinal Riven, one of the Lich Queen's four horsemen) and three heavily armed and armored humanoid guards.

Your worm rams the rival worm a second time and suddenly both worms and their passengers are falling into open air. You all crash to the floor of an enormous sandstone chamber. When the debris from the crash clears, you see you are in a massive hall nearly a hundred yards long, fifty across and fifty high. At the hall's center is another of those blue orbs. You don't have much time to take in the scenery before Lady Silverblood and her minions attack. Meanwhile, the two enormous sandworms are very angry at each other and continue fighting, thrashing at each other dozens of yards above your heads, their bodies writhing around on the battlefield around you.

The fight with Lady Silverblood and her minions takes place in the shadow of the two massive, 100-yard long, 10-foot diameter sandworms, twined around each other in a knot, roaring, biting, and thrashing at each other all over the room.

This guide recommends using the worms only for actual combat effect if the PCs come up with a cool way to use them as part of the environment, but if you prefer something a little more direct, select one of the combatants (PC or enemy) at random each round and force them to roll a DC 15 athletics or acrobatics-related check to avoid being knocked off balance by the worms. Anyone they're engaged with has to make the same check. Failing a check means the combatant is hampered and dazed until the start of their next turn.

Difficulty note: Particularly if the PCs have completed the Gray One quest first, this fight may be a little on the easy side. To spice it up, randomly choose one of Lady Silverblood's three minions and have two of them in the fight instead of just one.

Bride of the Lich King Part I

Lastly, Lady Silverblood carries the obviously magical hourglass item the derro sage was creating for her before the previous encounter. If the PCs have not already deduced its purpose, they will see what it does at the end of the battle.

The fight ends when Lady Silverblood rolls back time to escape (see *stage exit* in her stat block), and when her minions are dead. The moment she runs away is also the moment the PCs' worm vanquishes the rival worm, and it crashes to the floor dead. If one of Lady Silverblood's minions is still alive, roll to determine which one of them is crushed underneath the dying worm.

Lady Silverblood (werewolf) x1
<p><i>5th level troop</i> [beast] Initiative +12</p> <p>Ravening bite +8 vs. AC – 15 damage <i>Miss:</i> Lady Silverblood gains a +2 attack bonus (cumulative) to ravening bite attacks until the end of the battle.</p> <p><i>Bestial fury (hybrid form only):</i> Werewolves gain a bonus to damage equal to the escalation die.</p> <p><i>Pack attack:</i> When Lady Silverblood attacks a creature that is engaged with one of her allies, the target is vulnerable to that attack.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When Lady Silverblood is not staggered at the start of her turn, she heals 9 hp.</p> <p><i>Cursed bite:</i> Because it's a full moon, the first time during the battle that Lady Silverblood makes a successful <i>ravening bite</i> attack, the target takes an extra 10 damage and will turn into a werewolf him or herself if not cured, purged, etc. before the next full moon (which will be the next night in Eldyn).</p> <p><i>Stage exit:</i> Whenever Lady Silverblood is reduced to zero hit points or fewer, instead</p>

of dying, she grabs her magic hourglass, uses it to roll back time 5 seconds, and escapes through a secret exit in the wall.	
AC 19 PD 17 MD 21	HP 65

Kevin (avenging orb minion) x1	
<p><i>2nd level caster</i> [humanoid] Initiative +3</p> <p>Gauntlet slap +5 vs. AC – 3 damage <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.</p> <p>R: Orb of pain +7 vs. MD (one or more nearby or far away enemies; see <i>history of abuse</i>) – 5 psychic damage <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.</p> <p><i>Beyond saving:</i> Kevin takes a -5 penalty to saving throws.</p> <p><i>History of abuse:</i> Keep track of the number of enemy attacks that hit Kevin during the battle. Until the end of the battle, Kevin can target an additional enemy beyond the first with his <i>orb of pain</i> attack for each of those hits. (Note that when Kevin is engaged in melee, he'll usually use <i>orb of pain</i> and suffer any resulting opportunity attacks; if he's lucky he'll survive the attack and be able to choose more targets for <i>orb of pain</i>.)</p>	
AC 17 PD 13 MD 13	HP 46

Michelle (destroying sword minion) x1	
<p><i>2nd level wrecker</i> [humanoid] Initiative +4</p> <p>Cheap greatsword +8 vs. AC – 3 damage <i>Natural odd hit:</i> The target takes extra damage equal to half the amount</p>	

Bride of the Lich King Part I

<p>Michelle took from the last attack that hit her this battle.</p> <p>R: Shortbow +6 vs. AC (one nearby or far away enemy) – 6 damage</p> <p><i>Beyond saving:</i> Michelle takes a -5 penalty to saving throws.</p>	
<p>AC 16 PD 14 MD 13</p>	<p>HP 38</p>

<p>Dennis (enduring shield minion) x1</p> <p><i>2nd level blocker</i> [humanoid] Initiative +3</p> <p>Steel hammer +7 vs. AC – 6 damage <i>Miss:</i> 1d4 damage</p> <p><i>Anguished interceptor:</i> When Dennis is engaged and an enemy attempts to move past him, he can roll a disengage check to intercept it as an interrupt action (once per round). If the attempt fails, Dennis takes 1d6 psychic damage.</p> <p><i>Beyond saving:</i> Dennis takes a -5 penalty to saving throws.</p> <p><i>Supernatural endurance:</i> When an attack hits Dennis, he gains a +5 bonus to the defense that the attack targeted until the end of the battle or until another attack hits him, in which case the bonus switches to the defense most recently hit.</p>	
<p>AC 18 PD 15 MD 13</p>	<p>HP 40</p>

After defeating Lady Silverblood and her minions, the PCs can investigate the blue orb at the room's center. This orb is even larger than the last one, and as the PCs approach, it takes on vaguely humanoid facial features and speaks to them.

“Please free me,” it whispers. “Shatter my prison.”

If the PCs strike the orb with a few blows or a magic spell, it shatters in a spray of mist and the blue waters seep into the sand, turning it to a glowing mud that begins to fill the room. The mud cradles the PCs and their worm and carries them all gently to the surface as the sand around them slowly turns to pure, clean water. As this transformation occurs, so too does their sandworm transform into a massive sea serpent.

If the PCs don't shatter the orb, it begins shaking along with all the walls and floors of the dungeon. The orb bursts and sweeps them away in a flood of water that carries them back to their worm. It has the same effect of transforming their worm and carrying them to the surface, but it's a lot less pleasant and has a chance of dislodging some of the PCs belongings (if you want to be a cruel GM).

Regardless of how the PCs are taken to the surface, they are always at the top of the rising water with sufficient air to breathe.

After the PCs burst onto the surface of the lake, they will notice that the air smells sweeter. Where there was a massive sand dune and an ominous sandstone castle, there is now nothing but freshwater.

Before the PCs can have the worm/serpent carry them to shore, another of the glowing blue orbs emerges from the lake. This one takes on the form of a smiling humanoid floating above the water's surface. It introduces itself as the spirit of the Deepspring and thanks the PCs for saving it from the Lich Queen's corruption, which was eating away at its life force.

If the PCs completed this quest before freeing the Gray One in Taur Danin, the Deepspring is healthy enough to offer each of them a gift crafted from a part of its life-force: a draft of magical water that grants the PC a choice between the bonus feat Strong Recovery or Toughness. If a PC already has both, try to work with them to come up with another bonus related to making the PCs tougher (the dwarven or forgeborn racial abilities, perhaps).

If the PCs completed the Gray One first, then the additional time spent under the Lich Queen's corruption has left the Deepspring spirit too weakened to confer such a powerful gift. However, it is still very grateful and offers the PCs a +1 rune made from its waters.

When the PCs return to shore, they are immediately greeted by a group of

humans who comprised the local militia before the Lich Queen's corruption set in. They are thrilled to be free and beckon the PCs to follow them back to their old headquarters to help themselves to one magic item of their choice from the militia armory as thanks.

Rather than make a list of items at the militia headquarters, this guide recommends allowing anything that it seems reasonable a human militia would keep in a medium-sized rural armory. Specifically, contrast this with the type of items that groups of elves would offer to the PCs following the Gray One quest (i.e., armor, weapons and shields make sense here). Similarly, if your campaign has been light on magic items so far, consider giving an additional magic item or two.

Eldyn Unenthralled – What's Next?

Clearing the corruption in the Gray One and the Deepspring marks the end of chapter two. At their next full heal-up the PCs should level up to third level. The PCs should also have acquired at least one magic item each by now, either as gifts for completing the quests in chapters one and two, or via icon relationship rolls or other circumstances evolving during the campaign.

With the corruption cleared in Taur Danin and the Breadbasket, the Lich Queen's corrupting magic no longer affects the part of the Eldyn region south of the River Eld. This means two things: first, the PCs will no longer encounter mindless enthralled humanoids while traveling at night; and two, the PCs no longer have to return to Glyn Eld before each sunrise to bathe in the holy springs. They are free to travel as far as they like, bounded only by the Lich Queen's barrier

around the region, and by their inability to cross the River Eld (for now - see Chapter 4 for how they overcome that obstacle).

So, what's next? The PCs may naturally be curious about crossing the River Eld and getting into the city of Eldynkeep to take the fight directly to the Lich Queen and her four horsemen.

However, after the PCs have cleared the region south of Eldynkeep, if they speak with elven elders in Taur Danin, grizzled old militiamen in the Breadbasket, college professors at Eld Arcanum, or even a knowledgeable barkeep in Glyn Eld, they will be told that the Lich Queen will not give up her enthrallment so easily.

Each of her four horsemen controls a part of the Eldyn region on the south side of the river, and they each have a local

lieutenant overseeing it. Those lieutenants are going to be furious and embarrassed at the blow the PCs have struck against the Lich Queen's enthralling corruption, and they will mobilize their forces to reinstall it.

This means the PCs need to take out each of those four lieutenants before they

attempt to cross the river, or else they'll be trapped on that side when the corruption is reinstalled and be turned into the Lich Queen's thralls themselves.

Taking out those four lieutenants is the subject of Chapter 3.

Chapter 3 – Consent of the Governed

The Lich Queen's four horsemen have divided the Eldyn countryside on the south side of the river into four separate spheres of influence. Each one has a regional headquarters from which a prized lieutenant governs. The regional headquarters and lieutenants are as follows:

- Mortifice the Necrowizard lays claim to [Eld Arcanum & College](#). His lieutenant, Captain Griefert, a conjured skeletal mage-knight whom the PCs met briefly in Glyn Eld Cave, controls the college with an army of undead.
- The Fade Wyrms lay claim to [Taur Danin](#). Her lieutenant, Eschus, a dragonic anti-paladin whom the PCs fought inside the Gray One, controls the forest from his headquarters in [Treetop City](#).
- Cardinal Riven, the vampire, lays claim to [the Breadbasket](#). His lieutenant, Lady Silverblood, a werewolf whom the PCs fought in the Deepspring, controls the Breadbasket from [Grapewin Estate](#), the palatial grounds of a winery on the outskirts of Barleytown, the primary port and warehousing center of the Breadbasket.

- The Authority, a devil, lays claim to [the Firn](#), a vast glacier in the western part of Eldyn. Her lieutenant, the Avenger, who was formerly the mayor of Glyn Eld before the PCs witnessed the Authority turn him into an enthralled azer servant, controls the region from [the dwarven city Firnfast](#), dug into the mountains overlooking the Firn.

Taking out all four lieutenants (Captain Griefert, Eschus, Lady Silverblood, and the Avenger) will prevent the Lich Queen and her horsemen from immediately reestablishing the curses on the Gray One and Breadbasket that the PCs just lifted. This will buy the PCs enough time to be able to cross the River Eld and enter Eldynkeep without worrying about re-enthrallment immediately.

They can take out the four lieutenants in any order they wish. The four missions are presented in the order listed above, but the PCs are encouraged to tackle them in any order they prefer. Each of the four missions generally takes one "day" of three battles, culminating in a fourth, final boss fight where the PCs vanquish the lieutenant.

3A – Eld Arcanum

Eld Arcanum & College is located about a half day north from Glyn Eld. It is a campus of ivy-covered buildings built from local stone on reclaimed swampland made habitable by the construction of a canal along the campus's eastern border. The canal flows into the River Eld but is not subject to the same impassable curse as the river. Living creatures could swim or boat across the canal if they desired, as long as they don't follow it all the way into the River Eld.

The older buildings on campus have inscriptions indicating they were built in the Ninth Age, but catacombs under the library and several other buildings, as well as multiple documents kept by the college, show that the campus is much older, perhaps even built in the First Age.

The campus has clearly been demolished and rebuilt entirely at least once since it was first constructed, but some historians maintain that the college may have been razed and rebuilt as many as half a dozen times, usually as a result of sabotaging the canal and drowning the entire campus in the resulting deluge, though possibly once because a comet was summoned down from the overworld.

Some of Eld Arcanum's resident scholars would probably welcome a cleansing flood under current circumstances. Their beloved halls of learning are under heavy occupation by Captain Griefert and his undead minions. And while all of the professors are grateful that the PCs ended their nightly wanderings as the Lich Queen's mindless enthralled when they cleared the corruption at the Gray One and the Deepspring, it has had the unfortunate

side effect of enraging Captain Griefert. The monstrous skeletal mage knight was an unsettling overseer in the best of times, and he is positively terrifying now.

When the enthralling magic over Eldyn ceased, almost immediately Captain Griefert emerged from the library violently angry, kidnapped about half of the remaining professors on campus and took them into the library catacombs with him. No one has seen any of them since.

Navigating the Campus and Avoiding Skeletal Guard Patrols

The campus itself is constantly patrolled by teams of skeletal guards the PCs will probably want to avoid. The moment they first step onto campus the PCs will have to make an *avoid-detection* check (as discussed below) before they can enter a building or otherwise try to hide while planning their next move.

To avoid being caught by a patrol while entering and/or moving around campus, each time the PCs move from one building to another across open ground, each member of the party must roll to make an *avoid-detection* check.

The *avoid-detection* check is a DC 10 check. The relevant modifier is generally DEX or WIS, though if one of your PCs has a good explanation for using another one (using INT to study the angle of the sunbeams, perhaps), feel free to go with it. In addition, each PC who dramatically explains their stealthy maneuvers or brilliant danger detection skills gains a +1 to +3 bonus to their roll at the GM's discretion. Rolling a 1 is always a failure, however.

Bride of the Lich King Part I

If any PC fails an *avoid-detection* check, roll a d4 on the skeletal guard patrol chart below to determine the makeup of the skeletal guards that detected the PCs (if multiple members of the party fail their check, it still only results in one skeletal guard patrol). The PCs can then either run away off campus or fight the guards.

If the PCs run away off campus, the guards will only follow them for a round or two and will never follow beyond the borders of the campus. PCs that run away from the guards are free to return and try *avoid-detection* checks again, but they suffer a -5 penalty to their next check that day.

If the PCs fight the skeletal guards they encounter, a victory means they destroyed all skeletons in the patrol(s) and the PCs arrive at their intended destination without having to roll another *avoid-detection* check.

The PCs will find the patrols are not especially challenging enemies, but there are two wrinkles to the usual combat rules that make these fights more difficult.

One, due to Captain Griefert's and Mortifice's dark magic, all skeletal minions on Eld Arcanum's campus regenerate. Mechanically, the way this works is that at the start of every round when the escalation die is even, the enemy party rolls a *regeneration die*. If the number rolled is less than or equal to the escalation die, all skeletons in the battle regain 5 hp, not to exceed their max hp, including already-slain skeletal enemies who will dramatically reassemble themselves before the PCs' eyes and retake their initiative order in battle with 5 hp (apply this bonus to the entire mob of mooks rather than each individual mook). At the start of battle,

the *regeneration die* is a d6. After the first time the skeletons succeed at a *regeneration die* roll during a battle, the *regeneration die* grows to a d8, then d10, then d12 and then d20. If they succeed at the d20 roll, they continue rolling d20s for the remainder of battle. Once the escalation die hits 6, the skeletons only roll the *regeneration die* every other round. After the PCs successfully destroy all skeletons in a battle, the *regeneration die* resets to d6 for any subsequent fights.

Second, at the start of each round, roll a d20. If the number rolled is less than or equal to the escalation die, a second patrol notices the PCs and joins the fight alongside the original patrol and the escalation die decreases by 1. Generally, additional patrols begin the fight far away rather than nearby, unless the geography of where the fight is taking place makes this improbable.

The patrols are designed to be a fun side-game and not a particularly terrible threat. If you want to make them more threatening, try the following:

- Don't allow a short rest after patrol battles
- When rolling the die to see if additional patrols arrive, use a smaller die (all the way down to a d4 if you really want to ratchet up the tension).
- Add 5 decrepit skeleton mooks to every patrol.

Eld Arcanum Skeletal Patrol Chart	
Roll	Party of Skeletons
1	5 decrepit skeletons
2	3 decrepit skeletons and 2 skeleton archers
3	3 decrepit skeletons and 2 skeletal hounds

Bride of the Lich King Part I

4	3 decrepit skeletons and 2 skeleton warriors
---	--

Here are the stat blocks for the different skeletal enemies in the patrols.

Decrepit skeleton	
<p><i>1st level mook</i> [undead] Initiative +6 Vulnerability: holy</p> <p>Sword +6 vs. AC – 3 damage</p> <p><i>Resist weapons 16+:</i> When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Mortifrice's Regeneration:</i> At the start of each round when the e-die is even, roll a <i>regeneration die</i>. See explanation above.</p>	
AC 16 PD 14 MD 10	HP 7 (mook)
<p><i>Mook:</i> Kill one decrepit skeleton for every 7 damage you deal to the mob.</p>	

Skeleton Warrior	
<p><i>2nd level troop</i> [undead] Initiative +8 Vulnerability: holy</p> <p>Spear +8 vs. AC – 6 damage</p> <p><i>Resist weapons 16+:</i> When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Mortifrice's Regeneration:</i> At the start of each round when the e-die is even, roll a <i>regeneration die</i>. See explanation above.</p>	
AC 16 PD 14 MD 11	HP 26

Skeletal Hound	
<p><i>1st level blocker</i> [undead] Initiative +7 Vulnerability: holy</p> <p>Bite +6 vs. AC – 5 damage <i>Natural even hit:</i> The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.</p> <p><i>Chomp chomp chomp:</i> Enemies with a lower initiative than the hound take -5 penalty to disengage checks with it.</p> <p><i>Skilled intercept 11+:</i> Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on an 11+, it succeeds.</p> <p><i>Resist weapons 16+:</i> When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Mortifrice's Regeneration:</i> At the start of each round when the e-die is even, roll a <i>regeneration die</i>. See explanation above.</p>	
AC 15 PD 13 MD 13	HP 24

Skeleton Archer	
<p><i>1st level archer</i> [undead] Initiative +7 Vulnerability: holy</p> <p>Jabby bones +5 vs. AC – 4 damage</p> <p>R: Shortbow +7 vs. AC – 6 damage</p> <p><i>Resist weapons 16+:</i> When a weapon targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	

Bride of the Lich King Part I

<i>Mortifrice's Regeneration:</i> At the start of each round when the e-die is even, roll a <i>regeneration die</i> . See explanation above.	
AC 16 PD 14 MD 11	HP 26

The skeletal patrols are there to keep scholars from escaping campus. The skeletons are not paying attention to anything outside the grounds and the PCs can walk right up to the border of the campus freely. However, once they are on campus, they have to start making rolls to avoid detection.

Players should be encouraged to plot creative or dramatic moves from building-to-building to gain bonuses to their avoid-detection rolls, such as convincing professors to create distractions or divulge to them secret passageways.

One of the first buildings the PCs enter should have a terrified, but helpful, professor explain that Captain Griefert and the kidnapped professors have been in the library since the Lich Queen's corruption ended and he's worried they're coming for him next. Alternatively, have the worried professor get their attention from a window and beg them to come inside so he can explain what is going on and ask for their help.

Making it to the Library and Xavier the Librarian

Armed with the knowledge that Captain Griefert is in the library, the PCs will probably want to investigate it immediately. Even if they don't, they must go there eventually if they want to face Griefert and defeat him.

Once on campus, the PCs need one successful *avoid-detection* check to make it to the library.

Inside the library, the beautiful stonework and stained-glass windows of the ancient building are offset by the state of disrepair around you. You see that Griefert has torn half the books off the shelf, leaving them open and strewn about everywhere. Tables and chairs are intermittently overturned. At least one table is covered in dried blood.

The library is, however, quiet. While there is plenty of evidence that Captain Griefert was here recently, he is not here now.

A door leading to the library's basement hangs open, torches lighting the way down. At the bottom of the stairs, the basement chamber's stone floor has been pulled up to reveal yet another stairway. This stairway, while recently unearthed, appears ancient, maybe thousands of years old. It leads down to a low-ceilinged chamber that you have to stoop under unless you're dwarf-sized or smaller. The floor of this chamber is covered with ancient Elvish script, carved into a ten-foot diameter circle in the stone floor. (If any of the PCs can read Elvish it reads "Restricted Section.")

Carved in the walls of the chamber equidistantly around the Elvish script circle are three symbols: one of a humanoid, one of a flower, and one of hands clasped in prayer. Unlike the ancient Elvish script on the floor, these carvings are crude and appear to have been recently done.

Lastly, and of particular note, in the room's center, inside the circle of Elvish script on the floor is a human in professorial robes, bound by ropes and wooden rods, spread-eagle over a chalk-

drawn pentagram set inside the script circle.

“Thank the heavens,” the man says. “I thought you were more of those monstrosities come to torment me.” Then he adds, “Where are my manners? Xavier Asturias, head librarian of Eld Arcanum. I’d offer my hand, but you can see I’m indisposed.”

He is cordial, but obviously quite terrified of his current situation. He can explain that Captain Griefert created a portal to bypass the magical wards that normally prevent access to the library’s restricted section. And that Griefert then bound him here as a way to protect the portal from intruders. If anyone tries to pass into the circle, Xavier will explode in a blast of fiery gore (so he kindly asks you to not try and move him).

He believes, however, that the enchantment binding him here can be undone. To create this portal, Captain Griefert performed a “triangular loci ritual,” empowering three items remotely hidden in separate locations around the campus. If the three items can be found and triggered, it should effectively “reset” the portal and unbind Xavier from his position while also allowing the party to pass through the portal and confront Griefert.

Xavier isn’t sure exactly what or where the loci are, but based on the diagrams on the walls in this chamber, he suspects they can be found in the Anatomy building, the Botany greenhouse, and the Museum of curated religious art.

What the PCs need to do to open the Restricted Section portal and confront Captain Griefert is enter the Anatomy building, Botany greenhouse, and Museum of curated religious art and find the objects of power stored there to

activate the portal so they can pass through it to the restricted section.

Again, traveling from the library to one of those three buildings (or any other building) requires an *avoid detection* check. Moving from one building to another requires another check.

The PCs can travel to the three buildings and activate the three objects of power in any order they choose, but must activate all three before they can pass through to the Restricted Section.

3A.1 – Grave's Anatomy

The anatomy building is a stately three-story graystone with a grassy, square atrium at its center. When you enter you find the place eerily silent, your footfalls lightly echoing off the stone floor and walls. The faint smell of old blood is in the air.

Eventually, after searching through several empty classrooms and professor’s offices, you find a room with at least two dozen human-sized tables, about half of which have corpses laying on them in varying states of decay. At the very center of the room is an enormous stone table at least quadruple the size of the others. It is stained with blood, but empty.

The room is so quiet that it’s the quintessential example of being too quiet. That is, right up until the moment the corpses suddenly stir, moaning and sitting up to look around. They spot you almost simultaneously, leap down from their tables, and rush at you as a mob of rotting, naked zombies, trailing clotted blood and organs from half-finished autopsies left abandoned who knows how long ago.

Don’t mention this to the PCs yet, but at the end of the first round of combat, an enormous zombie that was once either a

Bride of the Lich King Part I

giant or an ogre, bursts through the doorway in the back of the room, shattering the frame and leaving a gaping hole where the door used to be. The giant zombie then rolls initiative, slotting itself in appropriately in the combat order, and enters the fray.

An easy way to make this fight more challenging is to have the giant zombie's arrival prevent the escalation die from going up the round when it enters the fight.

Zombie Shuffler x10	
<p><i>1st level mook</i> [undead] Initiative +0 Vulnerability: holy</p> <p>Rotting fist +5 vs. AC – 3 damage <i>Natural 16+:</i> Both the zombie and its target take 1d4 damage.</p> <p><i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of normal double damage for a crit.</p>	
<p>AC 14 PD 12 MD 8</p>	<p>HP 10 (mook)</p>
<p><i>Mook:</i> Kill one zombie shuffler for every 10 damage you deal to the mob.</p>	

Big Zombie x1	
<p><i>Large 4th level wrecker</i> [undead] Initiative +3 Vulnerability: holy</p> <p>Club or club-like fists +9 vs. AC – 22 damage <i>Natural even hit or miss:</i> Both the zombie and its target take 4d6 damage.</p> <p><i>Headshot:</i> A critical hit against a big zombie drops it to 0 hp.</p>	

<p><i>Dramatic entrance:</i> The big zombie enters the fight in the second round.</p>	
<p>AC 17 PD 15 MD 12</p>	<p>HP 160</p>

After the PCs dispatch all of the zombies, they can enter the room that the giant zombie emerged from. Among the blood-spattered display cases they find a gold coin with the same insignia of a human body that they saw at the gate to the Restricted Section of the library. It can't be moved from its display case but touching it causes it to briefly glow with purple energy (and activating the symbol in the library, as they'll see whenever they return).

This is the chamber of the professor who heads (or, based on the gruesome scene, previously headed) the anatomy studies at Eld Arcanum. The display cases contain an adventurer tier potion of healing and another small vial that a DC 15 check will reveal to be a poison that can be applied to weapons and grants +1 bonus to attack and damage versus plants for one battle.

3A.2 – Greenhouse of Horrors

The greenhouse is a lovely glass pyramid the size of a city block. However, the windows are filled with withering brown plants and the air inside looks disturbingly hazy, all of which serves to diminish the aesthetic a bit.

Once inside, the plants are so overgrown that you are forced to walk shoulder to shoulder on a cobblestone path filled with fallen branches and dead flowers. The air is soupy and warm and has a foul smell to it that leaves you fighting back a sneeze.

Bride of the Lich King Part I

As you venture deeper into the greenhouse interior, you begin to notice mushrooms growing along the sides of the path, and then the sides of the plants, and eventually, as you near the center of the greenhouse, it is pretty much nothing but an explosion of fungus of all kinds. There are some extremely large caps along with hundreds of smaller ones. Everywhere are white fungal lattices, some the size of fishing nets, and hundreds of fronds drooping lazily in the still air.

At the very center of the greenhouse, what appears to be the body of an elf sits perfectly still on a dainty wooden chair. On its forehead, gleaming brightly, is a gold coin with the plant insignia you saw in the library.

The elf, while quite still, is not dead. It sits up, with a scepter made of fungus in its hand, and you see that, in addition to not being dead, it is also not an elf, but rather a sentient fungus shaped like an elf. It moves with dangerous grace and is joined by other suddenly-animated fungal creatures, creeping over the ground and walls around you. You apparently look like food to them.

The corruptive dark magic Captain Griefert has been perpetrating here has left the greenhouse full of sentient fungus that is happy to devour any living creature that wanders into its domain. The PCs will have to slay the fungaloids to activate the coin the fungaloid monarch possesses unless they can come up with a creative way to get close and activate it without having to fight.

Fungaloid Monarch x1

Double-strength 4th level leader [plant]
Initiative +8

Mycotic scepter +9 vs. AC – 24 damage

Natural 12+: One nearby fungaloid can make a *fungal attack* as a free action.

Natural 16+: Up to three nearby fungaloids can each make a *fungal attack* as a free action.

Natural 20: Up to five nearby fungaloids can each make a *fungal attack* as a free action.

Group mind: The monarch's attacks deal +1 damage for each other allied creature with the plant type in the battle (at the start of this battle, +4; max +10).

Creeper-summons: If there are not enough nearby fungaloids to use up all the *fungal attacks* granted by the *mycotic scepter*, skip the extra fungal attacks, but add a full-strength fungaloid creeper to the battle next to the fungaloid monarch.

AC 20
PD 14
MD 18

HP 98

Sporrior x1

2nd level wrecker [plant]
Initiative +10

Chitinous bite +7 vs. AC – 5 damage
Natural even hit or miss: The sporrior can make a *spore cloud* attack this turn as a quick action.

R: Parasitic darts +6 vs. AC (1d3 nearby or far away enemies in a group): 5 poison damage.
Natural even hit or miss: The sporrior can make a *spore cloud* attack this turn as a quick action.

C: Spore cloud +6 vs. PD (1d3 nearby enemies) – 4 poison damage

Sprinter: A sporrior gains an extra move action when the escalation die is odd.

Wall-crawler: A sporrior can climb on ceilings and walls as easily as it moves on the ground.

Bride of the Lich King Part I

AC 18 PD 16 MD 12	HP 36
--------------------------------	--------------

Fungaloid Creeper x3	
<i>1st level troop</i> [plant] Initiative +3	
Probing tendrils +6 vs. AC (1d3 attacks) – 2 damage <i>Natural 18+:</i> The target is stuck until the end of its next turn. <i>Natural 1-5:</i> Both the fungaloid and its target take 1d4 damage.	
<i>Food is here:</i> When a fungaloid creeper scores a critical hit with an attack, all nearby fungaloids move to engage the fungaloid's target, even if that target has dropped to 0 hp. The move is a free action, and engaged creepers can roll disengage attempts instead of taking opportunity attacks.	
<i>Slow, rolling wave:</i> Whenever the escalation die is even, each creeper must succeed on a normal save at the start of its turn or lose its move action that turn.	
<u>Fungal attack</u>	
C: Hallucinogenia +4 vs. MD (one nearby enemy) – The target is confused (easy save ends, 6+)	
AC 16 PD 15 MD 10	HP 30

After the fungaloid monarch and its creeper minions are killed, the air in the greenhouse immediately begins to clear and the smell turns to more of a loamy greenhouse smell and less a rotting garbage smell, which is a welcome improvement (for all PCs who can smell and are not fungal creatures themselves).

Inspecting the remains of the fungal monarch yields the crumbling remains of

its mycotic scepter. If any PC holds it or inspects it, they will notice that it makes them feel more clear-headed. A PC who keeps the scepter on their person is immune to confusion for the rest of the day, after which it finishes crumbling to dust and disappears. In addition, a DC 15 check will reveal that the scepter can be broken into pieces and ingested by all of the PCs (or turned into enough potions for each PC to drink one). Any creature who ingests this mycotic concoction may ignore a confusion effect the next time it would apply to them. After ignoring the confusion effect once, the potion or ingested fungus wears off and any subsequent confusion effects apply as normal.

3A.3 – Fiend Indeed

The museum of religious art is actually inside the campus's large cathedral on the same square as the library. At the start of the 13th Age when the most recent iteration of Eld Arcanum was constructed, it was devoted to a monotheistic religion centered on the worship of a human paladin who ascended to godhood.

The past hundred years have seen the campus turn much more secular and pantheistic, and thus the cathedral, while still used for religious services of various faiths, has also been sectioned off to serve a number of other secular and scholarly functions.

One of those functions is to create a hall for the storage of Eld Arcanum's curated collection of religious art, considered one of the finer collections in the Dragon Empire.

When you enter the cathedral that houses the museum, you find a long rectangular hall, with fifty-foot high ceilings and stained-glass windows running its entire length. It has stone

floors and polished wooden benches and a raised stage with a podium at the front. The building's floor plan is laid out in the shape of a cross intended to symbolize a paladin's sword pointing north, and there are walled-off wings on both the east and west sides of the raised podium area - the sword's pommel, so to speak.

If the PCs investigate the west wing, they will find a small library of curated religious works and relics. The PCs will probably want to search for the Restricted Section portal locus here. It is not in this wing, however, so they will not find it.

If the PCs search for the locus in the west wing, they may each make a DC 20 check. If they succeed, they will be 100% assured the item they're looking for is not here. However, while they failed to find the locus, they will find a different magic item from the list below. If none of the PCs succeed on their first search roll, they may make a second round of attempts and the DC drops to 15, but they must first make an easy save (6+) or else they are interrupted by a patrol of skeletal guards. A third attempt drops the DC to 10 but requires a normal save (11+). A fourth search attempt drops the DC to 5 but requires a hard save (16+). Fifth and all subsequent attempts will always be interrupted by guards. If guards come and the PCs defeat them, the PCs may continue searching but a second failed save will result in two teams of skeletal guards interrupting rather than just one. A third failed save results in three teams, etc.

Each successful search roll yields not only 100% assurance that the portal locus is not here, but also one of the following items. You can roll a d6 to select one at random, choose one that feels like it makes sense for the PCs to find given

their backgrounds, or just hand out the one you like best:

1. **Tome of the Divinities and their Deeds (recharge 16+)**. This tome's colorful, symbolic diagrams purport to survey the nature and motives of all the gods, summarizing them in vast lists and arranging them in complicated schemes that associate them with elements, planes, passions, and destinies. Increase your recoveries by 1 and when you cast a divine spell, heal using a recovery and add +1d6 hit points to the total (champion: +2d8; epic +4d10). *Quirk*: Sees the hands of the gods operating subtly through the natural and social world and makes others aware of it.
2. **Tome of the Open Mind (recharge 16+)**. This dense poetry opens channels in the mind that you didn't even know you had. +1 to skill checks using INT, WIS, or CHA, and when you roll a skill check using INT, WIS or CHA and dislike the result, reroll the check. *Quirk*: annoyingly curious.
3. **Bastion Shield (recharge 11+)**. A round, banded shield of unusually light and sturdy wood. +4 hp and when one of your nearby allies takes damage from an attack targeting AC or PD, elect to take the damage yourself instead. If the escalation die is 4+, the damage is halved. *Quirk*: wants to help out with everything.
4. **Knot of Divine Harmony (standard action - recharge 16+)**. Metal coils wrapped in an elaborate, Celtic-style knot. +1 to attack and damage with divine spells and attacks. When you use this knot, you can serve in a priestly function for nearly any god or ritual. You can use this power to meet a free-form

challenge, at the GM's discretion.
Quirk: believes in everything.

5. **Sign of the Chosen One.** A fist-sized crystal star with tiny, geometrically perfect circles etched into it. +1 to attack and damage with divine spells and attacks. When you cast your last divine daily spell, roll a save. If you succeed, you don't expend the spell. How long can you keep rolling and recasting the same daily? It depends on whether you're the Chosen One or not. *Quirk:* Obsessed with fortune telling, oracles, signs, etc.
6. **Relic of Unchecked Power.** This intricately carved symbol makes the viewer slightly nauseous when stared at for too long. This is actually a cursed item. +1 attack and damage with divine spells and attacks, but you lose hp equal to your level when you cast. *Quirk:* any time you laugh, it slowly builds to a dramatically evil laugh that goes on a little too long.

If the PCs investigate the east wing, they will find the museum wing they are looking for.

The museum wing is filled with ten-foot high half-walls, all mounted with gold-framed oil paintings, as well as small, waist-high wooden or stone tables holding pottery and other pieces of art. It was probably quite a lovely collection before someone smashed half the items. The room is lit by torches and the large stained-glass windows along the high outer walls let in plenty of light, yet the room feels darker than it should.

As you walk through the museum, you pass a mix of normal paintings and also paintings that appear to have been vandalized with demonic scrawling and sadistic cartoons.

The central room of the museum wing has paintings on three half-walls, each depicting a smoky, roiling hellscape in the background, and a demonic creature in the foreground that appears to eye you intently. One painting is a winged imp, another a snarling hellhound, and the third a horned, long-eared demon. The three paintings each have small brass plaques under them that read, "Imp," "Hellhound," and "Despoiler," respectively.

In the center of the room is a vase or something like it: it's a twisted mass of bubbled porcelain that is unsettling to behold. And it becomes even more unsettling when the angry mass of tentacles erupts from its mouth and it attacks. The creatures in the three paintings also come to life and emerge into the real world.

The despoiler and imp are demons, so roll for a random demon ability on page 209 of the Core Rulebook.

Warped Vase x1

5th level wrecker [aberration]
 Initiative +9

Tentacle maw +10 vs. AC – 16 damage

Natural 18+: The target is hampered until the end of its next turn.

Miss: The warped vase can make a *psychic blast* attack as a free action.

[Special trigger] **C: Psychic blast +10 vs. MD (1d3 nearby enemies)** – 8 psychic damage

Natural 18+: The target is confused until the end of its next turn.

One madness feature: At the start of each of the warped vase's turns, roll a d6. The warped vase gains the corresponding ability until the start of its next turn.

1. *Amorphous oozing form.* The vase has *resist damage 11+* to all damage.

Bride of the Lich King Part I

<p>2. <i>Dimensional slide</i>. Once during its turn, the warped vase can teleport anywhere nearby it can see as a move action. Each enemy engaged with it when it teleports is confused until the end of its next turn.</p> <p>3. <i>Fear aura</i>. While engaged with the warped vase, enemies that have 24 hp or fewer are dazed and do not add the escalation die to their attacks.</p> <p>4. <i>Gibbering mouths</i>. When an enemy ends its turn engaged with the warped vase, it's confused until the end of its next turn.</p> <p>5. <i>Many spontaneous limbs</i>. When the warped vase makes a <i>tentacle maw</i> attack during its turn, roll a d4. That many additional limbs or tentacles spontaneously erupt from the creature and make an additional basic attack that turn (special abilities/effects don't trigger on those extra attacks). Each of those attacks only deals half damage.</p> <p>6. <i>Warping touch</i>. When the warped vase hits a creature with a <i>tentacle maw</i> attack, the target also takes 5 ongoing psychic damage and a -2 penalty to saves (save ends both).</p> <p><i>Legless teleporter</i>: It's a legless vase, so it can waddle around slowly (and angrily), but generally it doesn't move. Its tentacles are long enough to engage any nearby enemy. It also teleports sometimes, as noted above.</p>	
AC 20 PD 17 MD 15	HP 75

Despoiler x1	
<p><i>4th level caster</i> [demon] Initiative +9</p> <p>Horns and daggers +8 vs. AC (2 attacks) – 5 damage <i>Natural 16+</i>: The despoiler can pop free from the target.</p> <p>R: Abyssal whispers +9 vs. MD (one nearby or far away enemy) – 15 psychic damage, and the target is confused (save ends); OR the target can choose to</p>	

<p>avoid the confusion effect by taking 6d6 psychic damage to clear their head.</p> <p>C: Sow discord +9 vs. MD (2 nearby enemies engaged with the same creature or with each other) – One target makes an at-will attack against this power's other target. <i>Limited use</i>: 1/day, as a quick action.</p> <p><i>Random demon ability</i>: Roll 1d10 and on a 4 or less, roll for a random demon ability on page 209 of the Core Rulebook (or don't, if your players need a break).</p>	
AC 19 PD 14 MD 18	HP 52

Imp x1	
<p><i>3rd level spoiler</i> [demon] Initiative +8</p> <p>Festering claws +7 vs. AC – 3 damage, and 5 ongoing damage</p> <p>R: Blight jet +7 vs. PD – 7 damage, and the target is dazed (save ends) <i>First natural 16+ each turn</i>: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a <i>blight jet</i> attack against a different target as a free action.</p> <p><i>Curse aura</i>: Whenever a creature attacks the imp and rolls a natural 1-5, that creature takes 1d10 psychic damage.</p> <p><i>Flight</i>: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.</p> <p><i>Random demon ability</i>: Roll 1d10 and on a 3 or less, roll for a random demon ability on page 209 of the Core Rulebook (or don't, if your players need a break).</p>	
AC 20 PD 13 MD 16	HP 40

Hell Hound x1	
<p><i>3rd level wrecker</i> [beast] Initiative +5</p> <p>Savage bite +9 vs. AC – 7 damage <i>Natural even hit or miss:</i> The hellhound makes a <i>fiery breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group) – 10 fire damage</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	
<p>AC 18 PD 16 MD 11</p>	<p>HP 58</p>

After the PCs have defeated all of the unwelcoming artwork, they can touch the symbol on the vase and activate the corresponding symbol at the portal leading to the restricted section.

A successful DC 12 check searching the broken remains of the art museum or of the main part of the cathedral will reveal a vial of holy water. The holy water can be applied as a quick action to a weapon to provide a +1 bonus versus undead, demons, devils (and other “evil” creatures at the GM’s discretion) until the end of battle. The holy water’s bonus stacks with magic weapon bonuses and other bonuses.

3A.4 – Restricted Section

Once the PCs have activated all three symbols, they can return to the library and find that the portal to the restricted section is open. Xavier is standing nearby, his bonds having shattered when the portal spell activated. He expresses

his gratitude and wishes the PCs luck in confronting Griefert.

The portal is a glowing, golden ten-foot diameter ring around a two-dimensional circle that shimmers like water. Stepping into the pool instantly transports you into the Restricted Section, a warded library filled with books the scholars consider too dangerous to leave unguarded.

It’s a windowless, rough-stone square room, lined on all sides with bookshelves containing only a few books per shelf, each one locked in a tiny cage. Several books are missing, their locks and cages torn open.

Four tables and a dozen chairs have been shoved into one corner to make space in the chamber’s center for Captain Griefert’s ritual. He has built a circled pentagram out of human bones. He kneels to one side of the pentagram, flipping through the pages of a book. When you enter, he looks up and says, “ah, the meddlers.”

He stands, the black circlet atop his head nearly scraping against the twelve-foot high ceilings and gestures lazily to the two armed and armored skeletal guards at his side. “Kill them.”

The enchantment that regenerates skeletons on Eld Arcanum’s grounds is effective here. Each round, roll a die to see if Griefert’s personal guards heal 5 hp (including reanimating with 5 hp if they were at 0 hp or below). Start with a d6, then d8, d10, d12, and d20. If Griefert and his guards succeed with the d20 roll, the PCs have probably experienced enough misfortune and you can stop rolling. Note however that Griefert himself does not benefit from the regeneration (though if you want an easy way to make the battle tougher, heal him as well).

Bride of the Lich King Part I

If Griefert is killed and his guards are still standing, they are weakened for the remainder of the fight and the regeneration effect ends.

Captain Griefert x1	
<p><i>Large 4th level caster</i> [undead] Initiative +7 Vulnerability: holy</p> <p>Bone saber +8 vs. AC – 15 damage <i>Natural even hit:</i> Griefert can make a <i>corruption pulse</i> attack against the same target as a free action.</p> <p>[<i>Special trigger</i>] C: Corruption pulse +8 vs. PD – 7 negative energy damage and 7 ongoing negative energy damage.</p> <p>R: Lightning bolt spell +10 vs. PD – 20 lightning damage <i>Natural even hit or miss:</i> Griefert can make a <i>lightning bolt spell</i> attack against a second nearby enemy, followed by a third and final different enemy if the second attack roll is also a natural even. <i>Limited use:</i> 1/battle.</p> <p>C: Unholy circlet +10 vs. highest MD of nearby enemies – All recovered hp for all enemies is halved until the end of Griefert's next turn. <i>Limited use:</i> 1/battle, as a quick action</p> <p><i>Resist weapons 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	
<p>AC 19 PD 14 MD 18</p>	<p>HP 99</p>

Griefert's Personal Skeletal Guard x2	
<p><i>4th level troop</i> [undead] Initiative +10 Vulnerability: holy</p> <p>Shortsword +10 vs. AC – 14 damage</p>	

<p><i>Natural 16+:</i> The target moves down 1d3 points in initiative order, to a minimum of 1. <i>Natural even miss:</i> 5 damage.</p> <p>R: Javelin +8 vs. AC – 10 damage</p> <p><i>Press advantage:</i> The guard deals +1d8 damage with its attacks against enemies that have a lower initiative than it.</p> <p><i>Resist weapons 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	
<p>AC 21 PD 15 MD 17</p>	<p>HP 48</p>

After the PCs defeat Griefert and his minions, they may want to investigate the ritual he was performing. An examination of the books and a successful DC 15 check will reveal he was attempting to call forth some variety of intellect devourer to unleash on the campus. The ritual does not appear to have been completed.

Investigating the bone pentagram reveals a +1 rune at one of its points.

Investigating Griefert's belongings, the PCs will find three items of note.

First, his saber is made from some kind of large animal bone. It is designed for a twelve-foot tall magical skeleton so no normal-sized PC can wield it. If one of the PCs is large or can wield large weapons for some reason, it is a cursed +1 two-handed greatsword that delivers +1d12 negative energy damage on natural 18+, and delivers half that additional damage to its wielder as well (but no damage if the wielder is undead).

Second, the circlet Griefert wore is actually a non-cursed, useful item that was corrupted by Griefert's use and the

dark magic of his superior, Mortifice the Necrowizard. Once out of Griefert's hands, it reverts to a beneficial magic item called a *holy circlet*. It grants its wearer +1 MD and gives its wearer and all nearby allies +1d4 hp from recoveries during a single battle (recharge 16+). *Quirk*: constantly warning others to be careful.

Third, the PCs will notice that when destroyed, Griefert was completely obliterated except for one giant-sized finger bone. If a PC touches the bone, they will immediately be in psychic contact with Mortifice the Necrowizard.

"You destroyed my beautiful creation," Mortifice sneers (psychically). "No matter. I can build an even stronger replacement from your bones when we meet." Then he cuts the psychic link.

Eld Arcanum Liberated and Xavier's Collection

With Captain Griefert and his undead minions defeated, the surviving scholars at Eld Arcanum can reopen the college and return to their studies. They are an excellent source of knowledge on almost any subject the PCs may need help with.

Of particular note is the head librarian, Xavier Asturias, whom they

just freed from the Restricted Section portal Captain Griefert had crafted. He is not only curator of Eld Arcanum's collection of books, tomes, and scrolls, but he is also a wizard in his own right who keeps a collection of holy symbols, wands, staves, and other wondrous items of interest to a person studying arcane or religious power.

These items are scattered in various collections all over the campus in different buildings, displays, professor's desks and forgotten broom closets. Any book, tome, scroll, holy symbol, wand or staff the PCs can conceive of probably exists somewhere on campus and only Xavier is likely to find it. Because he is grateful to the PCs for saving him, he is willing to locate any such item and trade it to the PCs for another magical item or magical component that can be used to create a magic item.

Effectively, what this means is that the PCs can give Xavier any magic item or component they possess and receive in return a magic book, tome, scroll, holy symbol, wand, staff or wondrous item of their own personal design (subject to GM approval).

See the [Appendix A: Eldyn Merchants](#) for more information.

3B – Treetop City

Treetop City is located a full days' ride (or brisk walk, which is not much slower through the dense woods) traveling west into Taur Danin from the direction of Glyn Eld or Eld Arcanum. Or roughly half a days' travel west from the Gray One.

While traveling through the woods, the party may want to seek out any helpful elven elders they worked with while cleansing the Gray One. Those

elders can give directions to Treetop City and explain how to enter it.

There are generally two ways of ascending into the city. The first is by use of an elven artifact called a "branchwhistle," that can be used to call the lower branches down to the ground and allows users to walk or be carried up into the city. The second is on the backs of tame winged horses called "mistrals." However, the last time the elders were at

the city, all of the branchwhistles had been taken by an infamous local dire bear named Lucy who hates elves and covets their power, and the mistrals had all been sold to a group of unsavory death-worshipping kobolds.

It becomes apparent you're nearing Treetop City when the forest begins to have actual roads on its floor rather than merely a blanket of pine needles. The occasional rope bridge or plank walkway can be spotted hundreds of yards in the air, among branches or between trees. As you get closer to the city's entrance, more and more of these walkways become visible, along with structures like houses, usually carved into the trunks and massive branches.

The city itself is a square mile of massive redwood trees connected to each other with wooden bridges intersecting and overlapping each other into the canopy, thousands of feet above you, ending somewhere well out of sight.

Unfortunately for you, the lowest of these bridges, and the lowest branches of any of the trees, is at least two hundred feet in the air.

The only thing at ground level is a solitary wooden building in a clearing near what you estimate to be the center of the city. It has a sign on it that reads "Welcome Visitors," in multiple languages, but the building is empty. Inside it is a stairway that leads to the roof. On the roof is an elaborately carved and polished wooden box, its top opened to reveal inside a dozen grooved compartments, all roughly the size of small flutes, and all empty.

If the PCs have not already encountered helpful elves with information about the two ways into the city, have an elven ranger warily emerge

and offer them the information about the branchwhistles and mistrals.

The dire bear who has the branchwhistles lives in a cave about an hour south of Treetop City. The band of kobolds with the mistrals was last seen making camp in a blighted part of the forest about an hour north.

The PCs can choose to recover the branchwhistles from the dire bear and her pack, or they can recover the mistrals from the kobolds. Either one will get them into the lower reaches of Treetop City and provide a benefit in the fights to come. The PCs do not need to do both, though they may want to, if they would like to have the power of both the branchwhistles and mistrals at their disposal.

Choose an Ally: Branch or Wing

Either a branchwhistle or a mistral will get a PC into Treetop City. A branchwhistle can be played to gain control over a nearby tree branch and bend it to the PC's desire. A mistral is a flying horse that the PC can ride.

In addition to providing access to the city, both branchwhistles and mistrals have combat benefits the PCs can utilize for the remainder of their trek through Treetop City. Note that the branchwhistles only work on trees in Taur Danin forest and the mistrals will not willingly leave Taur Danin, so the PCs may utilize them in future encounters in the forest but can't take them on adventures elsewhere in Eldyn.

Branchwhistles

The branchwhistle can be blown to command nearby tree branches to move to the PC's desire. Generally, this allows a PC to climb up through Treetop City more easily, but it can also be activated up to two times per battle to attempt to

use the branches for a combat benefit described below. Bard PCs or PCs with musical backgrounds gain an additional use of the branchwhistle per battle (up to three times per battle).

When blowing the branchwhistle, roll a DC 15 check using INT, WIS or CHA as the base modifier. Upon a success, the PC can use a quick action to perform one of the following special actions: *entangle*, *greenmantle*, or *plantwalk*.

Entangle – Branches surround an enemy of the PC's choice and deal 3d4 damage, and if the target has 80 hp or fewer after the damage, it's stuck (save ends).

Greenmantle – Branches surround the PC. The PC can immediately elect to pop free from any or all enemies, and the PC gains +4 AC until the end of their next turn.

Plantwalk – Branches scoop up the PC and teleport them to any place the PC can see that is within reach of any other tree branch.

Note the target of these three effects must be near tree branches, but that generally includes anywhere in Treetop City and most places elsewhere in Taur Danin.

Also, if a PC is falling, they or any of their allies can expend one of their uses of the branchwhistle as an immediate action without having to make a successful roll and the branches will catch the PC and deliver them safely to a nearby location. Mechanically, it operates like a one-time use of the *feather fall* utility spell on page 151 of the Core Rulebook.

Mistrals

The mistral is a flying mount that can be ridden in combat, either galloping on the ground or flying in the air. A PC with

a background that suggests they would be a skilled rider of a flying horse gains +1 melee attack vs. unmounted enemies and +1 AC vs unmounted melee attacks, in addition to the other benefits described below.

While mounted on a mistral, up to two times per battle, a PC can make a DC 15 check using the PC's second highest ability as the base modifier. Upon a success, the PC can use a quick action to perform one of these special combat actions: *charge*, *fly away*, *hooves*, or *speed exploit*.

Charge – Use this ability when you're not engaged. If you move and make a melee attack against an enemy this turn, roll an additional d20 for the first attack and use the higher result. If the attack hits, add an additional WEAPON die of damage (5th level: two additional dice; 8th level, three dice).

Fly Away – Add +5 to your disengage checks this round.

Hooves – The mistral makes a melee attack +7 vs. AC for 13 damage, and does 6 damage on a miss.

Speed Exploit – You can use your move action(s) this turn to perform a maneuver, stunt or action showing surprising speed. The most common use would be to move farther than expected to make an attack against an enemy that was far away at the start of your turn.

Some notes about possibly being unseated from a mistral. If a PC drops to 0 hp or below while riding the mistral, roll a hard save (16+). On a success, the mistral is still alive and the PC is unconscious on its back. It will move randomly at the GMs discretion while its rider is unconscious. On a failure, the PC falls from the mistral and it flies away from the fight in panic and can't be

remounted until after the battle. PCs falling more than ten feet from a flying mistral take an additional 2d6 to 4d6 damage depending on how far of a fall it is.

If a PC is hit by a critical hit while mounted on a mistral, roll a normal save (11+), or, if the PC has a background that grants them the attack and AC bonuses against unmounted enemies described above, make it an easy save (6+). On a success, the mistral is fine and the PC remains mounted. On a failure, the PC falls from the mistral (possibly taking 2d6 to 4d6 fall damage as above), the mistral flies away from the fight in panic, and it can't be remounted until after the battle. If the PC is struck by a critical hit that drops them to 0 hp or below, they have to roll both saves to keep the mistral in battle.

3B.1 – Clan of the Dire Bear (Option A – Recover the Branchwhistles)

The entrance to Lucy the dire bear's cave is a foreboding jagged maw in a limestone hill that rises out of the surrounding forest. When you approach and look inside the cave, you find the enormous black dire bear asleep, with her head next to a dozen small flute-like instruments carved from a greenish, jade-like stone. Around her are three regular-sized bears that make up her clan. And scattered all around them are piles of animal and humanoid bones.

The bears have recently fed and are extremely sleepy. Sneaking past the three sleeping bears is a DC 12 stealth check against each bear. Removing the branchwhistles from Lucy's clutches is quite a bit trickier: a DC 20 check.

Encourage the players to find creative ways to lower the difficulty, such as

sleeping spells or rituals. Or if you have a more bloodthirsty group, perhaps ways to quickly and silently kill the bears before they can wake.

If the bears wake, Lucy the dire bear and one of the other bears get an ambush round and will prefer to make their ambush attacks against any PC(s) that failed their stealth checks.

If the PCs are not into stealth and just want to attack, they can roll a DC 12 stealth check to get an ambush round versus the bears before normal initiative order begins.

Lucy the Dire Bear x1	
<p><i>Large 4th level troop</i> [beast] Initiative +7</p> <p>Bite +8 vs. AC – 24 damage <i>Natural even hit:</i> The target takes +2d6 damage from a claw swipe.</p> <p><i>Savage:</i> Lucy gains a +2 attack bonus versus staggered enemies.</p> <p><i>One dire feature:</i> This guide suggests giving Lucy the feature <i>fury</i> - while staggered she gains a +2 attack bonus (stacks with the +2 <i>savage</i> bonus) and deals +4 damage, but at the end of each turn, she takes 2d6 damage. However, select another if you prefer, or roll randomly. Or, give her two features if you want to challenge your players.</p>	
<p>AC 19 PD 19 MD 14</p>	<p>HP 130</p>

Bear x3	
<p><i>2nd level troop</i> [beast] Initiative +4</p> <p>Bite +7 vs. AC – 6 damage <i>Natural even hit:</i> The target takes +1d6 damage from a claw swipe.</p>	

<p>AC 17 PD 16 MD 12</p>	<p>HP 45</p>
----------------------------------	--------------

After defeating Lucy and her clan of bears, the PCs can take the branchwhistles back to the Visitors Entrance roof (or anywhere else they prefer with low-hanging branches) and call the branches down to carry them up into the lower levels of the city.

3B.1 – Enter the Dragon-Soul (Option B – Recover the Mistrals)

Traveling to the north, the PCs will immediately find evidence of horse hoof tracks and the occasional very large white feather. If anyone in the party succeeds at a DC 15 tracking check, they are able to read the tracks well enough to approach the kobold’s lair from the east and find a hidden side entrance that gives a chance at an ambush round.

If the PCs don’t find the side entrance, they will enter the main, large cave entrance. It will be lit with torchlight if the PCs approach at night.

Inside, you find twenty white, winged mistrals, penned in by a hastily built fence. They snort and skitter quietly, clearly uncomfortable being kept inside this cave.

Keeping watch over the mistrals are eight kobolds that look unusually menacing and a ninth kobold who has arcane scarring all over his body and, most unusual, a pair small, twitching wings. The winged kobold studies several open books by candlelight.

Whenever the kobolds become aware of the PCs, they will wait to attack (if the PCs rush in for a surprise attack, the kobolds will hold up hands and attempt

to parley), surprised that they’ve been approached by someone other than the forest elves. If questioned, the kobold with the wings will explain that he possesses the soul of a dragon and needs the mistrals’ “unfairly gained flying power” to make himself whole. This, unfortunately for the mistrals, he admits, involves a lot of ritualistic sacrifice on their parts.

The kobolds are willing to bargain. They’ll sell the PCs one mistral in exchange for two potions, oils, runes or other consumable magic items. If the PCs are willing to bargain with adventurer-tier magic equipment, the kobolds will part with two mistrals for each piece of magical equipment.

The PCs may be unsatisfied merely buying themselves mistrals and leaving the remaining animals to their dire fate at the hands of the kobolds. They can attempt to bargain for all twenty mistrals, however the kobolds will not sell more than ten of the twenty, at any price, without special persuasion.

One way the PCs may carry out such special persuasion is by trying to convince the winged kobold that drinking sacrificial mistral blood will not help him fly like a dragon. Unfortunately, he is extremely sure of what he has gleaned from the strange books in his possession, so any such persuasion attempt is a DC 20 check. If the PCs successfully convince him, he will decide the mistrals are not so valuable after all, and will sell five per magic item, or all twenty for three items (or twelve consumables, or a mix).

Alternatively, because the winged kobold is obsessed with being a dragon, the PCs can strike an especially favorable bargain if they offer him magical items related to either dragons or flight

Bride of the Lich King Part I

(tricking the kobold into thinking a magic item is dragon- or flight-related when it's not is a DC 20 check). In exchange for a single dragon- or flight-related item, he will trade ten mistrals, and if such an item is involved in the bargain, he is willing to part with all twenty mistrals.

If the PCs are unable to bargain away any mistrals from the kobolds' possession or are unwilling to leave any of the creatures to their grim fate at the hands of the kobolds, then the kobolds will attack.

If the PCs approached through the side entrance, they have the high ground and gain an ambush round. Otherwise, the fight proceeds as normal.

Kobold Dragon-Soul x1	
<p><i>5th level troop</i> [humanoid] Initiative +10</p> <p>Claws +10 vs. AC – 17 damage <i>Natural even hit:</i> The target takes +2d6 damage from a claw swipe.</p> <p>R: Fire spit +10 vs. PD – 18 fire damage <i>Natural even hit:</i> If flying, the kobold can remain in the air until the end of its next turn if it would normally have to land at the end of this turn.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Flight:</i> A dragon-soul's wings aren't strong enough for sustained flapping flight, but with a headwind and a tall place to launch from it can glide for hours. During battle, however, it must land at the end of its turn if the escalation die is even (but see <i>fire spit</i>).</p>	
<p>AC 22 PD 19 MD 14</p>	<p>HP 70</p>

Kobold Shadow-Warrior x8	
<p><i>4th level mook</i> [humanoid] Initiative +9</p> <p>C: Throwing star +9 vs. AC – 7 damage</p> <p>C: Stinging dust +6 vs. PD (up to 2 nearby enemies in a group) – 5 damage and the target takes a -1 penalty to attacks until the end of its next turn.</p> <p><i>Elusive:</i> If a shadow-warrior hasn't been attacked since the end of its last turn, it can spend all of its actions on its turn to disappear from sight (remove from play as it gets into position). At the start of its next turn, it reappears (dropping down from the ceiling or springing out of cover and re-entering play) and can make an <i>elusive strike</i> attack as a standard action.</p> <p>C: Elusive strike +13 vs. AC (one nearby creature) – 18 damage</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Wall-crawler:</i> A kobold shadow-warrior can climb on ceilings and walls as easily as it moves on the ground.</p>	
<p>AC 20 PD 13 MD 17</p>	<p>HP 14 (mook)</p>
<p><i>Mook:</i> Kill one kobold shadow-warrior for every 14 damage to the mob. Apply damage to shadow-warriors using the <i>elusive</i> ability last (or ignore that damage)</p>	

After defeating the kobolds, the PCs can return to the Treetop City Visitors Entrance and find saddles suitable for riding the mistrals there. Then they can fly up to the lower parts of Treetop City.

The branches become too thick to continue flying upwards, but the PCs can continue to ride the mistrals like horses as they climb.

3B.2 – Mid-Canopy

Once in Treetop City itself, you can see that it is a massive collection of interconnected branches and wooden walkways leading around, through, and between scores of massive, ancient redwood trees. Looking upwards at the labyrinth of intersecting branches and walkways is a dizzying experience. This area, the lower two-thirds of Treetop City is called the Mid-Canopy.

The Mid-Canopy walkways lead past hundreds of storefronts, homes, plazas and artworks, all carved into the trees or integrated seamlessly with the branches and trunks. Unfortunately, many of these have been scrawled on with graffiti, lewd drawings, and ominous proclamations written in Dragonish and Orcish, with the occasional example translated into Common as well. Nearly all of it appears to be propaganda for the death cult of the Fade Wyrms.

This was obviously a vibrant and thriving city in the trees, but now it is deserted, leaving you only with the wind and the scent of pine needles, broken up by the occasional birdsong and the oppressive sense that you're being watched from somewhere above.

If the PCs inspect the scrawled graffiti written in Common, they will find the messages to be mostly rhymes about being subservient to the power of undeath and prophecy that the world will enter a 14th Age heralded by the Fade Wyrms and her followers. A figure that makes a frequent appearance in the rhymes is the Fade Wyrms' beloved lieutenant, Eschus. A particularly common refrain refers to the wave of death that Eschus is set to bring on the back of his mighty dragonmount Fireblight.

If any of the PCs can read the Dragonish or Orcish graffiti, they will find more rhymes much the same as the scrawled bits in Common, but any PC who succeeds at a DC 12 language check will notice that one bit of graffiti is instead in Elvish code. Succeeding at the roll by more than 5 reveals that the code seems to be related to a band of elves resisting the city's takeover. The PCs can follow the Elvish code bits through the mid-canopy area, where they eventually lead to evidence of a hideout that was raided. Blood and broken weapons are everywhere in the raided hideout, but a successful DC 15 check uncovers a dozen arrows that add +1 to attack and damage and deal acid damage.

Among the hideout's rubble the PCs can also find some documents written in Elvish that make clear the leader of the resistance is a dwarf elf named Tearla Earthsigh, who returned from patrolling the deep roads underneath the city when she heard it had fallen to Eschus.

After giving the PCs a chance to discover the raided resistance hideout, narrate their slow climb upward to the higher parts of the city by adding investigative stops. You can select one stop each per PC in the party from the list below or roll 1d10 for each PC to randomize the group's discoveries.

Treetop City Mid-Canopy Random Event Chart	
d10	Event
1	PCs discover the ravaged resistance hideout with the acid arrows and reference to Tearla described above (if they already found this, reroll).

Bride of the Lich King Part I

2	PCs discover an abandoned herbalist with one remaining adventurer-tier healing potion.
3	PCs discover an elven alchemist's lab with one remaining adventurer level <i>cold resistance 16+</i> potion.
4	PCs discover an abandoned armorer with one remaining +1 oil.
5	PCs discover an elven jeweler with one remaining +1 rune.
6	PCs discover the haven of an elven sorcery circle. In its haste to escape, the circle left behind a potion that grants a one-battle use of the draconic <i>breath weapon</i> racial power (see page 71 of the Core Rulebook).
7	PCs discover an elven wizard college. It is abandoned except for an owl familiar eager to avenge its slain master. It agrees to help the PCs by acting as one PC's familiar until they leave Treetop City (if you want to keep it after that, work with your GM). It has the ability <i>talkative</i> and two other abilities of the PC's choosing. See page 149 of the Core Rulebook.
8	The PCs discover a very ancient wood carving of the First Age's Elf Queen. Meeting her gaze grants each PC either a free recovery or a free recharge roll with a +5 bonus (meaning daily abilities are recharged on a roll of 16+ and recharge 6+ abilities can be recharged for free).
9	PCs find a stable that was used for mistrals and special mistral food inside. If the PCs didn't recover the mistrals earlier, they can use the food to call feral mistrals from the forest. If they have mistrals with them, feeding them the food grants any PC fighting while riding it an additional roll for a special

	mounted combat action. The additional roll can be made any one time during the rest of the day.
10	PCs find an elven woodcarving studio and inside an intricately carved flute-like woodwind instrument. PCs who recovered the branchwhistles will recognize it as similar, but this flute is wooden rather than jade, larger, and more finely crafted. It can be used the same as a regular branchwhistle except that once per battle, the PC using it can turn a failed DC 15 check to use one of the branchwhistle's powers into a success.

After a couple of hours of slowly ascending through the trees and investigating the abandoned city around them, the PCs will be hundreds of feet into the canopy. The ground is nowhere to be seen. They will also notice that the intermittent birdsong that has accompanied them has suddenly stopped. A DC 20 perception check will spot humanoid eyes hundreds of feet above, but the eyes will disappear almost as soon as they're spotted.

Eventually, the PCs arrive at a large, wood-platted plaza area. It is in the center of four large trees, with multiple sets of stairs leading both up and down several levels to other platforms. On this level and all the levels above and below, dozens of empty doorways stare back, ominously dark. At the plaza's center is a drow elf, bleeding out on the floor from multiple stab wounds. If the PCs have discovered evidence of the band of elven resistance fighters, they recognize this elf as the leader, Tearla Earthsigh, drow ranger of the deep roads.

A successful DC 15 check will make it apparent that the drow appears to have been staged in this fashion to lure the PCs

Bride of the Lich King Part I

into an ambush. PCs making such a successful check will have their guard up and avoid an ambush in the next fight. Success on the ambush perception roll by 5 or more shows that the platforms above have clear lines of sight into the plaza and would be difficult to reach quickly on foot (i.e., they are far away, rather than nearby, the central plaza). A successful roll also grants the PCs a +5 initiative bonus when rolling initiative in the next fight.

If the PCs approach the drow, they will find her unconscious but breathing - amazing considering the number of severe wounds she's taken. If the PCs make a successful stabilization check, or use a healing spell or potion on her, she will wake and explain who she is and that her band of resistance fighters were ambushed and slaughtered by orc fanatics worshipping Eschus and the Fade Wyrm.

Whenever the PCs get done speaking with Tearla or move away from her, an orc painted with the same white seen scrawled in graffiti everywhere emerges from a dark doorway above them and starts raving in Orcish. If the PCs can understand Orcish, they'll realize it's gibbering nonsense about embracing the death gift of the Fade Wyrm. The orc has drums made from humanoid skulls on his belt and beats them with a bone hammer. Two orc archers emerge to flank him. At the PCs' level, four more orcs emerge from doorways surrounding them.

The fight will start with the gibbering drummer orc (an orc battle screamer) and his archers far away on the higher platform that can be reached by stair (or more quickly with a successful use of a branchwhistle or mistral special ability), and the four cave orc mooks on the PCs' level. At the start of round 2, two orc

berserkers and an orc tusker also emerge from random doorways around the PCs and join the fight. To determine where they emerge, roll a d3: on a 1, they emerge far away on a platform below, on a 2, they emerge nearby on central plaza level, and on a 3, far away on one of the platforms above.

Because this fight takes place roughly a thousand feet up in the canopy of Treetop City, anytime during this battle the PCs score a critical hit against an enemy, they can roll a normal check (11+) as a free action and if they succeed, they can also narrate how they maneuvered or kicked the enemy over the edge of the railing, where they fall to their instant death.

Orc Battle Screamer x1	
<i>3rd level leader</i> [humanoid] Initiative +8	
Club-like drumstick +9 vs. AC – 10 damage	
R: Skull drum +7 vs. MD – 8 damage, and as a free action, one nearby orc ally can move or make a basic attack (doesn't trigger special abilities)	
AC 22 PD 15 MD 15	HP 33

Orcish Archer x2	
<i>2nd level archer</i> [humanoid] Initiative +5	
Scimitar +6 vs. AC – 6 damage	
R: Shortbow +6 vs. AC – 7 damage <i>Natural 1-5:</i> Reroll the attack against a random nearby creature. If the rerolled attack is also a natural 1-5, the orcish archer takes 3 damage from sheer	

Bride of the Lich King Part I

<p>agonized frustration, but it doesn't get to make another attack.</p> <p><i>Final frenzy:</i> When the escalation die is 3+, the orcish archer gains a +3 bonus to melee attacks and melee damage.</p>	
<p>AC 18 PD 17 MD 11</p>	<p>HP 32</p>

Cave Orc x4	
<p><i>3rd level mook</i> [humanoid] Initiative +6, or +12 at night</p> <p>Obsidian knife +8 vs. AC – 4 damage, and +1d4 damage for each other orc engaged with the target (max +4d4)</p> <p>R: Rock +7 vs. AC – 5 damage</p> <p><i>Hears everything:</i> Increase the DC to sneak past cave orcs silently by +5.</p> <p><i>Nocturnal predator:</i> If the battle is at night (or in darkness), the orc gains a +2 attack bonus. If the battle is during the day (or in daylight) it takes a -2 penalty to all defenses.</p>	
<p>AC 19 PD 18 MD 12</p>	<p>HP 10 (mook)</p>
<p><i>Mook:</i> Kill one cave orc for every 10 damage to the mob.</p>	

Orc Berserker x2	
<p><i>2nd level troop</i> [humanoid] Initiative +5</p> <p>Greataxe +7 vs. AC – 8 damage <i>Dangerous:</i> The crit range of attacks by orc berserkers expands by 3 unless they are staggered.</p>	

<p><i>Unstoppable:</i> When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hp: when the temporary hp are gone, the berserker dies.</p>	
<p>AC 16 PD 15 MD 13</p>	<p>HP 40</p>

Orc Tusker x1	
<p><i>3rd level troop</i> [humanoid] Initiative +7</p> <p>Club'n'tusk +5 vs. AC – 7 damage <i>Furious charge:</i> The attack instead deals 12 damage on a hit if the orc tusker first moves before attacking an enemy it was not engaged with at the start of its turn. <i>Miss:</i> 4 damage, and the orc tusker pops free from all enemies.</p>	
<p>AC 22 PD 17 MD 13</p>	<p>HP 45</p>

After defeating all of the orc cultists, the PCs can resume their trek upwards. But they might want to return to Tearla and check on her first.

Tearla Earthsigh –Drow Blademaster

If the PCs stabilize or heal Tearla, after the fight she will express her gratitude and lament that she is too injured to help them continue the fight against Eschus.

As thanks for saving her life, she gifts the party their choice of one of her twin magic scimitars: *Vanity* and *Vengeance*. Both grant +1 to attack and damage. *Vanity* grants +1d6 damage if its wielder is the only one engaged with the target.

Vengeance deals +1d6 damage while its wielder is staggered. If used together, the twin swords have additional benefits, but Tearla is only willing to part with one for now.

In addition to gifting them one of her swords, the next time the PCs return to Treetop City, they will find that Tearla has decided her talents are needed in the city instead of in the deep roads. She will open a store with a sign that simply reads "Blademaster."

If the PCs visit the store, Tearla will use her talents and experience as a ranger to fashion the PCs the following types of magical items:

- Light armor
- Boots
- Cloaks
- Bladed weapons such as swords and daggers
- Bows and arrows

The difference between Tearla and another merchant in the Eldyn region is that she can manufacture these items to the PCs' specifications, using magical components or by breaking down an existing magical item and refashioning it to the new specifications.

For more information, see the [Appendix A: Eldyn merchants](#).

3B.3 – The High Life

The branches start to grow thinner and soon you are no longer ascending stairways and ramps, but instead climbing ladders or rope nets strung between branches swaying in the cold wind.

The cold at this altitude is bitter, and as you ascend, flurries fill the air. Within an hour after the first flurry, you're climbing through heavy snowfall.

At one point the roaring wind takes on a threatening rumble. But there is no lightning. Instead, from the mist of the falling snow emerge two large white dragons, each carrying an orc rider. Both dragon and rider have painted themselves in the unmistakable white graffiti of Eschus and the Fade Wyrms' followers.

The dragons are too large to land and fight in the trees, but at the start of the battle they fly in close and are nearby in melee range. They can choose to fly out of melee range on their first turn if they desire, but they will never fly far away for ranged attack purposes.

The orc riders control the dragons (meaning that if a rider is confused, but not its dragon, it could direct that dragon to attack an ally). However, the dragons will continue to fight on their own recognizance if their rider is killed or otherwise removed from the saddle.

This guide suggests using the blizzard conditions only as window dressing for the fight, but if you want them to have a more direct impact, then the blizzard conditions grant a +2 bonus to attack and damage on cold attacks by any creature and add a -2 penalty to attack and damage on fire attacks by any creature.

The PCs can fight from the safety of the decks attached to the trees. However, the dragons have the ability to fly out of melee range if they choose. PCs with mistral mounts can fight the dragons in the air. PCs with branchwhistles can use the *plantwalk* ability to engage dragons and the *entangle* ability to attack dragons even when they are flying beyond usual melee range.

One way to make the fight easier is anytime a dragon flies out of melee range, but the PCs successfully attack while mounted on a flying mistral or by

Bride of the Lich King Part I

using a branchwhistle ability, the dragon is surprised by the sheer audacity of the maneuver and it turns off the dragon's ability to add the escalation die to its next attack.

If a dragon is killed before its orc rider, the dragon falls from the sky, taking the orc rider down with it.

Orc Dragonrider x2	
<p><i>1st level troop</i> [humanoid] Initiative (acts immediately after its mount)</p> <p>Jagged lance +6 vs. AC – 6 damage</p> <p><i>Dragonrider:</i> The orc dragonrider acts immediately after the turn of its dragon mount, but before the dragon mount's move action if the mount elects to use its standard action before its move action.</p> <p><i>Resist damage 18+:</i> While mounted on its dragon, the orc dragonrider gains <i>resist damage 18+</i> on all damage from attacks targeting AC or PD.</p>	
<p>AC 16 PD 10 MD 14</p>	<p>HP 30</p>

Large White Dragon x2	
<p><i>Large 4th level troop</i> [dragon] Initiative +8 Vulnerability: fire</p> <p>Claws and bite +8 vs. AC – 12 damage <i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Ice breath +8 vs. PD (1d3 nearby enemies)</i> - 10 cold damage <i>Natural odd hit or miss:</i> The dragon takes 2d4 damage.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	

<p><i>Escalator:</i> A dragon adds the escalation die to its attack rolls.</p> <p><i>Flight:</i> A dragon flies reasonably well.</p> <p><i>Tamed:</i> If the dragon's rider is killed or unseated, the dragon takes a -1 penalty to all defenses for the remainder of the battle.</p>	
<p>AC 20 PD 17 MD 13</p>	<p>HP 104</p>

After defeating the dragons, the snowstorm slows but doesn't stop. The PCs can ascend the last few ladders and steep stairways into the clouds themselves, eventually emerging into the clear air on top of a cloud.

3B.4 – Top of the World

You are in the overworld. A clear sky saturated by stars stares down at you and the air crackles with magic. You stand at the center of a cloud island a quarter mile in diameter. Sporadically, redwood treetops poke up through the cloud layer around you.

At the far edge of your cloud island, Eschus stands next to Fireblight, the huge white dragon that rescued him during your fight inside the roots of the Gray One. The massive white wyrm dwarfs the two dragons you just fought.

Eschus and Fireblight, have attached what appear to be ephemeral, but strong, magical tendrils to another, distant cloud island and appear to be drawing it towards the one you are standing upon.

A few moments after you emerge onto the cloudtop, Eschus and Fireblight cease pulling the distant cloud island in, and instead turn to face you. Eschus mounts the massive dragon and flies at you to attack.

Bride of the Lich King Part I

Similar to the dragon-riders the PCs faced below, Eschus will fight while mounted on the back of Fireblight. Eschus and Fireblight can fly but will generally stay nearby in order to attack the party. They do, however, have the ability to fly out of melee range, so if the PCs wish to make melee attacks while Fireblight is in the air and out of melee range, they will need to fly on mistrals themselves or use branchwhistles to call nearby branches to convey them into the air for an attack.

If the PCs slay Fireblight first, Eschus is enraged and continues the fight with a bonus to attack and damage equal to the escalation die. If the PCs slay Eschus first, Fireblight continues fighting to the death.

Eschus (dragonic anti-paladin) x1
<p><i>4th level leader</i> [humanoid] Initiative +7 (or immediately after Fireblight if Fireblight has higher initiative)</p> <p>Fade axe +9 vs. AC – 10 damage <i>Natural even hit or miss:</i> As a free action, Eschus can make a <i>fade cleave</i> attack.</p> <p><i>[Special trigger]</i> Fade cleave +7 vs. MD – 5 ongoing psychic damage</p> <p>C: Fade breath +9 vs. PD (1d3 nearby enemies) – 10 ongoing negative energy damage. <i>Limited use:</i> 1d3 times per battle and never two turns in a row.</p> <p><i>Bastion of servitude:</i> While one or more lower-level non-mook allies are nearby him, Eschus gains <i>resist damage 16+</i>. (probably not relevant this battle)</p> <p><i>Implacable:</i> Eschus rolls saves at the start of his turn.</p> <p><i>Evil Bastard:</i> Whenever Eschus drops an opponent to 0 hp using <i>fade axe</i> he can make a second <i>fade axe</i> attack against a different nearby opponent as a free action.</p>

<p><i>Dragon-rider:</i> Eschus acts immediately after the turn of Fireblight, but before Fireblight's move action if Fireblight elects to use its standard action before its move action.</p> <p><i>Vengeance:</i> If Fireblight has been slain, Eschus adds a bonus to attack and damage equal to the escalation die for the remainder of the battle.</p>	
<p>AC 20 PD 15 MD 18</p>	<p>HP 60</p>

Fireblight (huge white dragon) x1	
<p><i>Huge 5th level troop</i> [dragon] Initiative +10 (or immediately before Eschus if Eschus has higher initiative)</p> <p>Claws and bite +9 vs. AC (2 attacks) – 25 damage <i>Natural 16+:</i> Fireblight can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: Ice breath +9 vs. PD (1d3 nearby enemies) – 20 cold damage <i>Natural odd hit or miss:</i> Fireblight takes 2d8 damage.</p> <p><i>No vulnerability:</i> Unlike other white dragons, Fireblight is not vulnerable to fire attacks.</p> <p><i>Resist cold 18+:</i> When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><i>Escalator:</i> Fireblight adds the escalation die to its attack rolls.</p> <p><i>Flight:</i> Fireblight flies reasonably well.</p>	
<p>AC 21 PD 18 MD 14</p>	<p>HP 200</p>

Bride of the Lich King Part I

After defeating Eschus and Fireblight, the PCs can recover Eschus's *fade axe*. It is a +1 one-handed axe that allows, once per battle as a quick action, a melee attack vs. MD of a target you're engaged with. On a hit it applies 5 ongoing psychic damage (*Quirk*: loves singing funeral dirges). Unlike the cursed longsword Eschus possessed during their first fight, he has not possessed his *fade axe* long enough for his evil to curse it and a PC can use it as a magic weapon without penalty.

While investigating the corpses, or before the PCs descend back down into Treetop City, Fireblight's mouth will suddenly open and an echoing voice carried on an icy cold wind issues forth:

"You think this death is your victory, but I am the Fade Wyrm and the dead are my domain. When we next meet, I will send you to join poor, loyal Eschus in an eternity of despair."

The mouth closes and the dragon corpse remains inert thereafter.

Fireblight's corpse can be harvested for materials from which to fashion magic items at one of the specialty merchants in Eldyn. The PCs can harvest enough dragon scales for one set of armor, enough teeth for one bladed weapon, and the eyes can be used for a magic wand or ring. Eschus is a white dragon, so the fashioned items should probably be cold-related.

If harvesting trophies from a dragon corpse sounds a little gruesome for your crew, have them instead find Fireblight's overworld treasure hoard, which will contain three white, rune-like magic items made from the scales, teeth and eyes of other white dragons, which the PCs can similarly use for crafting.

3C – Grapewin Estate

The fact that Cardinal Riven and Lady Silverblood rule the Breadbasket from a large mansion known as Grapewin Estate is relatively common knowledge and the PCs can gain it from almost any passerby they ask in any almost any region of Eldyn. Any of the assorted contacts they've made thus far in their adventures can point this fact out to the PCs as well.

Whomever the PCs choose to ask, that person can explain that Grapewin Estate is located about half a day from the Deepspring, near the riverport known as Barleytown.

Grapewin Estate is a palatial mansion on several garden-filled acres at the center of the Breadbasket's most famous winery. In the days before the Lich Queen's arrival it was famous for its

pastoral fields and summer garden parties that lasted into the night.

Currently, the grapevines are faded husks of their former glory, either entirely dead or sustained by negative energy that twists the vines unnaturally and produces hideous-looking fruit.

Lady Silverblood is holed up at the center of the massive residence, with her newest contingent of guardians, plotting revenge on the PCs as part of her determination to prove her worth, as well as her devotion, to her vampire lover, Cardinal Riven.

The PCs will find that Grapewin Estate, formerly home to the Grapewins, a family of nobles with notoriously depraved appetites, has become even more depraved with the corruption

placed upon it under Cardinal Riven's oversight. Lady Silverblood has been using it as a headquarters and sanctuary for her werebeast friends.

During its heyday, the estate was so large that it effectively employed every person living for miles in every direction, including nearly every resident of Barleytown who wasn't a dockworker or warehouse guard.

If the PCs travel to Barleytown before they travel to Grapewin Estate, they will find a mostly deserted city. The formerly bustling docks are empty, and no one ventures near them due to their proximity to the River Eld and its strong field of negative energy. However, around a thousand residents have remained, and they can offer basic amenities such as a food, shelter, repairs, etc., if the PCs need it.

Traveling out from Barleytown towards Grapewin Estate, the PCs will pass dozens of other houses, often simple housing for workers, but also a few lesser estates for the choice nobles and friends of the Grapewins, perhaps overseeing smaller, less prestigious vineyards of their own.

Now, however, all the homes are deserted and not a soul is to be seen on the roads or on the outskirts of the Grapewins' vineyards.

3C.1 – 'Were' Out Your Welcome

The adventure begins with Lady Silverblood ambushing the PCs. They are on her turf and she has been waiting for them and laid this trap well. However, if you think your PCs are the type that might sniff out this trap, you may want to allow for some rolls to spot the coming ambush and allow the PCs a surprise

round. That would also obviously necessitate changing the narrative below.

The land changes from desolate wheat fields to apple orchards, to finally the dessicated grapevines of the outskirts of the Grapewin Estate. When you crest a hill that brings the estate into distant view, the twisted vines around you suddenly explode from the ground, growing ten times as tall in size and forming a wall around you. Standing atop the wall and looking down on you is a woman you recognize from your encounter in the Deepspring: the werewolf, Lady Silverblood.

"I knew you'd come calling after our little fight, so I prepared this lovely welcome for you," she says.

At this, three large humanoid figures emerge from the mass of vines in front of you.

"My associates were eager to help when I promised them hero flesh," Lady Silverblood adds. Then, addressing her associates, she says, "I'll be in the watchtower, waiting for word from the Cardinal. Bring me their bones when you're finished."

Lady Silverblood disappears out of sight over the wall and leaves the PCs to fight the creatures inside the magical grapevine arena she's constructed.

Wererat x1

2nd level troop [beast]
Initiative +11

Infected bite +7 vs. AC – 2 damage, and 2 ongoing damage, and the crit range of the wererat expands by 1 (cumulative)

Natural 11+: The target can't make opportunity attacks until the end of the turn (making it easier for the wererat to move away from the target).

Bride of the Lich King Part I

<p><i>Hybrid miss:</i> While in hybrid form, when the wererat makes an opportunity attack with <i>infected bite</i>, it deals damage equal to its level with a miss.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When the wererat is not staggered at the start of its turn, it heals 5 hp.</p> <p><i>Bestial fury (hybrid form only):</i> Wererats gain a bonus to damage equal to the escalation die.</p> <p><i>Moon fury:</i> While fighting in moonlight, a wererat gains a bonus to damage equal to its level.</p>	
AC 15 PD 14 MD 18	HP 34

Werewolf x1	
<p><i>3rd level troop</i> [beast] Initiative +10</p> <p>Ravens bite +6 vs. AC – 10 damage <i>Miss:</i> The werewolf gains a +2 attack bonus (cumulative) to <i>ravens bite</i> attacks until the end of the battle.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When the werewolf is not staggered at the start of its turn, it heals 6 hp.</p> <p><i>Bestial fury (hybrid form only):</i> Werewolves gain a bonus to damage equal to the escalation die.</p> <p><i>Pack attack:</i> When the werewolf attacks a creature that is engaged with one of its allies, the creature is vulnerable to that attack.</p> <p><i>Moon fury:</i> While fighting in moonlight, a werewolf gains a bonus to damage equal to its level.</p>	
AC 17 PD 15 MD 19	HP 42

Wereboar x1	
<p><i>Double-strength 4th level troop</i> [beast] Initiative +7</p> <p>Goring tusks+9 vs. AC (1d3 enemies) – 15 damage <i>Slashing tusks:</i> While the escalation die is 3+, the crit range of this attack expands by 2.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When the wereboar is not staggered at the start of its turn, it heals 18 hp.</p> <p><i>Bestial fury (hybrid form only):</i> Wereboars gain a bonus to damage equal to the escalation die.</p> <p><i>Beastly grit:</i> When the wereboar takes 8 damage or less from any source, it takes no damage instead.</p> <p><i>Bestial durability:</i> The wereboar can roll saves against effects that aren't save ends (until end of turn or end of battle, e.g.).</p> <p><i>Moon fury:</i> While fighting in moonlight, a werewolf gains a bonus to damage equal to its level.</p>	
AC 18 PD 16 MD 20	HP 120

After defeating Lady Silverblood's were-friends, the PCs can search the corpses and find, notably, a small leatherbound, handwritten diary. Its contents are detailed below.

The PCs can hack or burn their way through the enchanted vines, or climb over them, and enter the Grapewin Estate without any further encounters.

The Grapewin Diary

If the PCs did not recover the diary at the end of their fight with Lady Silverblood's were-friends, have them find it very obviously placed on some furniture at the entrance to the estate.

Reading the diary reveals it to be an intermittent account of the life of Archibald Grapewin, the spoiled teenage son of Lord Vargas Grapewin, iron-fisted lord of Grapewin Estate.

The accounts are mostly the mundane whining of a boy complaining about the quality of clothes and horses, the boring meetings his father makes him attend, how his parents always favor his perfect brother, Teddy, and how disgusting he finds the fieldworkers to be. He appears to be every bit a lazy, spoiled, and worthless son. His father comes across as a ruthlessly greedy businessman who cares nothing for the welfare of his workers. His mother appears to be self-obsessed and indifferent to almost anything beyond her collection of jewelry and artwork. And his brother Teddy appears to be obsessed with horses and women, only slightly less than he is with his own appearance and his desire to inherit the family business.

Archibald's days seem rather boring, and his father seems disappointed in him other than his shared love of the planetarium. But even that is a source of consternation in Archibald's life. He complains his father has filled the room with hidden treasures related to his love of astronomy, and programs the planetarium to display alien starfields for his own amusement and will not share the secret of either with Archibald.

However, around the time of Lady Silverblood's arrival, the entries get much more interesting. At first, Archibald is excited about the arrival of this powerful werewolf, and excited about the partnership she offers to his family. She works in tandem with the family to draw all the workers to the estate and mentally enslave them under the magic of Cardinal Riven.

His father and Teddy are very excited about the money this will save. Archibald is fascinated more by the power represented by the magical enslavement. Things quickly become less exciting for the family, though, as the ghoulish horrors now working the fields devour one of Teddy's horses one day while he is out riding.

Then another entry details how his irate father got into an argument with Lady Silverblood. He was ushered into his favorite room in the estate, the planetarium, and he left after an hour, ashen-faced and refusing to discuss what occurred inside. His father locked the planetarium and refused to let its key leave his person after that. However, Lady Silverblood comes and goes from it, keeping her main office in the estate's watchtower accessible only from the planetarium.

Archibald spends several entries wondering what could be inside, and detailing sneaking up to the door to try and understand what horrible and exciting magic occurred inside. But he never has the courage to confront the terrifying Lady Silverblood or his father directly.

Later, an entry explains that Cardinal Riven is coming from his headquarters in Eldyn to inspect the estate personally and asks to greet the family in the portrait wing. Archibald swears he will work up the courage to ask Cardinal Riven to mentor him in dark, vampiric magic. That is the last entry in the diary.

From these entries, the PCs can hopefully deduce that to find Lady Silverblood in the tower she said she was going to, they need to enter the planetarium. And to open the planetarium they need to find the key

Vargas Grapewin carried with him. The last known place the Grapewins were gathered was the Portrait Wing of the estate.

Navigating the Grapewin Estate

The Estate has three wings: the Portrait Wing to the east, the Planetarium Wing to the north, and the Garden Wing to the west.

The PCs' ultimate goal is entering the Planetarium Wing where they can gain access to the observation tower and confront Lady Silverblood. However, the Planetarium Wing is locked by magic and can only be opened with Vargas's magic key.

The diary explains that Vargas was likely in the Portrait Wing. However, the entrance to the Portrait Wing is also locked and the door is, ominously, heavily barred from the side the PCs are on by piled up old bookshelves and benches. If they clear away the rubble, they will find the door smeared in bloody streaks. The lock is a normal lock, of substantial quality, and can be picked with a DC 20 check.

That leaves the Garden Wing. If the PCs pick the lock and enter the Portrait Wing, then the Garden Wing is not essential to the mission. However, if the PCs enter the Garden Wing, they find dead plants in holders line the hallways. Dead plants fill the many sitting rooms and bedrooms. At one point, a massive streak of blood covers about fifty yards of the hallway floor, but there is no sign of what caused it. If the PCs succeed at a DC 15 check near the blood, they will realize it vanishes at a hidden door set in the rock wall of the greenhouse. The hidden door leads to a secret passage which takes them to the entry lounge in the Portrait Wing, just inside the locked doors.

Immediately inside the secret passageway is the body of a man who appears to have been some kind of butler or house servant. The blood trail you followed is probably his as he appears to have bled to death hiding inside the passage.

Alternatively, a DC 15 check in the greenhouse in general will point out a specific rock that appears to have been dragged back and forth on the ground recently. Underneath it is a blood-smeared key that will open the Portrait Wing.

The greenhouse also has shelves along the walls with stoppered vials. A few of them are healing or resistance potions, at the GM's discretion.

3C.2 – The Portrait Wing

The Portrait Wing of the Grapewin Estate is entered through a pair of double doors on the eastern wall of the estate's grand entrance. The halls are covered in portraits of the Grapewin family and their ancestors.

Along the north wall, portraits of Vargas Grapewin, Cecilia Grapewin, and Archibald Grapewin, sit in massive ten-foot tall framed oil paintings, looking down imperiously.

Vargas is a thin and severe man with a monocle, dressed in elaborate faux-military white tie replete with medals and sashes.

Cecilia is in a gauzy white gown of intricate stitchwork, wearing a hat made of gold dragon scales.

Teddy looks much like his father, but youthful and strapping. His portrait features him atop a massive black horse with a jewel-encrusted bridle.

Archibald is a portly boy with a baby face that looks odd against his massive

Bride of the Lich King Part I

frame. He is dressed similarly to his father, but with fewer medals. He somehow manages to look uncomfortable, even in a painting.

The hallway and rooms all contain various other paintings of Grapewin ancestors and famous imperial figures such as the Archmage and Emperor. But eventually, you find a room with twenty-foot doors and a sign that says "gallery." Its door handles are tied shut with rope.

A DC 15 perception check will notice that there is a shuffling and low moaning sound coming from inside. Something or someone is definitely in there. Calling out or knocking on the door will cause the sound to cease instantly and the PCs will get no response.

The reason they get no response is because the Grapewins were turned into ghouls by Cardinal Riven and left to starve inside their gallery. When the PCs open the door, they will be attacked by the ravenous remains of the Grapewin family.

Vargas (ghast) x1	
<p><i>5th level wrecker</i> [undead] Initiative +12</p> <p>Finely honed claws +11 vs. AC (2 attacks) – 8 damage, and the target is vulnerable (save ends)</p> <p>Paralyzing bite +11 vs. AC (one vulnerable enemy) – 12 damage and the target is stunned (save ends)</p> <p>C: Hungry howl +11 vs. MD – The target must choose: 15 psychic damage; OR 5 psychic damage and the target is vulnerable (save ends) <i>Limited use:</i> 1/battle</p>	
AC 22 PD 18	HP 74

MD 14	
Teddy (ghoul fleshripper) x1	
<p><i>4th level wrecker</i> [undead] Initiative +9 Vulnerability: holy</p> <p>Bony claws +7 vs. AC (2 attacks) – 6 damage, and the target is vulnerable (save ends) <i>Critical hit:</i> Until the target saves against the vulnerable effect, it also takes 2d6 ongoing damage each turn.</p> <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p>	
AC 19 PD 18 MD 13	HP 54

Cecilia (ghoul licklash) x1	
<p><i>4th level blocker</i> [undead] Initiative +8 Vulnerability: holy</p> <p>Bloody claws +8 vs. AC – 12 damage, and the target is vulnerable (save ends)</p> <p>C: Flesh-seeking tongue +8 vs. PD (one nearby enemy) – 8 damage <i>Natural even hit:</i> The target pops free from each enemy it's engaged with and is pulled to Cecilia, who engages it. <i>Natural odd hit:</i> The target is vulnerable (save ends). <i>Critical hit:</i> Cecilia can make a <i>flesh-seeking tongue</i> attack against a different target as a free action.</p> <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p> <p><i>Tongue lash:</i> Once per round when a nearby enemy makes a ranged attack, Cecilia can make a <i>flesh-seeking tongue</i> attack against</p>	

Bride of the Lich King Part I

that enemy before the attack as a free action.	
AC 21 PD 17 MD 13	HP 48

Archibald (ghoul pusbuster) x1	
<i>4th level spoiler</i> [undead] Initiative +7 Vulnerability: holy	
Feeble claws +8 vs. AC – 9 damage	
C: Vomit comet +8 vs. PD (1d3 nearby enemies) – 10 ongoing damage, and the target is vulnerable (save ends both) <i>Natural even hit:</i> The target is hampered (save ends). <i>Natural odd hit:</i> The target is dazed (save ends). <i>Self-diminishing:</i> Archibald takes 2d6 damage for each creature it targets with this attack.	
AC 19 PD 16 MD 13	HP 60

Looking through the disgusting, oozing remains of the Grapewin family, the PCs will find an ornate key with a ruby-jeweled, seven-pointed star hilt, tucked away in the tattered, bloody remains of Vargas Grapewin's suit jacket.

3C.3 – The Planetarium

The Planetarium Wing door opens with a creaking sound to reveal a dark theater within. Plush chairs form a circle around a central globe-shaped mechanism, all under a dome-shaped ceiling. The acoustics of the soft-carpeted walls and floors hush almost all sounds.

The circular room is lined with fourteen doors in total. The door you

entered through is adorned at its top by a symbol of the sun. The door directly opposite you has the symbol for the moon. The other twelve doors each have a star constellation above them, but none of them are constellations you have ever seen before.

A DC 20 check related to astronomy reveals that they each look similar to a symbol of the zodiac but are different in some small ways.

If the PCs approach the central globe mechanism and flip the switch on it, the globe spins and shoots light out, displaying a beautiful starscape on the domed ceiling above.

If the PCs ignore the central mechanism and instead head straight for any of the doors around the planetarium, the mechanism will turn itself on before they can even turn a door handle.

If the PCs look up at the ceiling, they will see the stars slowly drifting across the skyscape, much like stars in a true night sky. However, a few of the stars are moving more than others. Suddenly five hideous writhing monsters drop from the ceiling and attack.

Hungry star x5
<i>3rd level wrecker</i> [aberration] Initiative +8
Ripping tentacles +8 vs. AC – 10 damage <i>Natural even hit:</i> If the target is taking ongoing psychic damage, the attack deals +2d6 damage.
<i>[Group ability]</i> R: Warp-pulse +8 vs. PD (1d3 enemies in a group) – 5 ongoing psychic damage <i>Natural 16-18:</i> While the target is taking the ongoing psychic damage, it is dazed (-4 attack). <i>Natural 19-20:</i> While the target is taking ongoing psychic damage, it is confused instead of dazed.

Bride of the Lich King Part I

Group ability: For every two hungry stars in the battle (round up), one of them can use warp-pulse once during the battle.

Limited flight: Hungry stars flap and glide and hover, always within seven or eight feet of the ground. No one knows how that works.

AC 16
PD 12
MD 15

HP 54

After defeating the hungry stars, the PCs are free to explore the planetarium undisturbed by enemies or any more surprises. The moon door is open, and the PCs can simply proceed straight through it to the tower where Lady Silverblood awaits (they can return back down here after the fight with Lady Silverblood later).

If they instead want to explore the planetarium and look for the treasure that is supposedly hidden there, now is as good a time as any.

If they begin playing with the central mechanism, they will realize they can turn a dial that moves the night sky through its year-long positions. However, where each of the traditional constellations of the zodiac would be, there are instead slightly different constellations that correspond to the twelve strange constellations over the doors of the planetarium.

There is a book in a drawer under the central mechanism, and it contains Vargas Grapewin's notations about astronomy. He was apparently obsessed with creating his own fantasy version of the night sky, with the zodiac symbols replaced by symbols he considers more appropriate for the twelve icons (he considers the moon perfectly appropriate

for the Prince of Shadows and left that unchanged).

He believes that by shifting a single star in each constellation from one position to another, he can change each of the twelve traditional zodiac constellations into what his notes instead call an "iconic constellation." In the drawings in his book, the star that is shifted and thus different between the traditional zodiac constellation and the newly created iconic constellation is always represented by a ruby colored, seven-pointed star, much like the star on the hilt of the planetarium wing's door key.

If the PCs play with the central mechanism, they will see that the key's hilt fits perfectly into position at the top of the light-emitting part of it, and it will turn any star directly overhead from white-colored to ruby-colored. If the PCs move one of the iconic constellations into position directly overhead at the center of the domed skyscape above, the shifted star in that iconic constellation will change from white to ruby-colored light. Whenever the PCs do this, they will hear an audible click. If they investigate the door with the iconic constellation that is currently in the center of the skyscape, they will find it unlocked.

The book will also explain this elaborate door-locking mechanism is how Vargas kept himself from obsessing over his treasures. Once a treasure has been removed from its unlocked door, all the other doors remain locked until it is returned. If the PCs successfully unlock and open a door, what they will find behind that door is a bottle of prized Grapewin family reserve dedicated to that constellation's icon. Each bottle is effectively a potion that does what its label describes. The bottle is smaller than a usual wine bottle, but larger than a

usual potion vial. Each bottle contains enough for five quaffs or, in effect, five potions.

Once a bottle is removed, the stand it is displayed upon retracts, revealing a treasure chest underneath. The PCs can take the icon's treasure hidden inside that chest. Once the bottle is taken, the stand remains retracted and it can only be reset by placing a new bottle of special reserve (and not the one just removed). So the PCs have to decide carefully, because once they select a bottle, they are stuck with the treasure it reveals and cannot open any other doors or choose any other icon's bottles and treasures.

In effect, this means the PCs can open all twelve doors and see what special reserve is there and read its description, but they will not know what additional treasure they will receive. Once they physically pick up a bottle, they are stuck with that bottle and its related treasure and cannot open any more doors or look at any other bottles.

Below is a list that describes the properties of the special Grapewin family reserve, and a description of the treasure the PCs will receive in addition if they take that bottle.

- *Archmage's Reserve* is made with grapes grown in the overworld. One quaff restores a daily or recharge spell. Taking this bottle also yields the treasure, **occult wand**, which grants +1 attack and damage with arcane spells or attacks and allows its user to reroll a missed arcane spell or attack (recharge 11+) (*Quirk*: obsessed with perfect grammar and diction).
- *Crusader's Reserve* is made with grapes grown in the dirt from a hellhole reclaimed by the Crusader. One quaff and the drinker ignores all damage of 5 or less for the duration of

the battle. Taking this bottle also yields **stalwart ring**, which grants +1 to saves when you have 20 hp or fewer and whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+ (actually, 10+ with the ring) you stay on your feet and heal using a recovery, adding the recovery hp to 0 to determine your hp total. (*Quirk*: always the last to retreat or leave battle).

- *Diabolist's Reserve* is aged in barrels charred with demon fire. One quaff grants a random demon ability (from the chart on page 209 of the Core Rulebook) for the duration of a battle. Two quaffs let the drinker choose the demon ability. Taking this bottle also yields **cruel whip**, which grants +1 attack and damage, allows its user to apply 5 ongoing damage on a successful hit once per battle, and also gives its user the effects of the feat *reach tricks* while using the whip. (*Quirk*: pulls the wings off trapped insects).
- *Dwarf King's Reserve* is a dark, strong ale brewed in rock tubs. One quaff right before or during a battle allows you to use a recovery as a free action the next time you are staggered in battle. Two quaffs double the amount of recovered hp. Taking this bottle also yields **resounding hammer**, which grants +1 to attack and damage and whenever you roll a critical hit with it, you may also inflict thunder damage equal to your level to a different nearby enemy. (*Quirk*: deaf in one ear, but the ear changes at random).
- *Elf Queen's Reserve* is a fruit wine made from berries in the Elf Queen's personal garden so rare they don't have a name in any language other than Elvish. One quaff grants the drinker

queensblood teleport for the battle, meaning during the battle you can use your move action to instantly place yourself in a nearby location you can see. Unlike *highblood teleport*, this ability can be used every round during the battle. Taking this bottle also yields a dozen **twin arrows**. When you attack with them, you gain +1 to attack and damage, and a second projectile materializes out of the first and you can use a free action to target the same or a different enemy with a +10 attack bonus instead of your normal attack bonus. (*Quirk*: none).

- *Emperor's Reserve* is aged in barrels made from wood gathered from the tree in the atrium outside the Emperor's throne room in Axis. One quaff allows the drinker to add the escalation die to saves for the duration of the battle, or about five minutes. Taking this bottle also yields **barrier shield**, which grants +6 bonus to hp and once per battle versus an attack targeting AC, you can, as a free action before applying damage to yourself, elect to have the attacker take half the attack's damage itself. (*Quirk*: Always tries to break up fights).
- *Goldie's Reserve* is made in a secluded monastery by monks devoted to the Great Gold Wurm. Once per decade they trade a bottle to the Grapewin family for one of the Grapewin's special reserves. One quaff grants *fearlessness*, meaning you are immune to fear abilities and to non-damage effects of attacks named or described as fear attacks. You also gain +2 attack bonus vs. enemies with fear abilities. Two quaffs grants *aura of fearlessness*, extending the effects to all nearby allies for that battle. Taking this bottle

also yields **virtue blade**, which grants +1 to attack and damage (+2 vs. demons and devils) and its attacks deal holy damage. (*Quirk*: Insists on claiming that all pain is an illusion).

- *High Druid's Reserve* is open-air fermented using wild fruits gathered from the forests on Darkscale Ridge. One quaff grants a single use of the druid power *beast form* and one beast aspect for one battle and a single use of *scout form* that day as well. (For rules on shifting into beast and scout forms, see druid class rules in *13 True Ways*, pages 48-51) Taking this bottle also yields **wild armor**, light armor which grants +1 AC and when the attacker rolls a natural 1-5 against you, you can, as a free action, make a claw swipe attack using your melee attack modifier that deals 2d6 damage on a hit and damage equal to your level on a miss. (*Quirk*: Hates sleeping in beds and prefers to sleep alongside animal companions).
- *Lich King's Reserve* is a wormwood liqueur fermented in the Grapewin family crypt. One quaff grants you *zombie form*, which gives you 50 temporary hp, but -5 to CHA and DEX skill checks, to disengage checks, and to initiative rolls for that battle. Taking this bottle also yields **undertaker**, a circlet that grants you +1 MD and the necromancer feat *deathknell* at 3rd level, meaning as a quick action you can drop a nearby enemy with 10 hp or fewer down to 0 hp and heal 1d10 hp yourself. (*Quirk*: Only finds a meal completely satisfying if it includes rare meat and red wine).
- *Orc Lord's Reserve* is brewed with orc blood and is extremely potent. One quaff grants you *barbarian rage*, meaning, for the duration of one battle, your melee and thrown attacks

roll 2d20 and if both rolls are natural 11+ and hits, then it's a crit. Taking this bottle also yields **bad axe**, a two-handed greataxe that grants +1 attack and damage and also expands your crit range by 3 when you are not staggered. (*Quirk*: enjoys chopping down trees with birds nesting in them).

- *Priestess's Reserve* is a fermented herbal tea made from flowers that only grow inside the Cathedral in Santa Cora. One quaff grants you a free recovery plus 1d12 hp and if the healing exceeds your max hp, you can touch an ally and transfer the excess hp to them as a quick action (if there is remaining healing after exceeding the touched ally's max hp as well, the remainder is lost). Taking this bottle also yields **divine star**, a holy symbol intricately carved from a meteorite that grants +1 attack and damage to divine spells and allows you to reroll a missed divine spell or attack (recharge 11+) (*Quirk*: enjoys singing songs in dead languages).
- *Three Dragons Reserve* is a delicate blend of three wines grown from grapes infused with draconic sorcery in a special greenhouse. One quaff grants a +2 bonus to your choice of intelligence, wisdom or charisma that lasts until the next time you sleep. Taking this bottle also yields **chromatic claw**, a dagger that grants +1 to attack and damage and also allows you, once per battle as a free action after making a successful attack, to add 6 ongoing damage of the energy type of your choosing from the following types: cold, poison, acid, lightning, or fire.

After the PCs have either chosen a bottle and item, or not, they can move on

to the moon door and into the tower to face Lady Silverblood.

3C.4 – Moon Tower Rematch

A winding staircase takes you up 200 feet to the summit of the Grapewin Estate's watchtower. At the top, through a ceiling hatch, is a circular stone viewing room with open windows offering views for miles over the Breadbasket plains, and even the outline of Eldynkeep's city buildings are vaguely discernible through the haze of negative energy hanging over the River Eld.

Lady Silverblood is looking is looking into an enchanted mirror and speaking with the vampire you recognize, from that fateful day in Glyn Eld, as Cardinal Riven, the Lich Queen's vampire horseman. When you enter the room, without turning around, Lady Silverblood asks, "I trust they didn't cause you any heartburn?"

When she turns and sees you instead of the werebeasts she left to kill you, she narrows her eyes in anger and turns back to the mirror.

"Hold on a moment while I eviscerate these irksome sheep," she says to Cardinal Riven.

"Do be careful, beloved," he replies lazily.

Three minions, very similar to the ones you dispatched in the Deepspring, step out from the shadows and join her. They look a little more formidable than their predecessors.

Lady Silverblood then immediately transforms from human to hybrid form and attacks, along with her guards. Cardinal Riven watches the fight unfold and shouts encouragement at his lover

Bride of the Lich King Part I

the whole time, taking particular delight in each bite attack she lands.

Lady Silverblood (werewolf) x1	
<p><i>5th level troop</i> [beast] Initiative +12</p> <p>Ravening bite +8 vs. AC – 15 damage <i>Miss:</i> Lady Silverblood gains a +2 attack bonus (cumulative) to <i>ravening bite</i> attacks until the end of the battle.</p> <p><i>Bestial fury (hybrid form only):</i> Werewolves gain a bonus to damage equal to the escalation die.</p> <p><i>Pack attack:</i> When Lady Silverblood attacks a creature that is engaged with one of her allies, the target is vulnerable to that attack.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When Lady Silverblood is not staggered at the start of her turn, she heals 9 hp.</p> <p><i>Cursed bite:</i> Because it's a full moon, the first time during the battle that Lady Silverblood makes a successful <i>ravening bite</i> attack, the target takes an extra 10 damage and will turn into a werewolf him or herself if not cured, purged, etc. before the next full moon (which will be the next night in Eldyn's perpetual full moon).</p>	
<p>AC 19 PD 17 MD 21</p>	<p>HP 65</p>

New Kevin (demon avenging orb minion) x1	
<p><i>4th level caster</i> [demon] Initiative +5</p> <p>Gauntlet slap +7 vs. AC – 6 damage <i>Natural 5, 10, 15, 20:</i> The target also takes 6 ongoing psychic damage.</p> <p>R: Orb of pain +9 vs. MD (one or more nearby or far away enemies; see <i>history of abuse</i>) – 10 psychic damage</p>	

<p><i>Natural 5, 10, 15, 20:</i> The target also takes 6 ongoing psychic damage.</p> <p><i>Beyond saving:</i> New Kevin takes a -5 penalty to saving throws.</p> <p><i>History of abuse:</i> Keep track of the number of enemy attacks that hit New Kevin during the battle. Until the end of the battle, New Kevin can target an additional enemy beyond the first with his <i>orb of pain</i> attack for each of those hits. (Note that when New Kevin is engaged in melee, he'll usually use <i>orb of pain</i> and suffer any resulting opportunity attacks; if he's lucky he'll survive the attack and be able to choose more targets for <i>orb of pain</i>.)</p> <p><i>Teleport:</i> As a move action, New Kevin can teleport anywhere he can see 1d3 times per battle.</p>	
<p>AC 19 PD 15 MD 15</p>	<p>HP 68</p>

New Michelle (demon destroying sword minion) x1	
<p><i>4th level wrecker</i> [demon] Initiative +6</p> <p>Sturdy greatsword +10 vs. AC – 6 damage <i>Natural odd hit:</i> The target takes extra damage equal to half the amount New Michelle took from the last attack that hit her this battle.</p> <p>R: Shortbow +8 vs. AC (one nearby or far away enemy) – 12 damage</p> <p><i>Beyond saving:</i> New Michelle takes a -5 penalty to saving throws.</p> <p><i>Invisibility:</i> The first time New Michelle becomes staggered during the battle, she becomes invisible until the end of her next turn.</p>	
<p>AC 18 PD 16</p>	<p>HP 56</p>

Bride of the Lich King Part I

MD 15	
-------	--

New Dennis (demon enduring shield minion) x1	
<p><i>4th level blocker</i> [demon] Initiative +5</p> <p>Steel hammer +9 vs. AC – 12 damage <i>Miss: 1d8 damage</i></p> <p><i>Anguished interceptor:</i> When New Dennis is engaged and an enemy attempts to move past him, he can roll a disengage check to intercept it as an interrupt action (once per round). If the attempt fails, New Dennis takes 1d12 psychic damage.</p> <p><i>Beyond saving:</i> New Dennis takes a -5 penalty to saving throws.</p> <p><i>Supernatural endurance:</i> When an attack hits New Dennis, he gains a +5 bonus to the defense that the attack targeted until the end of the battle or until another attack hits him, in which case the bonus switches to the defense most recently hit.</p> <p><i>Resist energy 12+:</i> New Dennis has minor resistance to all energy types.</p>	
<p>AC 20 PD 17 MD 15</p>	<p>HP 60</p>

After defeating Lady Silverblood and her demonic minions, Cardinal Riven stares at them from the mirror, seething with anger.

“I’ll make a tablecloth of your skin for that. I look forward to meeting you in person,” he says and then he blinks out and it returns to being a normal mirror.

The PCs may notice at the center of the room a small pedestal on which sits another bottle in the style of the Grapewin special reserve series.

On its label it says *Prince of Shadows Reserve*, and it describes how one quaff will imbue the drinker with invisibility. However, if the PCs pick up the bottle, they will notice it is empty and inside is a rolled-up note. If they extract it, it reads:

Delicious as always, Vargas. And delightfully well-guarded. Take that as a compliment from one thief to another. Present this note in Eldyn and receive a token of my appreciation. You know the place – the one where you stole all your best recipes.

Yours,

P

When the bottle is removed from the pedestal, a mechanism also brings up a small chest from the floor, much like in the planetarium. The chest is empty except for another note in the same hand.

You named this cloak after me – I just had to have it for myself. But don’t worry, I’ve left you

this invisible cloak in exchange.

Yours,

P

This is apparently a joke by the thief, because there is nothing inside the chest other than the note.

3D - Firnfast

Firnfast is the name of the dwarven city built into the mountainside at the far western edge of Taur Danin where the Eldynpeak Mountains end. The western gate of Firnfast leads to a vast glacier called the Firn, and Firnfast acts as a last refuge for any adventurer heading out onto the frozen tundra beyond. The eastern gate leads to the western edge of Taur Danin forest. Travel from Firnfast is about half a day to Treetop City, a full day to the Gray One and about a day and a half to Glyn Eld or Eld Arcanum.

Firnfast is ruled by the Ravn clan of dwarves, famous for their typically black hair. The clan's king and queen and most of its royal family have the surname Ravn, Ravenssen, Ravensdottir, or the like.

Normally, to reach the eastern gate of Firnfast one must pass through an outdoor plaza, roughly a square mile, filled with shops and traders eager to do business with elves and others who would rather not venture into Firnfast's undermountain depths.

When you arrive, however, that normally vibrant plaza is empty, its shops and houses abandoned. The walk down the plaza's broad, empty central road to Firnfast's eastern gate is eerily silent.

The gate is marked by three-story-tall stone doors built into the mountainside. On either side of the massive doors are stone pillars adorned

with man-sized sculpted crows carved into them. As the PCs approach, the doors open smoothly, amazingly silently for their size. You can imagine how under normal circumstances this grand entrance would beckon adventurers inside welcomingly, but surrounded by the deserted plaza, the effect is instead rather eerie.

Once inside, the PCs will have to descend into the mountain's depths to the city's throne room in order to find the Avenger and stop his reign over Firnfast.

What the PCs will find as they descend is a dwarven mountain city divided up into a devil's playground. The Avenger, at the behest of his boss, the Authority, have turned the entire city into their own hell-like playground, torturing the denizens according to their perceived crimes.

Each level is filled with former residents judged to be guilty of some form of blasphemy against the Cult of the Authority. The first floor, where the PCs gain entry, is filled with virtuous pagans, deemed to have committed no crimes against the Authority's order, but unwilling to recognize her as their master and god. Those denizens are unable to leave, and forced to wander the halls, instructing anyone who enters that the Authority's hell, and its righteous justice, lie below. Under the curse, these virtuous pagans do not eat or sleep, nor fight back if antagonized.

Any of the virtuous pagans the PCs encounter can explain that the second level of Firnfast is devoted to residents guilty of the crime of wrath. The third is heresy. The fourth is fraud. Beyond that the PCs will find the throne room. None of the virtuous pagans has seen the Authority at Firnfast recently, but they know her lieutenant, the Avenger, is here, probably in the king and queen's throne room, four levels below, past the Fraud level.

In addition, any virtuous pagan the PCs encounter and ask information of will offer to act as a guide through the depths of Firnfast's hellscape. If the PCs refuse, the pagan will beg to accompany them and will explain that if he (or she) does not come with them, they will be damned to one of the levels of hell below. The pagan will only be dissuaded from coming by being killed.

This guide assumes your virtuous pagan chaperone is a female dwarf poet named Virginia. But feel free to come up with your own chaperone character that fits your game and party better if you prefer.

The Devil Merchant

At each level below the first level, somewhere near where the PCs enter, they will pass a wall adorned with glowing symbols. Any PC with the champion-tier language feat can decipher them as an archaic form of Abyssal that indicates something called a "devil merchant" is inside.

Alternatively, any dwarven guide the PCs ask can also explain that what lies within is a devious, but non-threatening, being known as the Devil Merchant. If the PCs simply press a hand to the door, it will open to reveal a small, windowless room lit with torches and a solitary man in a suit and hat sitting behind a desk

with his hands clasped together in front of him.

"Hell welcomes you and your business, noble adventurers. I am the Devil Merchant, at your service. If it is your heart's desire, I will bring you any item you like," he pauses and smiles, "for the right price, of course."

The store itself is empty besides the Devil Merchant and his desk, without a single ware on display. However, he will sell the PCs literally anything they desire (with one exception, and one caveat, described below), for the right price. And that price is never in gold or any other form of money.

This guide encourages you to draft up whatever devilish bargain best suits your party. It should never be a simple exchange of goods. The devil will always want a morally ambiguous favor from the PCs. It could be a simple assassination, or it could be something more subtle like causing the downfall of a noble family, or poisoning the crops of a successful farmer, etc. The subject of the devil's bargain can even be an unambiguously evil person, but the actions the PCs are required to take should not be a simple matter of black-and-white good vs. evil.

The one exception to the rule that the Devil Merchant will provide any item is that he will never provide items imbued with holy magic or energy. This does not preclude holy items, but any holy items he provides must serve dark, or at least neutral, gods.

The one caveat to the items he provides is that if the PCs do not complete their bargained-for quest by the time they next level up, the item becomes a cursed item. The exact nature of the curse is up to the GM, but it should grow worse until the PCs complete their devilish bargain quest, and the PC will be

unable to unequip, discard, or destroy the item.

Whatever the bargain struck, the PCs must sign a lengthy parchment contract (possibly made from human skin) using a pen dipped in their own blood.

After the PCs sign the contract and give any required items in exchange, the devil merchant will retreat through a doorway that appears in the wall behind him and return a few minutes later with the bargained-for item. In addition to the item, the Devil Merchant will also provide a small magic ruby. He explains it can be placed on any door-sized or larger subterranean rock wall and it will create a door to his shop. That way they can always return to him for more bargains whenever they desire.

The shop appears on all levels of Firnfast, so the PCs can seek it out multiple times and rethink their bargains or enter into new ones after seeing their comrades dole out damage with shiny new weapons. The shop will even continue to appear in Firnfast after the PCs complete this mission and eradicate the Avenger's presence.

Lastly, before the PCs exit, the Devil Merchant will add one last thing:

"Before you go, noble adventurers, I've no doubt you mean to seek out the Authority's fiery little dwarf plaything." He puts a finger to his mouth, thinking for a moment. "Oh yes, 'the Avenger,' is what he's calling himself. As it happens, I've heard rumors this Avenger has unearthed one of the famed devilforges, a magical anvil of dwarven construction, the secret to which has been lost for many ages."

"I bring this up because you look like able sorts, and I'd like to make you an offer of my own. Bring me a devilforge,

and I will reward each of you handsomely with items too valuable to trade away for mere magic trinkets or human souls. It will be worth your effort, I assure you."

3D.1 – Wrath Level

Before the Avenger's arrival, the wrath level of Firnfast was predominantly residential, filled with modest houses carved into the mountain walls. But now it has been transformed. The stone houses have been torn down and turned into dozens of battle arenas of various shapes and sizes, where those adjudged guilty of wrath are forced to battle beasts, monsters, or each other, in bloodsport for the Avenger's amusement.

The PCs and Virginia can enter any of the arenas and see the various types of fights. Virginia can explain that the dwarves on this level have been judged guilty of wrath and are forced to fight each other to the death indefinitely.

If the PCs question how a dead person can keep fighting, she will say, "It's too terrible to explain. You'll see."

If the PCs elect to enter an arena, they will find it filled by thousands of other dwarves, all screaming in bloodthirsty delight and utterly ignoring the PCs. Have the first fight the PCs witness be a typical gladiatorial style fight between two dwarves, both clad in heavy armor. The loser's corpse is gathered up from the bloody stone floor, bundles into a cart and wheeled out of the stadium unceremoniously. The winner looks relieved to survive, but also exhausted and terrified.

If the PCs travel to any other arenas, you may want to narrate additional fights featuring other various combinations of unfortunate dwarves and/or other

creatures. Maybe throw in a chariot death race at one of the arenas. Whatever the PCs do, you should eventually have Virginia will lead them to the final, largest arena.

"This is where they take the losers," she says, pointing at beautiful, but terrifying bas relief hellscape carved into the two-hundred-foot-high stone entry. All manner of demons and devils are eviscerating or tearing the limbs off frail-looking humanoids in various sport-like contexts.

"To leave this level and travel down further into Firnfast, you must fight your way through the arena's champion. He is ... well, he was, Bernhard, captain of King Ravn's Guard. He was adjudged wrathful by the Avenger and forced into the arena. He won his fight but refused to finish off the loser. As punishment he was the first one given to the forge." She emphasizes the word with clear dread in her voice.

If the PCs press her on the meaning of "the forge," she will explain it is a mythical devilforge, a forgotten relic capable of trapping a living soul in the body of a mechanical automaton.

Before the PCs enter the arena and fight Bernhard, Virginia will say,

"Bernhard was a good, honorable man. I don't know how much of him is still in there. But maybe if you tell him why you're here, and keep at it, you can get through to him and get him to see reason."

In this encounter, the PCs will fight the soul of Bernhard trapped in a forgeborn body, along with a seemingly endless wave of forgeborn automaton minions who emerge to fight the PCs and keep them from a door that clearly leads

out of the arena, to stairs leading down to Firnfast's next level.

At the end of each round, the PCs each get a free action to try and convince Bernhard to stop fighting them and join in the fight to kill the Avenger. Let each PC give their best one or two sentence sales pitch on why the honorable-former-guard-captain-turned-forgeborn-murderbot should stop fighting *against* them and start fighting *with* them. When each PC has had their say for the round, roll a single persuasion roll as a very hard save (20+) (if there are only two PCs, make 15+, and if the party is 6 or more, bump it up to 25+). However, before making the persuasion check roll, the GM should award a bonus depending on how good the PCs' entreaties to Bernhard were (+1 to +3, total for the party – not per PC). The bonuses stack each round, meaning PCs with exceptionally persuasive entreaties may enjoy as much as a +6 bonus to the save roll at the end of round 2, and a +9 by the end of round 3.

There are two ways to win the fight. The first is to kill Bernhard. The waves of newly entering forgeborn will cease that round and the PCs can proceed down to the next level with Virginia after dispatching the remaining forgeborn minions. The second way is to keep Bernhard alive until the PCs successfully make their persuasion roll. At that point, he will visibly fight off the compulsion, regain his free will and join the PCs to destroy any remaining automatons. If the PCs succeed at freeing Bernhard, additional forgeborn cease entering the battle.

If the PCs save Bernhard, he will join them for the remaining fights in Firnfast until the PCs dismiss him from their service or until he dies. Details for using

Bride of the Lich King Part I

Bernhard in your party are described below, after the stat blocks.

At the start of round one, Bernhard and two forgeborn minions will enter the arena to fight the PCs. Roll a d4 to randomly determine which type of minion emerges. If you roll the same type twice in any round, keep rolling until you get two different types of minions. Or, alternatively, choose the minions yourself to create a satisfying mix of enemies.

Rolling a 1 yields a forgeborn barbarian, rolling a 2 yields a forgeborn fighter, rolling a 3 yields a forgeborn ranger, and rolling a 4 yields a forgeborn rogue.

Bernhard x1
<p><i>3rd level leader</i> [humanoid] Initiative +7</p> <p>Stone hammer +8 vs. AC – 8 damage <i>Natural 18+:</i> Grant one random nearby ally the ability to make a basic attack as an immediate action.</p> <p>Sturdy crossbow +8 vs. AC – 8 damage <i>Natural 18+:</i> The target only takes 6 damage but is hampered until the start of Bernhard's next turn (this means a critical hit does 12 damage)</p> <p><i>Follow my lead!:</i> When Bernhard makes a successful melee attack against an enemy, all of Bernhard's allies get a +1 attack bonus versus that enemy until the start of Bernhard's next turn.</p> <p><i>I'll distract them!:</i> When Bernhard makes a successful ranged attack against an enemy, all of Bernhard's allies engaged with that enemy can automatically disengage without having to roll until the start of Bernhard's next turn.</p> <p><i>Never say die:</i> Whenever Bernhard is dropped to 0 hp or below, he rolls a normal save. On 11+, instead of dying, he</p>

stays on his feet and continues battling with 10 hp.	
AC 20 PD 13 MD 17	HP 90

Forgeborn Barbarian	
<p><i>2nd level wrecker</i> [humanoid] Initiative +6</p> <p>Two-handed axe +7 vs. AC – 8 damage</p> <p><i>Berserker:</i> The forgeborn barbarian rolls 2d20 for its attack rolls and chooses the preferred result. If both rolls are 11+ and hits, the roll is a critical.</p> <p><i>Hard to kill:</i> Whenever the forgeborn barbarian is dropped to 0 hp or below, it rolls a hard save. On 16+, instead of dying, it stays on its feet and continues battling with 5 hp.</p>	
AC 16 PD 15 MD 12	HP 40

Forgeborn Fighter	
<p><i>2nd level blocker</i> [humanoid] Initiative +5</p> <p>Warhammer +7 vs. AC – 7 damage</p> <p><i>Shield bash intercept:</i> Once per round, the forgeborn fighter can roll a normal save. On a successful save roll, the forgeborn fighter pops free from up to 2 enemies and can intercept a different enemy. On a roll of natural 16+, the shield bash does 2 damage to the enemies the forgeborn fighter popped free from.</p> <p><i>Hard to kill:</i> Whenever the forgeborn fighter is dropped to 0 hp or below, it rolls a hard save. On 16+, instead of dying, it stays on its feet and continues battling with 5 hp.</p>	

Bride of the Lich King Part I

AC 19 PD 15 MD 12	HP 36
--------------------------------	--------------

Forgeborn Ranger	
<i>2nd level archer</i> [humanoid] Initiative +7	
Shortbow +7 vs. AC – 6 damage <i>Natural even hit or miss:</i> Make a second <i>shortbow</i> attack as a free action against a different enemy.	
<i>Hard to kill:</i> Whenever the forgeborn ranger is dropped to 0 hp or below, it rolls a hard save. On 16+, instead of dying, it stays on its feet and continues battling with 5 hp.	
AC 18 PD 15 MD 12	HP 36

Forgeborn Rogue	
<i>2nd level spoiler</i> [humanoid] Initiative +8	
Dwarven dagger +7 vs. AC – 7 damage	
R: Thrown dagger +6 vs. AC – 7 damage	
<i>Precision cut:</i> The forgeborn rogue adds 5 ongoing damage on successful melee hits against targets engaged with one of its allies.	
<i>Hard to kill:</i> Whenever the forgeborn rogue is dropped to 0 hp or below, it rolls a hard save. On 16+, instead of dying, it stays on its feet and continues battling with 5 hp.	
AC 16 PD 16 MD 13	HP 30

After successfully defeating Bernhard or persuading him to join them, and after finishing off any remaining forgeborn

enemies, the PCs can freely pass through the arena door leading to the stairway down to Firnfast's next level.

If the PCs successfully convinced Bernhard to help them, he will fight by their side for the remainder of their time in Firnfast, or until he dies and fails his *never say die* roll. Bernhard fights with the same stats as listed above. He can use the escalation die like the PCs, but he has no recoveries, cannot rally, and cannot be healed by the PCs's abilities, by potions, or by other magical means. If he survives a battle, he regains 30 hp during the short rest that follows, but he cannot exceed his max of 90 hp (if you're generous, let him return with 30 hp even if he dies in the previous battle).

After passing through the door to the level below, but before actually going down the stairs, the PCs will see in an alcove the smithy where the forgeborn are being created. If it has not already been explained, either Virginia or Bernhard can explain that the forge in which the metal is heated is called a devilforge. The Avenger entered the abandoned mines deep below the Throne Room in the sealed off parts of Firnfast and recovered at least one of these lost forges, which the PCs now see before them. A living being can be fed into the forge and metal melted in it afterwards can be formed into a living automaton: a forgeborn.

Bernhard begs you to destroy it so that no more of his kind can be made. He will explain how if they disable its chimney and stoke a fire in it, the devilforge will melt into useless slag.

If the PCs instead elect to bargain it away to the Devil Merchant, Bernhard will tell them they are making a grave error, but he will still fight with them for his vengeance.

3D.2 – Heresy Level

Virginia explains that the heresy level was once used for two purposes: first, as a workshop floor for prized artisans, metalworkers, and stoneworkers; and second, as a ceremonial graveyard for a famous army of Ravn clan warriors who helped liberate the city from demons in the Ninth Age. Now, however, the entrance greets you with a hundred-foot-tall statue of the Authority, gazing down imperiously with her swept-back horns and wicked, scaly wings spread out.

Beyond the statue are rows upon rows of what appear to be metal coffins, standing vertically, attended to by dwarves in ceremonial black robes. The air smells of smoke. Virginia explains that this level is used for the dwarves judged guilty of heresy because of their refusal to forsake their dwarven gods and swear fealty to the Authority. The heretics are placed inside the metal coffins, and a fire is lit inside, and they are left to slowly burn alive. The black-robed attendants are necromancers and clerics who use their magic to bring the heretics back from the brink of death and burn them alive all over again.

The heretics can escape this fiery torture by forsaking their gods and swearing fealty to the Authority. The attendant necromancers and clerics, in fact, are sworn worshippers of the Authority who have done just that. Now, in service to their new god, the Authority, they torture their old comrades.

Virginia goes on to point out the necklace each black-robed torturer wears. To help keep the heretics in line, each torturer carries a small phylactery of the heretic's blood. Destroying it kills the heretic, and simply squeezing it

drops the heretic to his or her knees in agony, offering the torturer complete control over their assigned victim.

In addition to the Authority-related statuary and rows of tortured dwarves, this level also serves as a repository of information on the Authority. It is filled with tapestries, murals, books and scrolls.

If the PCs spend some time observing the tapestries, scrolls, etc., they can glean the following facts about the Authority and the Avenger:

- The Authority left hell to journey to this realm and establish what she believes to be a purer version of hell.
- A DC 15 intelligence or research check will let the PC conclude it sounds an awful lot like the Authority challenged the rulers of hell and was cast out for it.
- The Authority promised King and Queen Ravn power akin to the Iconic Dwarf King in exchange for their fealty. They appear to have agreed to the bargain and sold their people out.

It should also be noted that the Devil Merchant's door appears on this level as well and the PCs may enter it and bargain as explained in [the Devil Merchant](#).

The PCs can freely approach any of the coffins without interference, so long as they don't appear to be trying to liberate the victim inside.

If the PCs take the time to speak with any of the dwarven heretics being burned alive inside a coffin, have them encounter a particularly strong-willed woman named Yngrette who swears she will never give in to torture and that she relishes this test of her faith. She can also explain any of the other information the PCs might gather on this level from research.

Bride of the Lich King Part I

She has one additional piece of information: how to escape this level. She promises she'll show the PCs the way out if they free her and help her get her phylactery back from Owen, her torturer. If pressed, she will also explain that Owen was her husband, but the torture broke him, and he has sworn fealty to the Authority and is tasked with overseeing Yngrette's torment as the ultimate form of subservience to the Authority.

After the PCs liberate Yngrette and she is leading them towards, the exit, they will be confronted by Owen. He will use his phylactery to enslave Yngrette to his will and she will turn against the PCs until they are able to take the phylactery away from him.

If the PCs don't speak with Yngrette and instead find the door to the next level through some other means, have Yngrette beg them to get the phylactery from Owen during their fight.

One way or the other, before the PCs can exit through the door, they will be forced to fight Owen, Yngrette, and waves of undead minions called by Owen's dark magic. If, during the fight, the PCs get the phylactery from Owen, Yngrette will turn on him and the minions and help the PCs instead.

As the fight begins, Owen calls forth a small army of undead dwarven soldiers from the graveyard. During the battle, the PCs can use a standard action to try and take the phylactery away from Owen. It's a DC 20 roll (modified by relevant background or DEX mod). If one of the party members is a rogue with the Thievery background, make it a DC 15 roll for that PC. Or, even better, use *thief's strike* to pickpocket it, or *swashbuckle* to snag it in style.

Owen (necromancer) x1

<p><i>3rd level caster</i> [dwarf] Initiative +7</p> <p>R: Fireball +8 vs. PD – 8 fire damage <i>Natural even hit or miss:</i> The fireball does 2d4 fire damage to 1d4 random nearby creatures (enemy or ally)</p> <p>C: Terror +8 vs. MD – The target uses all its actions during the turn to move away from the battle, disengaging from enemies to do so (hard save ends, 16+) <i>Limited use:</i> 1/battle</p> <p>Ceremonial dagger +5 vs. AC – 4 damage <i>Natural 18+:</i> The attack also deals 4 ongoing damage.</p> <p><i>Minion wall:</i> Once per round when hit by an attack targeting AC or PD, Owen can elect to have his mob of dwarven skeleton mooks take the damage instead of himself.</p>	
<p>AC 18 PD 13 MD 18</p>	<p>HP 40</p>

<p>Yngrette (enslaved cleric) x1</p>	
<p><i>3rd level caster</i> [dwarf] Initiative +7</p> <p>R: Holy javelin +8 vs. PD – 8 holy damage <i>Natural 16+:</i> The javelin arcs like a holy lightning bolt and Yngrette makes a second <i>holy javelin</i> attack roll against another nearby enemy (limit 1/round).</p> <p>Hammer of faith +8 vs. AC – 6 damage <i>Miss:</i> half damage <i>Natural 18+:</i> deal an additional +1d12 damage.</p> <p><i>Life not in her own hands:</i> As long as someone else holds her phylactery, Yngrette rolls all saves twice and keeps the result preferred by the holder.</p> <p><i>Unwilling participant:</i> As long as someone else holds her phylactery, Yngrette's</p>	

Bride of the Lich King Part I

<p>attacks versus enemies never do critical hits. If the PCs steal, or otherwise remove, the phylactery from around Owen's neck, Yngrette will immediately stop fighting the PCs and fight Owen and the undead dwarven soldiers instead. If the PCs hold her phylactery, her attacks deal critical hits as normal.</p>	
<p>AC 20 PD 15 MD 15</p>	<p>HP 50</p>

<p>Dwarven skeletal guard x20 (to start)</p>	
<p><i>3rd level mook</i> [undead] Initiative +5 Vulnerability: holy</p> <p>Decrepit hammer, axe, or gauntlet +8 vs. AC – 6 damage</p> <p><i>Dwarven phalanx:</i> These undead soldiers were trained to fight as a unit. When there are 5 or fewer mooks in the mob, the mob takes a -2 penalty to AC.</p>	
<p>AC 19 PD 16 MD 13</p>	<p>HP 10 (mook)</p>
<p><i>Mook:</i> Kill one dwarven skeletal guard for every 10 damage you deal to the mob.</p>	

After defeating Owen and his undead minions, the PCs can proceed down to Firnfast's next level. If they got the phylactery off Owen before Yngrette died, then the PCs can either use it to coerce her help or hand it over to her and grant her freedom.

Holding the phylactery holds Yngrette's life force in a PC's hands. In addition to being able to command her at your whim, it also allows its holder to roll all saves twice and keep the preferred result.

Alternatively, the PCs can hand her phylactery over to her and grant her freedom. See below for more information about handing over the phylactery.

Whether the PCs hand the phylactery over to Yngrette or keep it for the command ability and save bonus, she'll fight by their side for the remainder of their time in Firnfast.

Yngrette fights with the PCs and uses the escalation die, but she cannot rally or use recoveries. If she survives a fight, she recovers up to 25 hp, but cannot exceed 50 hp.

If the PCs coerce her with the threat of the phylactery, she fights using the stats listed above. If they return the phylactery to her, replace her stat block with this one:

<p>Yngrette (freed cleric) x1</p>	
<p><i>3rd level caster</i> [dwarf] Initiative +7</p> <p>R: Holy javelin +8 vs. PD – 8 holy damage <i>Natural 16+:</i> The javelin arcs like a holy lightning bolt and Yngrette makes a second <i>holy javelin</i> attack roll against another nearby enemy (limit 1/round).</p> <p>Hammer of faith +8 vs. AC – 6 damage <i>Miss:</i> half damage <i>Natural 18+:</i> deal an additional +1d12 damage.</p> <p><i>That's your best shot?:</i> The first time each battle that Yngrette is staggered but not killed (i.e., she drops below 25 hp but stays above 0), she either heals 10 hp or returns to 25 hp, whichever is greater.</p>	
<p>AC 20 PD 15 MD 15</p>	<p>HP 50</p>

3D.3 – Fraud Level

Bride of the Lich King Part I

Virginia explains that the Fraud Level was formerly the residential area for nobles closely related to the king and queen, politicians, and lawyers, but has been completely transformed into a level devoted to punishing the dwarves deemed guilty of fraud against the Authority.

The dwarves deemed fraudsters are dressed in ragged clothes, filthy, and chained together in packs of two dozen. Each one of them looks haggard and stares off in utter, broken horror.

Into the stone floor of this level has been dug a mile-long track deep three feet deep. The chained dwarves are forced to run in endless circles around the track, driven by the flaming whips of towering devils who hound them from above.

All the while, the air is filled with a dirge played by a dwarven bard overlooking the whole terrifying scene from a raised stone stage at the level's northern end.

Virginia can explain that unlike on the higher levels, the devils here will not let you simply walk among them and observe. She can also explain that the dwarf playing the terrible music that drives the poor souls along as much as their whipping devil overseers is named Sage, a formerly famous singer who was thrown in jail for defrauding some of his patrons years ago in an incident that led to a small gang war and left him with the nickname "the doom bard."

The door leading down to the next level is at the far, southern end of the track, surrounded by devils and constantly being passed by packs of chained dwarves driven by devils. Approaching the door directly would require fighting upwards of fifty angry-

looking devils and would be tantamount to suicide.

If the track or the devils are directly approached, they will try to drive the PCs away with their flaming whips without directly attacking them. But if the PCs are absolutely insistent on simply attacking the devils, have them fight twelve smoke devils (see *13 True Ways*, pg. 172) and after two rounds, the commotion brings the attention of an additional hooded devil (see *13 True Ways*, pg. 174) each round.

Shortly after arrival and seeing the fraudster dwarves being driven in circles, Sage the doom bard takes a brief five-minute break. Virginia can explain he gets such a break every hour. It is the only moment when he is free from being forced to play his constant dirge of despair. During these breaks, the packs of devils and their tortured dwarves stop, and it appears to be the only rest the poor souls ever receive.

The party will need to find some way to drive enough devils away from the southern door to pass down to Firnfast's next level. Virginia can suggest that one way might be to convince the doom bard to change his song to one that drives the devils and tortured dwarves into a frenzy and creates enough confusion for the PCs to slip through.

If the PCs speak with Sage the doom bard, he will explain that he sympathizes with their desire to pass by, but he is locked into an ironclad contract with the level's overseer devil. Unless the PCs can get him out of that contract, he can't help them.

There is a large office that clearly says "Overseer," right next to the door that leads to the Devil Merchant on this floor. Entering it, the PCs will find themselves face to face with a hooded devil behind an

Bride of the Lich King Part I

obsidian desk. Her office is adorned with a variety of whips and other torture implements hanging from the wall.

The Overseer is not immediately hostile and will produce Sage's contract upon request. The contract is a scroll several feet long in sparkling scarlet script, signed at the end in blood. She will not part with her prized bard's services easily, but like most devils, she is willing to bargain if the PCs have something interesting to offer.

There is a catch, of course: in exchange for suitable compensation from one PC, the Overseer will transfer ownership of Sage's contract. However, if all of the PCs are willing to give something to the Overseer, then she will tear up the contract entirely, granting Sage's freedom.

Help the PCs craft a suitably devilish bargain. Start with icon relationship rolls as a source of inspiration. This should be a complicated bargain for both the PC and the Overseer that could lead to unexpected complications or obligations down the road. If you're having trouble coming up with something, you can default to having the PC part with a pair of treasured items or agree to carry a cursed item for the Overseer's amusement.

Once the deal with the Overseer is complete, the PCs can inform Sage either that they have his contract now or that he is free. Either way, he can now play a song designed to drive the demons into a frenzy and create a distraction. When he plays the song, only a small contingent of demon guards will remain near the level's exit, and the PCs will have to fight their way through with the help of Sage. Below is the stat block for Sage:

Sage (bard) x1

<p><i>3rd level caster</i> [dwarf] Initiative +9</p> <p>Dwarven dueling saber +8 vs. AC – 8 damage <i>Natural even hit:</i> Grant a nearby ally 4 temporary hit points. <i>Natural odd hit:</i> Grant a nearby ally +2 AC until the start of your next turn.</p> <p>C: Soundburst +8 vs. PD (1d4 nearby enemies in a group) – 15 thunder damage <i>Natural 16+:</i> The target is also dazed until the end of Sage's next turn. <i>Miss:</i> 5 thunder damage. <i>Limited use:</i> 1/battle</p> <p><i>Song of determination:</i> At the start of each round, if Sage is conscious, add the escalation die to all allies' initiative scores (cumulatively as the battle goes on) and reconfigure initiative order accordingly.</p>	
<p>AC 18 PD 14 MD 16</p>	<p>HP 42</p>

Like Bernhard and Yngrette, Sage can use the escalation die, but cannot rally or heal using recoveries. If he survives this fight, he regains 21 hp and can fight with the PCs for the remainder of their time in Firnfast.

The devils that remain guarding the exit from this level are the stoutest guards on the level – stout enough they were not affected by Sage's frenzy song – and they will have to be killed or otherwise bypassed if the PCs wish to descend to the next level.

This fight is unusually tough for 3rd level PCs, but the guide assumes the PCs have recruited and kept alive two or three of Bernhard, Yngrette, or Sage to help them. If that is not the case, you may want to lower the difficulty by subbing in some slightly less-challenging enemies or

Bride of the Lich King Part I

offer the PCs a chance to go back and recruit or resurrect the allies.

Bearded Devil (Barbazū) x1	
<p><i>Large 6th level blocker</i> [devil] Initiative +8</p> <p>Wicked halberd +11 vs. AC – 30 damage <i>Natural 16+</i>: The bearded devil gains a +4 bonus to all defenses until the start of its next turn.</p> <p>Supernaturally filthy beard +11 vs. PD – The target is weakened until the end of its next turn (-4 to attack and defenses).</p> <p><i>Bearded defense</i>: When an enemy engaged with the bearded devil misses it with an attack, the devil can make a <i>filthy beard</i> attack against that enemy as a free action.</p> <p><i>Devil's due (Solidity)</i>: When you choose to add the escalation die to an attack against a bearded devil, the devil or one of its nearby allies can roll a save against a save ends effect.</p> <p><i>Opportunistic beard</i>: When the bearded devil makes an opportunity attack, it can also make a <i>filthy beard</i> attack against the same target as a free action.</p> <p><i>Skilled interceptor</i>: A bearded devil can intercept an enemy while engaged with other enemies. As a free action, it can either make a disengage check to try to move to intercept the enemy, or move to intercept the enemy and only take half damage from opportunity attacks.</p> <p><i>Resist fire 13+</i>: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>	
AC 23 PD 20 MD 20	HP 200

Smoke Devil x1

<p><i>5th level troop</i> [devil] Initiative +8</p> <p>Dire embrace +10 vs. PD – 15 poison damage <i>Full embrace</i>: If the target is the only creature engaged with the smoke devil, the attack deals 30 poison damage instead. <i>Miss</i>: 7 poison damage.</p> <p><i>Ember of hate</i>: Each time the smoke devil hits an enemy, the embers floating in the center of its body glow more brightly. Once per battle as a free action during its turn, the devil can make an <i>ember burst</i> attack. It also makes this attack as an interrupt action when it drops to 0 hp.</p> <p>Ember burst +10 vs. PD (each enemy engaged with the devil) - The target takes 5 fire damage for each creature hit by the smoke devil earlier in the battle (max 15 damage; remember to track this).</p> <p><i>Devil's due (Formless)</i>: When you choose to add the escalation die to an attack against a smoke devil, it gains <i>resist damage 16+</i> against the attack.</p> <p><i>Flight</i>: Smoke devils drift and eddy as blown by an evil wind.</p> <p><i>Resist fire 13+</i>: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> <p><i>Smokey retreat</i>: A smoke devil can “take 12” on disengage checks, taking a natural result of 12 instead of rolling (which normally would allow it to disengage automatically from up to two enemies).</p>	
AC 19 PD 19 MD 19	HP 90

Lemure x8
<p><i>3rd level mook</i> [devil] Initiative +3</p>

Heedless claws +8 vs. AC – 6 damage

Devil's due (Squirm): When you choose to add the escalation die to an attack against a lemure, another lemure in the mob somehow ends up in an unwanted place in the battle, though it's hard to say how exactly (it's best to add the escalation die against the last members of the mob!)

Living wave: When three or more lemures engage an enemy, they can pick it up and move it along with them as they please without taking opportunity attacks. The enemy getting moves around pops free of any other enemies engaged with it.

Nobody home: When a lemure is targeted by an attack against MD, it ignores any effects of the attack and only takes damage from it. In addition, lemures fight in a straightforward way, without tactics. They never disengage willingly, and they're not coordinated enough to concentrate attacks on a vulnerable target. But they do like bunching up and carrying someone around as a wave, usually into a bad situation for the target.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC 17 PD 15 MD 17	HP 13 (mook)
--------------------------------	---------------------

Mook: Kill one lemure mook for every 13 damage you deal to the mob.

After taking out the devil guards, the PCs, and any of their rescued dwarven friends who have survived this far, can escape this level quickly before the other, frenzied devils come to their senses and return to investigate the exit.

3D.4 – Throne Room

The throne room is a long hall with hundred-foot-high ceilings featuring

breathhtakingly intricate stonework. Along the walls hang dark tapestries printed with orange flame emblems.

At the far end, in two high-backed stone chairs sit a pair of crowned dwarves. Standing between them is the flaming azer dwarf you recognize from Glyn Eld: the Avenger.

The kind and queen sit motionless, but the Avenger looks at you and smiles. He motions for the king and queen to follow him and they all flee through a door behind the throne chairs.

If the PCs follow, describe as:

After following the Avenger and the royal family through the door, you find yourself in a roughly carved stone staircase, descending downward for hundreds of feet. This area appears much older and less refined than the gorgeously worked throne room. The lower you go, the hotter it becomes.

Virginia explains that below the throne room are the deep parts of Firmfast that were abandoned ages ago when the dwarves mining in such depths were driven mad from deep roads sickness. The Avenger reopened the lost chambers and has been digging out devilorges and other lost relics.

At the bottom of the stairs, you emerge into a room dominated by a massive lava pool at its center, almost too hot to even look at. Your sweat hits the stone floor at your feet and sizzles.

Before the fight begins, if the PCs are accompanied by Bernhard, Yngrette, or Sage, the Queen yells out,

“Wait, my subjects. I know you have suffered during our transition into order. But ask yourselves, have you not suffered with these supposed saviors? I beg you to consider and act in the way best for your kind.”

Bride of the Lich King Part I

Bernhard, Yngrette and Sage will all take a moment to consider these words and act in the following manner based on the PCs' actions.

If the PCs did not destroy the devilforge on the Wrath Level, then Bernhard will turn to them and say, "What good is vengeance earned if I'm as unethical as my quarry?" He will turn and walk away from the fight. If the PCs helped him destroy the devilforge, he will tell the Queen, "These companions are truer than any so-called king or queen I have ever known," and he will fight with the PCs in this final battle.

If the PCs kept Yngrette's phylactery rather than returning it to her, she will look at them and say, "I blamed the torturers for losing my Owen, but I suppose I lost my courage, handing my slave collar from one owner to another. No more. I am leaving. Kill me or do as you see fit." And she walks off. If the PCs returned her phylactery to her, she will instead say, "Enough of your foul words, you false monarch and unholy wretch."

If the PCs transferred Sage's contract into their possession rather than bargaining for his full freedom, he will set down his magic harp and walk away without a word. If they instead bargained for his freedom, he strikes a chord so powerful it knocks the King and Queen back, and they snarl at him in rage.

After the PCs' companions have made their decisions to stay or go, the Avenger will say, "Enough banter," and a fount of flame will shoot from his mouth. He calls forth flaming bats from the pool of lava and the fight begins with the PCs and whichever dwarven companions remain.

The stats for the fight below assume the PCs have two or three of the dwarven companions with them still. If they have none, then don't allow the Avenger to call

forth additional fire bat minions after the first round. If the PCs have all three dwarven allies in relatively good health and handled the previous fights easily enough, consider adding 4 extra bats at the beginning and 4 extra each time the Avenger calls more of them.

The Avenger (azer dwarf) x1

5th level troop [dwarf]

Initiative +8

Red-hot hammer +10 vs. AC - 10
damage

Natural even hit or miss: 5 ongoing fire damage.

R: Throwing axe +9 vs. AC - 9 damage

Blistering heat: When an enemy engaged with the Avenger attacks him, that enemy takes 3 fire damage.

Fighting surge: Once per battle when an attack crits the Avenger but doesn't kill him, he can heal 5d6 hp.

Bat reinforcements: The first time during the battle that the Avenger is staggered, as an immediate action, he calls forth 8 additional fire bats from the lava pool or the surrounding cave.

Lava defender: Each time an attack hits the Avenger during the battle, the lava pool becomes more agitated. After every three attacks that hit the Avenger, the pool makes a *lava shot* attack as a free action. The pool is not a monster, so it can't be killed, but there might be ways to cool it down. Anyone who ends up in the lava pool takes 4d8 fire damage per round until they leave the pool.

Lava shot +9 vs. PD (one random nearby enemy of the Avenger) - 10
fire damage and 10 ongoing fire damage
Miss: 5 fire damage, and 5 ongoing fire damage.

Cold hater: The Avenger adds the escalation die to his attacks against a target that is capable of dealing cold damage with a spell, attack, or magic item.

Bride of the Lich King Part I

<p><i>Fire resistance 18+</i>: When a fire attack targets the Avenger, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>	
<p>AC 20 PD 18 MD 15</p>	<p>HP 67</p>

<p>Heirloom dagger +7 vs. AC – 8 damage <i>Natural 16+</i>: Add 4 ongoing damage.</p> <p><i>King's partner</i>: *Any ranged attack Queen Ravn makes versus an enemy engaged with King Ravn targets PD instead of AC. In addition, Queen Ravn's fumbled attacks never strike King Ravn.</p>	
<p>AC 18 PD 18 MD 16</p>	<p>HP 54</p>

King Ravn x1	
<p><i>4th level blocker</i> [dwarf] Initiative +6</p> <p>Heirloom warhammer +9 vs. AC – 10 damage <i>Natural even hit</i>: Shield bash does 3 additional damage and King Ravn can pop free from the target. <i>Natural even miss</i>: Aggressive backswing carries enough momentum to grant King Ravn a second attack against a different nearby enemy as a free action. The second attack has a -2 attack penalty.</p> <p>R: Throwing axe +8 vs. AC – 8 damage</p> <p><i>Queen's guardian</i>: Once per round, King Ravn can automatically disengage from all enemies and intercept an enemy moving to make a melee attack against Queen Ravn. On a hit, the attack only deals half damage to King Ravn.</p>	
<p>AC 20 PD 18 MD 16</p>	<p>HP 54</p>

Fire bat x8	
<p><i>3rd level mook</i> [beast] Initiative +9</p> <p>Burning claws +8 vs. AC – 2 damage, and 2 fire damage</p> <p><i>Fiery flier</i>: An unengaged fire bat can move, make a <i>burning contrail</i> attack, and move away from the target as a standard action without taking an opportunity attack from the target. Burning contrail +7 vs. PD - 5 fire damage</p> <p><i>Blistering heat</i>: When an enemy engaged with the fire bat attacks it, that enemy takes 2 fire damage.</p> <p><i>Fire resistance 16+</i>: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Flight</i>: Fire bats are agile fliers, especially when riding hot air currents. They slow down a bit away from warmth.</p>	
<p>AC 18 PD 16 MD 11</p>	<p>HP 10 (mook)</p>
<p><i>Mook</i>: Kill one fire bat mook for every 10 damage you deal to the mob.</p>	

Queen Ravn x1	
<p><i>4th level archer</i> [dwarf] Initiative +10</p> <p>R: Repeating crossbow +7 vs. AC* (3 attacks versus up to 3 different enemies in a group) – 6 damage <i>Natural 16+</i>: Roll another attack this turn (max 5 total attacks per round).</p>	

After defeating the Avenger and the traitorous king and queen, the PCs can

search their bodies. The Avenger dispersed in a burst of flame and hot air when killed, leaving behind only a cursed *circlet of fiery mien* that doubles the HP threshold for attacks where the target's HP is relevant (i.e., to confuse or make afraid), but it does fire damage equal to double the wearer's level when used for such an effect.

King Ravn's warhammer is a Ravn Clan heirloom called *Ravnhammer*. It grants its wielder +1 to attacks and also grants its wielder a once-per-battle use of *comeback strike*, meaning as a free action, you can make another attack with a -2 penalty after your first attack misses (*Quirk*: constantly commenting on, and critiquing the quality of, stonework).

Queen Ravn's repeating crossbow is a wonder of dwarven engineering named *Queen's Turret*. A new user to it will be unable to replicate the number of rapid and accurate strikes she could muster with it, but for now it is a light crossbow that will grant its user +1 to attacks and also the feature *double ranged attack*, meaning that you can elect to drop your damage die one notch (probably from d6 to d4) and if your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. In addition, this crossbow can load 6 bolts at a time as a quick action, meaning its user can fire six bolts before having to expend a quick action to reload. This is a mechanical and engineering wonder and not a magical item. It does not take up a chakra slot, nor does it have quirks. The weapon's user can learn to handle it better as time passes, and at champion and epic tier, gain the chance for additional shots each round with its *double ranged attack*. At champion tier, if the second attack is also an even roll, you can make a third attack. At epic, you can continue making attacks as long as

you roll even, up to emptying the entire 6-bolt clip.

Lastly, when the PCs attempt to leave Firnfast, they will find the Devil Merchant standing at the exit, looking refined in his suit.

"My fee to act as a courier is exorbitant, let me tell you. But she was willing to pay it. You must have really pissed her off."

With a ghost of a smile, he then hands the PCs a note sealed in red wax before disappearing in a puff of smoke.

The script on the thick paper almost appears to burn on the paper, and it reads:

Chaos cannot stand in the face of righteous order. You have upended the little playground I built for my Avenger and no doubt consider yourselves liberators. I look forward to branding my justice into your hides personally.

Your Authority

Bernhard the Forgeborn Blacksmith

Firnfast is liberated from the Avenger and its traitorous monarchs, but it is in ruins. However, the next time the PCs visit, the surviving dwarves will be rebuilding, and the PCs will find a thriving, if rubble-strewn, underground city filled with the amenities to be found in any medium-sized city: shops, inns, alehouses, etc.

Of particular note, the forgeborn Bernhard has taken to smithing in an effort to better understand his condition (if he was killed, Yngrette or another cleric revived him in an effort to eventually free his soul from the forgeborn contraption in which he is trapped).

If the PCs left him on good terms (i.e., did not give the devilforge over to the Devil Merchant), he will happily provide his smithing skills to them. While he is capable of forging any mundane metal item like other blacksmiths in the region, the one thing he offers that they do not is the ability to craft magic items to a PC's specification by using magical components or by melting down existing magical items and refashioning them. He can do this for:

- Heavy armor,
- Gauntlets,
- Heavy boots
- Heavy helmets
- Shields
- Hammers and axes.

See [Appendix A: Eldyn Merchants](#) for more information.

Lieutenants Deposed – What's Next?

First order of business: the PCs can level up to level four now. And they should certainly do so before embarking on any of the quests in Chapter 4.

After the PCs have defeated Captain Griefert at Eld Arcanum, Eschus in Treetop City, Lady Grey in Grapewin Estate and the Avenger in Firnfast, the Lich Queen's direct hold over the Eldyn countryside has been interrupted. She won't be able to easily reinstall the magical thrall she had placed over the land.

This means the PCs finally have time to figure out how to cross the River Eld and take the fight directly to the Lich Queen and her four horsemen.

The PCs will need to find a way to safely pass through the wall of negative energy that makes the river a deathtrap for the living. They should have multiple knowledge sources at their disposal at this point to help them come up with a plan. They could talk with the scholars at Eld Arcanum, with the elven sages currently rebuilding Treetop City, or with dwarven scholars rebuilding Firnfast. They could raid the massive library in the Grapewin Estate mansion and do their own research. Even the kobolds

inhabiting Darkscale Ridge have some elder shamans with knowledge of death-related arts. And there is of course the ever-knowledgeable barkeep at the *Old Eldyn Huntsman*.

You might want to make the PCs travel to more than one of these sources to gather the information they need. They will need to gather the following information:

- To cross the river safely, the PCs will need to appear undead to the negative energy barrier.
- One way to appear suitably undead without actually being undead is to perform a ritual using the power source from the heart of an ice elemental.
- "Ice elementals" are actually variations of the traditional four elementals (air, earth, fire, and water) that have ice in their hearts due to their ties to the frozen landscape of the glacier known as the Firn.
- Even if the PCs appear undead to the negative energy barrier, it is still hostile to traditional boats; they will need to ride on one of the boats of the Lich Queen's personal ferryman who styles himself Charon. And they will probably want to take his flagship

specifically, because it is the fastest and strongest boat on the river. Otherwise, they will constantly be running from Charon.

- Charon will come to the countryside shore only if the PCs magically draw him there by holding up a coin to pay for passage; a regular coin will not do; it must be a coin intended to buy a dead person passage.
- To get such a *coin of passage*, the PCs will have to die (to imbue the coin with the power of a *coin of passage*) and then be resurrected (to return to the land of the living with the *coin*).
- Elven, dwarven or Eld Arcanum scholars can help with the ritual work necessary to both kill and then resurrect the PCs, but they need the heart of a koru behemoth to perform such a ritual.
- Koru have twenty hearts and they regenerate, so taking one's heart will not kill it.

- Koru cannot pass into the Eldyn Region after the Lich Queen's barrier went up. However, one unfortunate koru was caught half-in, and half-out of the barrier, and is trapped and half dead in the far southeast.
- Some unspeakable evil is said to have taken up residence inside the flesh of that unfortunate koru.

Once the PCs have gathered all this information, the roadmap for Chapter 4 should be complete. They need to travel to the glacier known as the Firn and acquire enough ice elemental hearts for each PC. They need to travel to the trapped koru behemoth in the southeast and take one of its hearts. They need to have themselves killed and resurrected to gain a coin to summon Charon the Ferryman. And then, finally, they need to steal his flagship and cross the River Eld.

Chapter 4 – Penny Dreadful

This chapter has four days of adventure:

A	Cold as Ice : Acquire ice elemental hearts from the Firn
B	36 Chambers : Acquire a koru behemoth heart.
C	Afterlife Bank Heist : Die and resurrect with a <i>coin of passage</i> to summon Charon.
D	Ghost Pirates : Steal Charon's flagship.

The PCs can complete days A and B in either order, but day B must be completed as a prerequisite to starting

day C. And all three of days A, B and C must be completed before embarking on day D. Or in other words, you can complete the days in these orders:

- A, B, C, D
- B, C, A, D
- B, A, C, D

Day D takes place in the first champion tier environment the PCs will encounter in this campaign, and it should prep them for the mostly champion-tier environments to be found across the river in the city of Eldynkeep and in Part II of this adventure.

4A – Cold as Ice

The Firn is a glacier surrounded on all sides by the massive Eldynpeak mountains. It is an extremely cold and bleak environment and the PCs will need to take precautions to survive out on the ice (unless they're all druids). They can approach the glacier from the south or enter it through the city of Firnfast on the southeast edge. (Or they could also climb all the way over the mountain range if you want to allow that – there are probably clans of frost giants and/or storm giants up there – good luck!).

It is probably wise for the PCs to enter via Firnfast because this gives them the opportunity to talk with local dwarves familiar with the glacier and willing to sell them cold weather gear. The dwarves can explain:

- That yes, ice elementals travel around on the glacier; they leave a faint, but telltale swirling pattern in their wake that a skilled tracker can follow.
- That the term “ice elemental” is misunderstood; there is no such thing, technically. Instead, there are wild elementals of all four traditional varieties (air, earth, fire, and water) that have adapted specifically to the frigid environment of the glacier;
- In addition to the ice elementals, there are other monsters, most notably wolves, frost trolls and remorhaz (ice-dwelling giant bugs). And even rumors of dragons.

In summary, the PCs are going to have to venture out onto the Firn, brave the weather and attempt to survive the harsh conditions while tracking and killing dangerous monsters.

Rules for Weather, Survival, and Tracking on the Firn

The Firn is dangerously cold and desolate at the best of times, but to make

matters worse, the weather is prone to sudden change and the ice sheet and shifting snows make for difficult terrain on which to track a quarry.

As a preliminary note, these detailed rules for weather, survival and tracking are the sort of minutiae that 13th Age usually skips over to get straight to the action. This guide assumes it's fun to pause and dig into the details of a gritty survival minigame every once in a while. But if you don't want to, then skip everything below and jump to the ice elemental fights.

The PCs can spend up to eight hours per day attempting to track down ice elementals. Every hour out on the Firn, the PCs must:

1. Roll to try and predict the upcoming weather.
2. Decide whether they are spending that hour tracking elementals out on the Firn or instead sheltering.
3. Have the GM roll for weather (if the weather has not been predicted successfully).
4. Roll for survival, and
5. Lastly, roll for tracking

After eight hours out on the Firn during any 12-hour period of daylight (adjust this up or down if you have a specific idea of what time of year it is and what latitude this takes place at), the PCs must either make camp for the night out on the Firn or return to Firnfast for the night.

Weather and Prediction

The weather makes a difference for survival and tracking rolls, as detailed below. Each hour, the GM makes a weather roll of 2d10 (a percentage roll). If a PC has successfully predicted the weather, roll for the future hours

Bride of the Lich King Part I

successfully predicted (see below for weather prediction).

Roll	Weather
01-70	Normal cold weather
71-80	Extra cold
81-90	Snow
91-99	Blizzard
100	Severe blizzard

To predict the weather, any PC can elect to make a DC 12 weather prediction check using WIS and any relevant background modifier (druids should probably just get an automatic +5, and you should probably be generous in allowing bonuses for most rangers, many barbarians and fighters, and maybe even some nature-worshipping clerics). On a success, that PC can successfully predict the weather one hour in advance. Each 5 points by which the PC beats the DC, add one more hour he or she can predict the upcoming weather. PCs without a relevant background can still make the check; they just won't have any modifiers to add beyond their WIS modifier.

The GM makes the roll in secret, because in the event the PC fails the roll by more than 5, the GM tells the PC the wrong type of weather predicted. For this reason, the party may want to delegate weather prediction to PCs with useful backgrounds only.

If none of the PCs has a background suitable for weather prediction and you're a kind GM who doesn't want to abandon them to the mercy of the elements, you have a few options. You could direct them to hire a guide at Firnfast to make these checks instead. Hiring a guide with +1 WIS and +3 tracking background should be no problem. For a better guide, the PCs may

have to bargain. Or maybe the PCs could perform a ritual to give one of them a temporary background in tracking of 1d4+1 points.

Survival

Each non-druid PC must make a survival roll each hour. The roll is DC 6 with the following modifications:

- +CON mod of the PC
- +best background mod of any of the conscious PCs in the party
- -1 for every consecutive hour the party has been outside without taking sheltered rest (raise to -2 if the PC is not in heavy winter clothes)
- -2 if the weather is currently extra cold
- -4 if the weather is currently blizzard
- -8 if the weather is currently severe blizzard

Succeeding at the roll means the PC continues as normal. Failure means the PC takes -1 to attack, STR skill checks, DEX skill checks, and max HP until the PC can take sheltered rest. The penalties stack for each failed check until the PC can take sheltered rest. If the PC drops to 0 STR or 0 DEX, they fall unconscious until they can be dragged to sheltered rest. One hour of sheltered rest removes all penalties and revives any unconscious party member.

Tracking

The party elects one of its members each hour to make a tracking roll. The roll is DC 20 with the following modifications:

- Add any relevant tracking background of the elected PC
- Add +1 to the roll for each hour after the first that the PCs have been tracking an ice elemental without finding one (this resets if the PCs

Bride of the Lich King Part I

sleep at Firnfast, but not if they sleep or take sheltered rest out on the Firn)

- -2 if the weather is currently snow
- -4 if the weather is currently blizzard
- -8 if the weather is currently severe blizzard

A successful roll means the PCs tracked an ice elemental. Proceed to one of the encounters listed below ([4A.1: Frozen Cemetery](#), [4A.2: Frost Cavern](#), [4A.3: Wrecked Firnsled](#), or [4A.4: Ice Shelf Ambush](#)). The four different encounters are roughly similar in difficulty but are listed from easiest to most challenging.

A tracking roll failure means the PCs did not find an ice elemental this hour (but they can continue looking, gaining a +1 bonus next hour).

If the PC rolls a 1 and fumbles, the party is lost. Each hour the party is lost, the party elects one of its members to make an orientation roll to try and recover the party's bearings. The orientation roll is DC 15 with the following modifications:

- Add any relevant tracking background of the elected PC
- Add +1 to the roll for each hour after the first that the PCs have been lost
- -2 if the weather is currently snow
- -4 if the weather is currently blizzard
- -8 if the weather is currently severe blizzard

Orientation rolls require being out on the Firn and count towards the day's maximum of 8 total hours tracking.

If the PCs fail to track an elemental before they've used all 8 hours of available tracking time or all 12 hours of daylight, they can elect to either make camp on the Firn and roll their stacked +1 bonuses forward to the next day, or alternatively, they can return to Firnfast

for the night. This erases their stacked +1 tracking bonuses, but counts as a long rest, which, in addition to resetting any survival-related penalties the PCs have accrued, also resets all daily and recharge abilities.

If the PCs successfully predict upcoming inclement weather such as cold, snow, or blizzard, they may wish to spend the hour camped in the shelter of their tent and hope for better weather in the next hour. Or, they may wish to stay out on the ice and continue searching even with the increased survival threat and/or challenges to tracking.

Encounters on the Firn

The following four encounters described allow the PCs opportunity to secure ice elemental hearts. Feel free to present the encounters to the PCs in whatever order you prefer. Or roll a d4 to present them randomly.

You may also want to seed Firnfast with helpful NPCs who have heard rumors of sightings of elementals at an ancient graveyard, a wrecked firnsled, a hidden cavern, and out on the glassiest part of the ice shelf. In addition to setting the scene, you can also use this information as a permanent tracking bonus for parties that are low on tracking skills.

4A.1 – Frozen Cemetery

This elemental can be tracked to an ancient cemetery built on the site of a dwarven battleground from several ages ago.

You come upon what appears to be an ancient graveyard. The headstones are extremely weathered and illegible, and most are half-buried in snow or covered in icicles.

Bride of the Lich King Part I

At the center of the property is one large mausoleum with massive stone columns and severe angles, very dwarven-looking. There are two small buildings in a similar style to either side of it. The elemental's trail leads straight into the massive, twenty-foot high doors of the main mausoleum.

If the PCs approach either of the side buildings, they will find them locked. If they pick the lock (DC 15) or otherwise get inside one of them, they'll find a cenotaph dragon inside (described below). The cenotaph dragon is not immediately hostile and will guide the PCs to the central building if they engage it in conversation. If attacked, it will roar in alarm and race past the PCs, heading for the central building for help.

If the PCs open the main building's stone doors, inside they find a long hallway.

The walls of this ancient mausoleum are filled with inset chambers for the dwarven dead. White flame torches burn in sconces, filling the interior with chilly light that reflects playfully off the stained-glass windows high in the ceiling above. The hallway ends at a large circular room featuring a stone bier dedicated to some apparently famous fallen dwarven warrior.

Hovering over the bier and crackling with icy energy is an amorphous mass of swirling winds and ice particles: the ice elemental.

Behind the elemental, dominating the rest of the interior is a large white dragon. It regards you calmly and curiously and does not appear immediately hostile. It looks up and speaks.

"Who disturbs this sanctuary of repose?" it thunders in an echoing voice.

The PCs have some options here. They can attack, and if they do so, the stats for the dragons and elemental are below. Alternatively, this dragon, who calls himself Sentinel, is not evil, and is willing to bargain with the PCs, especially if they explain their intent to do ill will to the Lich Queen, whom Sentinel considers a sworn enemy for her role in defiling white dragons.

Sentinel considers himself a guardian of the mausoleum and all that make it a home, including the ice elemental. He is very unlikely to simply turn it over, nor will he likely help the PCs kill it. He can, however, perform magic capable of creating a tangible essence similar enough to an ice elemental heart that the PCs can use it in lieu of the actual elemental heart. And he's willing to do so in exchange for the PCs' help.

What Sentinel wants most is help in performing a ritual to honor the fallen dwarves consecrated in this mausoleum and cemetery. The ritual must be performed once every hundred years to keep the Lich King's evil influence at bay. Unfortunately for Sentinel and for the PCs, a holy dwarven shield that is a centerpiece to the ritual has been stolen.

This is a good opportunity to craft a bargain or mission that feels specific to how your campaign has evolved. If the PCs have encountered any enemies or angered any icons outside the scope of this guide, perhaps send them on a mission that takes those events into account and ends with the PCs recovering the dwarven shield as a bonus.

However, if you're not inclined to send the PCs on such a mission, you have some options. One option is to somehow replicate the holy effect of the dwarven shield. If one of the PCs is a dwarf and is

Bride of the Lich King Part I

willing to sacrifice his or her own magic shield in a ritual, perhaps that will work.

Another, albeit difficult, option is to have Sentinel begrudgingly explain that the shield was stolen by a shadow dragon that has taken up residence in the underground portions of this mausoleum. Sentinel is rather sheepish about the fact that he failed to notice another being infiltrate his cemetery, and that he's too weak to take it on by himself. However, he feels that with the PCs at his side, they might be able to overcome the beast and reclaim the shield.

If the PCs don't reach an agreement and attack Sentinel and the ice elemental, a cenotaph dragon in one of the neighboring buildings joins the fight at the start of the second round, and pincers the PCs inside the hallway (unless they flee outside in the first round).

Sentinel (mausoleum dragon) x1

Large 5th level troop [dragon]
Initiative +9
Vulnerability: fire

Claws and bite +9 vs. AC (2 attacks) – 16 damage

Natural 16+: Sentinel can make an *infused ice breath* attack as a free action.

[*Special trigger*] **C: Infused ice breath +9 vs. PD (1d3 nearby enemies)** – 14 cold damage

Natural even hit: The target also takes 7 ongoing holy damage.

Natural odd hit or miss: Sentinel takes 2d6 damage.

Infused blood: When an enemy scores a critical hit against Sentinel, he gains the following ability until the end of battle: When an enemy is engaged with Sentinel at the start of its turn, it takes 5 holy damage.

Resist cold and negative energy 16+: When a cold or negative energy attack targets this

creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Escalator: Sentinel adds the escalation die to its attack rolls.

Flight: Sentinel flies reasonably well, but is too large to do so inside the mausoleum.

On a mission from god: When Sentinel is first reduced to 0 hp or below, instead of dying, he stays standing out of pure righteousness-fueled willpower, with 15 temporary hp. When those 15 temporary hp are depleted, he stays dead.

AC 20
PD 20
MD 16

HP 140

Icy wind elemental x1

5th level wrecker [elemental]

Initiative +11

Slam +10 vs. AC – 12 damage

C: Swirling icy winds +10 vs. PD (1d3 nearby conscious enemies) – 14 cold damage

Natural even hit: The target pops free from the elemental.

Flight: It's quick and lively.

Resist non-spell damage 16+: When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only does half damage.

Whirlwind transformation: Roll a d10 at the start of each of the icy wind elemental's turns. If you roll less than or equal to the e-die, it shifts into whirlwind form until the end of battle. While in this form, it gains the following improved attack (and you stop rolling *whirlwind transformation* checks)

Icy whirlwind +10 vs. PD (each enemy engaged with it and one nearby enemy) – 14 cold damage

Bride of the Lich King Part I

Miss: Half damage. .	
AC 20 PD 19 MD 15	HP 52

Cenotaph Dragon x1	
<p><i>3rd level troop</i> [dragon] Initiative +8 Vulnerability: fire</p> <p>Claws and bite +7 vs. AC (2 attacks) – 6 damage <i>Natural 16+:</i> The cenotaph dragon can make an <i>infused ice breath</i> attack as a free action.</p> <p>[<i>Special trigger</i>] C: Infused ice breath +7 vs. PD (1d3 nearby enemies) – 6 cold damage <i>Natural 20:</i> The target also takes 5 ongoing holy damage. <i>Natural odd hit or miss:</i> The dragon takes 1d6 damage.</p> <p><i>Resist cold and negative energy 12+:</i> When a cold or negative energy attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> <p><i>Escalator:</i> The dragon adds the escalation die to its attack rolls.</p> <p><i>Flight:</i> The dragon flies reasonably well.</p> <p><i>Whipping tail:</i> When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action.</p>	
AC 18 PD 18 MD 14	HP 48

If the PCs agree to work with Sentinel and head into the crypt below, use his stats from above and have him fight alongside the PCs versus this shadow

dragon. Its ability to use the e-die is compromised by bright light. Allow a PC with a light-related spell to use a quick action each round to cause it to burn extra bright and turn off the shadow dragon's escalator ability.

The shadow dragon is an epic-level enemy. If the PCs need help beyond Sentinel's assistance, give Sentinel a once-per-battle holy aura as a free action that grants all the PCs a free recovery (and himself 30 hp) and also a free save roll. And if the battle still seems too tough, give the shadow dragon a -1 to all attacks and defense, only 200 hp, and make his attacks only do 35 damage, with the explanation that the cemetery's holy energy has sapped some of his dark power.

Shadow Dragon x1
<p><i>Large 8th level caster</i> [dragon] Initiative +13</p> <p>Shadow claws +13 vs. AC – 50 psychic damage <i>Natural 16+:</i> The target is confused (hard save ends, 16+).</p> <p>C: Nightmare breath +12 vs. MD (1d3 nearby or far away enemies) – 60 negative energy damage, and the target becomes a living shadow (hard save ends) <i>Living shadow:</i> While a living shadow, the target can't physically interact with or gain aid from companions or aid them (including healing, bonuses, and effects) but is otherwise "normal." <i>Limited use:</i> 1/battle, but the ability recharges when the dragon is staggered. If it hasn't already made a <i>nightmare breath</i> attack when it becomes staggered, the dragon makes the attack as a free action and then the breath recharges.</p> <p><i>Made of shadow:</i> The shadow dragon perceives the invisible, is unaffected by the <i>blur</i> spell, and ignores illusions. Rogues attempting to <i>shadow walk</i> near a shadow</p>

dragon end up in the dragon's belly (save ends). While there, they are helpless and take 2d12 damage at the start of each of their turns until they save and fall back out of shadow.

Shadowy escalation: When in poorly lit areas of shadow, the dragon adds the escalation die to its attack rolls. Complete darkness or bright daylight negates the ability.

Flight: The shadow dragon can theoretically fly, but will not do so in the crypt.

AC 25
PD 22
MD 22

HP 260

After the PCs have acquired the ice elemental heart, either by killing it or by striking a deal with Sentinel, they may move on to hunt their next elemental.

If the PCs helped Sentinel recover the holy dwarven shield and one of the PCs is a dwarf, Sentinel will give the shield into that dwarf's custody after the ceremony if he or she agrees to ensure its return to the mausoleum in 100 years to perform the ceremony again.

It's a *dwarven paragon shield* that grants +5 hp to a non-dwarf wielder (+10 hp to a dwarf wielder) and *resist negative energy 16+* (*Quirk:* demands a minute of silent prayer before any glass of ale) If the wielder performs a knowingly evil act, the shield becomes a cursed item that can't be removed and leaves the wielder weakened until he or she atones for the action.

Sentinel and the Holy Relic Hoard

If the PCs leave Sentinel on good terms, he will mention before they part ways that he is something of a collector of holy relics and relics related to fighting the undead.

If the PCs are willing to bring him a holy symbol or any magic item with either holy energy, negative energy, or anti-undead properties, he will happily exchange another item from his hoard as thanks for their help.

Mechanically, this means the PCs can bring Sentinel any religious symbol, magic item, wondrous item, or any other type of magic item with holy, negative, or anti-undead properties in exchange they can receive a symbol or wondrous item of their design (per GM's approval). In addition, the PCs can receive any type of magic item with a holy energy, negative energy, or anti-undead ability.

See [Appendix A: Eldyn Merchants](#) for more information.

4A.2 – Frost Cavern

This elemental can be tracked to a cavern tucked away in a nearly hidden valley between two ridges in the Eldynpeak mountains.

The “cavern” is little more than a rocky overhang that provides shelter for two frost trolls roasting a bear carcass over a spit while playing with the ice elemental that they appear to be keeping as a pet.

The trolls and elemental will attack as soon as they're aware of the PCs' presence.

Frost troll x2

Large 4th level troop [giant]
Initiative +9

Greedy wicked claw +8 vs. AC (2 attacks) – 15 damage

Trollish regeneration 10: While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can

Bride of the Lich King Part I

regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Frozen claws: If both claw attacks hit the same target, the target also takes 10 ongoing cold damage.

AC 17
PD 17
MD 13

HP 90

Frostbite elemental x1

5th level wrecker [elemental]

Initiative +10

Whipping frost +10 vs. PD – 14 cold damage, and 7 ongoing cold damage to a random nearby enemy (including an unconscious one)

Melee frostbite: When an enemy makes a natural odd melee attack roll against the frostbite elemental, that attacker takes 1d12 cold damage.

Resist cold 18+: When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only does half damage.

Permafrost transformation: Roll a d10 at the start of each of the frostbite elemental's turns. If you roll less than or equal to the e-die, it shifts into permafrost form until the end of battle. While in this form, it gains the following improved attack (and you stop rolling *permafrost transformation* checks)

Elemental frost +10 vs. PD (each nearby enemy OR each nearby enemy taking ongoing cold damage) - 20 cold damage, and 7 ongoing cold damage

Miss: 7 ongoing cold damage.

AC 21
PD 20
MD 17

HP 64

The trolls do not have anything valuable worth finding, but their fire is warm and if the PCs stand near it for a short time, it counts as a sheltered rest for survival purposes without using an additional hour of time.

4A.3 – Wrecked Firmsled

PCs with history backgrounds or backgrounds in tundra environments know that firmsleds are massive sleds the size of a large seaborne trading vessel but built atop a sled apparatus and propelled with sail power or pulled by beasts of burden. They were more common in previous ages, but the dwarves still take a few out on the ice occasionally.

You come upon the remains of massive iceborne vessel (the firmsled if any PC can recognize it) which has a gaping hole in the front of its hull. The vessel pokes out from the fifty-foot high snowdrift in which it's buried.

A DC 15 engineering or nature check reveals that this firmsled has been wrecked here for approximately five years and shows signs that wolves may have turned it into a den.

The ice elemental tracks lead directly into the ragged hole in the firmsled's hull. Inside, the PCs will find it huddled with a small pack of dire wolves. They consider the elemental part of their pack and will defend it, and their den, to the death.

This guide recommends giving each dire wolf a different dire feature. And if you want to give your PCs an added challenge, choose one dire wolf to be the

Bride of the Lich King Part I

alpha, and give it two dire features and 8 extra hit points.

Dire Wolf x3	
<p><i>Large 3rd level troop</i> [beast] Initiative +6</p> <p>Vicious bite +8 vs. AC – 18 damage <i>Pack attack:</i> This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus)</p> <p><i>Chilling howl:</i> Whenever a dire wolf's attack drops an enemy to 0 hp or below, all dire wolves in the battle can howl as a free action. When the wolves howl, each enemy in the battle takes a penalty to its attacks and all defenses equal to the number of living dire wolves in the battle (max -5) until the end of the attacking wolf's next turn. New howls extend the duration of the current howl rather than downgrading the howls' effect if dire wolves have been slain in the meantime.</p> <p><i>One dire feature:</i> Roll randomly on pg. 206 of the Core Rulebook.</p>	
<p>AC 18 PD 17 MD 13</p>	<p>HP 80</p>

Snowstorm elemental x1	
<p><i>5th level blocker</i> [elemental] Initiative +9</p> <p>Flurry +9 vs. AC (up to 2 enemies) – 14 damage <i>Miss:</i> The elemental heals 6 hp.</p> <p><i>Blizzard transformation:</i> Roll a d10 at the start of each of the elemental's turns. If you roll less than or equal to the escalation die, it shifts into blizzard form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling <i>blizzard transformation</i> checks).</p>	

Snowdrift empowerment: The elemental gains a +2 bonus to attacks and defenses while it's in contact with a large snowdrift such as the one the firnsled is resting in. If the PCs are somehow able to draw it away from the snowdrift onto bare rocks or an ice shelf, the empowerment ends.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

<p>AC 20 PD 18 MD 14</p>	<p>HP 66</p>
---	---------------------

After the PCs defeat the wolves and elemental, they may want to explore the remains of the firnsled. It will appear to have been designed for hunting large game on the firn. A DC 15 check related to hunting or dwarven lore will reveal that the sled was used for hunting remorhaz and harvesting their valuable glands.

Another DC 15 check related to ship or hunting lore will allow a PC to immediately recognize one cabin as the medic's quarters. Otherwise, the party will have to spend an hour searching the ship to spot it. The medic's quarters contain one champion tier *healing* potion, one adventure tier *healing* potion, and two adventure tier potions of *cold resistance*.

If the PCs do spend the hour searching the ship, in addition to the potions in the medic's quarters, they also find ten magical *fire arrows* which expand crit range by 1 and deal +1d10 fire damage on a hit. They also find documents in the captain's quarters relating to remorhaz and how to spot them on the ice shelf.

4A.4 – Ice Shelf Ambush

Bride of the Lich King Part I

The PCs track the elemental out onto a vast, glassy sheet of ice. This elemental travels with remorhaz, ice-dwelling creatures that resemble a cross between a cobra, a centipede, and a dire-rhinoceros. They burrow through the ice by heating it with their armored plates and will ambush unsuspecting creatures that travel overtop their icy lair.

Any PC who makes a successful DC 15 check to spot signs of the remorhaz lair under the ice prevents the party from being ambushed. If the PCs found the remorhaz-related literature in the firnsled captain's cabin, they get a +4 bonus to this check.

If any of the PCs rolls well enough to succeed at a very difficult check (25+), then the PCs get to ambush the remorhaz and elemental instead.

The elemental is joined by one large remorhaz and one normal-sized one.

Frost-Würm x1
<p><i>Large 6th level troop</i> [beast] Initiative +9</p> <p>Würm glaciation +11 vs. AC – 18 damage <i>Natural even hit:</i> The target and one other nearby enemy takes 18 cold damage as the area freezes over. <i>Miss:</i> The target and one other nearby enemy takes 6 cold damage.</p> <p>Trilling vibrations +9 vs. MD (1d3 nearby enemies in a group) – the target is stunned (save ends) <i>Limited use:</i> The remorhaz can use <i>trilling vibrations</i> only when the escalation die is odd.</p> <p><i>Burrow:</i> As the standard monster ability (Core Rulebook pg. 200), except the remorhaz only needs to roll 6+ in snow.</p> <p><i>Massive heat absorption:</i> When a creature is engaged with the remorhaz at the start of</p>

<p>its turn, it takes cold damage equal to twice the escalation die.</p> <p><i>Shatterer:</i> Death can cause fluid-filled sacks inside the frost-würm to explode. When the attack roll that kills the frost-würm is a natural even roll, each nearby creature takes 20 cold damage.</p>	
<p>AC 22 PD 20 MD 16</p>	<p>HP 180 (see <i>shatterer</i>)</p>

Barbellite x1	
<p><i>3rd level troop</i> [beast] Initiative +7</p> <p>Arctic bite +11 vs. AC – 7 cold damage</p> <p><i>Heat absorption:</i> When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to the escalation die.</p> <p><i>Shatterer:</i> Death can cause fluid-filled sacks inside the barbellite to explode. When the attack roll that kills the barbellite is a natural even roll, each nearby creature takes 10 cold damage</p>	
<p>AC 18 PD 16 MD 12</p>	<p>HP 36 (see <i>shatterer</i>)</p>

Frozen elemental x1	
<p><i>5th level blocker</i> [elemental] Initiative +7</p> <p>Ice block fists +9 vs. AC (2 attacks) – 11 damage <i>Miss:</i> 4 damage</p> <p><i>Freeze solid:</i> Roll a d10 at the start of each of the elemental's turns. If you roll less than or equal to the escalation die, it shifts into frozen guardian form until the end of the battle. While in this form, it gains +2 bonus to AC and the <i>relentless pursuit</i></p>	

<p>ability (and you stop rolling <i>freeze solid</i> checks).</p> <p><i>Relentless pursuit:</i> The elemental must be in frozen guardian form to use this ability. Staggered enemies can't disengage from the frozen elemental. (They can pop free, but they can't roll disengage checks.)</p> <p><i>Repair damage 10 and below:</i> When the frozen elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d12 damage before taking any damage from the attack.</p>	
<p>AC 21 PD 20 MD 15</p>	<p>HP 66</p>

After defeating the remorhaz and elemental, the PCs may want to inspect the remorhaz burrow under the ice. If they do, they will find the mummified

and deeply frozen corpse of a dwarven firnsled captain.

He is long-since dead, but he is wearing a perfectly preserved *Tundra Vest* - light armor that grants +1 AC and *resist cold 16+* (*Quirk:* sweats profusely around open fires, including large candles).

Four Hearts Gathered

Once the PCs have gathered all four ice elemental hearts, they will be able to perform a ritual to allow them to pass through the negative energy barrier over River Eld.

If they have also already gathered a koru heart in day 4B (below) and returned from the dead with a *coin of passage* in [day 4C](#), they may go ahead and summon Charon in [day 4D](#) of this chapter.

4B – Thirty-Six Chambers

A koru behemoth lies in the far southeastern corner of Eldyn, trapped half-inside and half-outside the Lich Queen's barrier. The PCs will have to travel to the poor beast, find a way inside, and take one of its hearts. Korus have twenty regenerating hearts, each a massive, thirty-six chambered organ the size of a large dog.

Normally crawling inside a koru and attacking its vital organs would alarm it and its denizens, but being essentially cut in half by the Lich Queen's barrier has the koru close to death and it is unable to put up any resistance to invaders.

Unfortunately for the PCs (and the koru, obviously), they are not the first creatures to take advantage of the koru's lowered defenses.

Before the Lich Queen's barrier trapped it, the koru was home to a band

of gnomes called the Kilterken (named so because they lived on and in this koru they named Kilter). The Kilterken gnomes have either fled or been trapped on the other side of the barrier, unable to help. Though the PCs have already encountered one such gnome, Dervish the Tinkertailor, when they freed him from Eschus [inside the Gray One in Chapter 2B](#).

Instead, as any villagers in the southeastern portion of the Breadbasket can tell the PCs, there are rumors that the distressed koru has been taken over by some kind of malevolent presence. Monsters come and go from it, and the light of strange rituals can occasionally be seen coming from nearby. No one has seen the Lich Queen or any of her horsemen nearby, so it appears to be some other kind of unrelated evil.

Bride of the Lich King Part I

If you want to make the threat more explicit for the PCs, have them come across a ragged band of Kilterken gnome refugees who fled the koru when the Lich Queen's barrier trapped it. The refugees can explain that they were driven out by the arrival of a creature whose true name they will not speak, but whom their legends call "the Dark Fey," a cast-out gnome wizard who dabbled in horrible magic for the pursuit of power.

The Dark Fey has spent centuries in exile, jealous of the gnomes who remained with the koru, and has used the Lich Queen's arrival to invade and use the beast for his own nefarious purpose: mastering all types of magical energy.

Appearing at first like a city-sized carnival of stone buildings fell from the sky and crashed to the earth, the koru fills the horizon as you approach.

It is unclear whether its time serving as a habitat for gnomes is the explanation, or whether this koru's appearance made it a desirable place for a band of gnomes, but it looks every bit the part of a gnomish dwelling. The koru has a skin so hard it might as well be pure stone, and it forms bizarre geometric shapes that sprout out into towers and other structures that all sit askance from each other at odd angles. It's a stone city as viewed in a funhouse mirror, and yet all tied together to form the body of a creature the size of a small mountain.

This koru's heart chamber is very near its center. To reach it, the PCs will need to pass through several other connected organ-like structures inside. They will meet resistance from the Dark Fey and his creatures along the way.

There are two obvious entrance points in the otherwise thick and impenetrable stony skin of the creature:

first, a dried lake near the creature's summit where, when healthy, it takes in water for itself (effectively, the koru's kidneys); and second, on the western side of the koru, a massive cave-like aperture around which a stinking bog has formed (effectively, the koru's intestines).

To reach the koru's heart chamber, the PCs will have to pass through at least three other organ chambers and fight the obstacles the Dark Fey leaves in their way. Each organ chamber is being used by the Dark Fey for his rituals related to a specific type of magical energy, so the PCs should expect their fights to center around the associated energy type. In each chamber, the Dark Fey will appear and transform into a creature indicative of that form of energy, and also be surrounded by enemies related to that form of energy, generally in the form of the type of damage dealt and resistances.

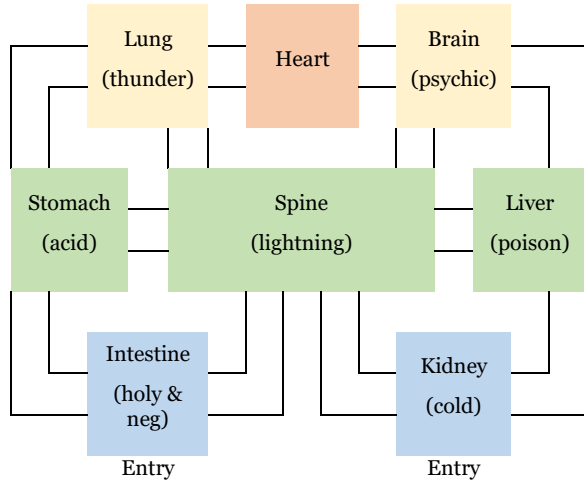
This guide recommends letting your PCs know what type is associated with which organ so that they may decide what path to try and take to the koru's heart. Or at the very least, allow a DC 15 check to successfully determine it, with failure resulting in the PC making an incorrect guess about the upcoming energy type.

Here is the list of koru organs the PCs can potentially enter, and each organ's associated energy type:

Organ	Energy Type
Intestine	Holy & Negative
Kidney	Cold
Stomach	Acid
Spine	Lightning
Liver	Poison
Lung	Thunder

Brain	Psychic
-------	---------

Diagram of how the koru’s organ chambers are connected:



This guide recommends having the gnome refugees supply the PCs with a basic map of the interior (not unlike the one above) so the PCs can decide what path to take to the heart chamber. Alternatively, allow a DC 15 scouting check to accurately estimate where an upcoming chamber will lead. For instance, if the PCs arrive at the entrance to the intestines, a successful DC 15 check would tell them that the intestines lead on to either the stomach or the spine.

See the diagram above for all possible routes the PCs can take, but the short version is that they will first enter either the [intestines](#) or [kidneys](#), followed by [stomach](#), [spine](#), or [liver](#), followed by either [lungs](#) or [brain](#), before finally ending in the [heart chamber](#). Depending on the path your PCs choose, skip to the appropriate encounter. But note that the chambers the PCs elect not to enter become relevant during the final fight in the heart chamber.

4B.1A – Intestine Chamber (Holy & Negative Energy)

The koru itself is half-beast, half geological formation and so it makes sense that its intestines are half gastrointestinal organ and half geographical feature.

The intestine chamber is where the gnomes who inhabited the koru bury the dead, so that they decompose and are absorbed back into the koru itself.

The ground here is soft, frequently muddy, and marked by small mounds where gnomes presumably are buried. Here and there, flowers spring from the ground, though you notice many of them are wilted or dark and twisted.

Like most graveyards, this one gives the impression it is both a holy place and a place of death.

A few moments after the PCs enter the chamber, the Dark Fey materializes in front of them, wearing dark robes with a hood pulled low over his eyes. The robe itself appears to be made of smoke and shadow, and he is joined on either side by gnome priests who apparently fell to the Dark Fey’s charm and betrayed their holy duty as keepers of this graveyard.

If this is the first chamber the PCs have entered, he says:

“You are trespassers here. This koru is my domain. Lay down your weapons and go, or I will destroy you.”

If the PCs show any sign of aggression or don’t follow his instructions in 30 seconds, he and his summoned minions will attack.

As the fight begins, the Dark Fey sweeps one hand dramatically in front of him, and four half-decayed gnome zombies claw their way out of the ground to fight.

Because this is a place of both holy and negative energy, the PCs will find

Bride of the Lich King Part I

both types on display in this fight. The zombies are undead and infused with negative energy. The befuddled priests still believe they are serving their holy cause and are infused with holy energy. The Dark Fey, feeding off both, alternates between the two from round-to-round in this fight. As he swings from one energy type to another, try to narrate the change to the PCs. When imbued with negative energy, he is sickly and skeletal, almost like a lich. When imbued with holy energy, he glows with searing light.

Dark Fey Corrupt Angel Form x1	
<p><i>5th level troop</i> [undead/humanoid] Initiative +9 Vulnerability: holy/negative</p> <p>Heretic blade and holy lance +10 vs. AC – 12 damage <i>Natural 2:</i> Make a second attack against the same target or any other target the dark fey is engaged with. <i>Natural 16-17:</i> 12 ongoing negative damage. <i>Natural 18-19:</i> 12 ongoing holy damage. <i>Natural 20:</i> 12 ongoing negative damage AND 12 ongoing holy damage (in addition to doubled crit damage).</p> <p><i>Half-angel/Half-demon:</i> The Dark Fey feeds on both the holy and negative energy of this chamber. When the escalation die is 0 or even, the negative energy dominates and he is treated as undead and vulnerable to holy energy. When the escalation die is odd, the holy energy dominates and he is treated as humanoid and vulnerable to negative energy.</p>	
AC 21 PD 15 MD 19	HP 72

Befuddled Priest x2
<p><i>3rd level caster</i> [humanoid] Initiative +6</p>

Vulnerability: negative Staff +6 vs. AC – 8 damage R: Ray of faith +8 vs. PD – 8 holy damage <i>Cleansing strike:</i> If the attack strikes an enemy capable of dealing negative damage with an attack, it deals 5 additional damage. C: Circle of Judgment +8 vs. MD (1d3 nearby enemies centered around the befuddled priest) – 7 holy damage, and an extra 7 holy damage if the target is staggered after taking the first 7 damage. <i>Natural even miss:</i> 3 holy damage. <i>Limited use:</i> 2/battle.	
AC 17 PD 15 MD 17	HP 40

Zombie gnome x4	
<p><i>2nd level troop</i> [undead] Initiative +2 Vulnerability: holy</p> <p>Rotting fist +7 vs. AC – 6 damage <i>Natural 16+:</i> Both the zombie and its target take 1d6 damage.</p> <p><i>Headshot:</i> A critical hit against a zombie gnome drops it to 0 hp.</p> <p><i>Small zombies:</i> These small zombies have +2 AC bonus against opportunity attacks.</p>	
AC 15 PD 13 MD 9	HP 55

Once all the enemies are defeated, the Dark Fey's body will disintegrate in a shimmering cloud and blow away, a faint, echoing laugh fading away with the cloud.

If the PCs search the bodies of the priests, they will find that one is carrying a *potion of behemoth aspect*. Drinking it

grants the following benefits for a single battle:

- +2 AC and +2 PD
- Begin rolling 2d20 for each of your melee attacks and choose the result you prefer
- The first time you are staggered during the battle, as a free action heal with a recovery

The priest must have been particularly befuddled by the Dark Fey to have failed to use it during the battle. But hey, his loss is your gain.

Now that the battle is over, the PCs have time to notice that at the center of the graveyard is a small stone pedestal about three feet tall with a red gemstone at its center. It is made from an obsidian-like material clearly different from the stone and earth that make up the koru's body. The gem pulses with malignant energy.

If the PCs place a hand on it or otherwise try to interact with the device, a red tendril of energy shoots out from the gem and a gnome begins to claw out of its grave in zombie form (if the PC leaves their hand on the gem for a full minute, the zombie gnome will finish crawling out and await orders to attack, but it can't leave the chamber). The koru moans in agony around them.

The gem is called *resurrection stone*, a wondrous item that grants its holder +1 MD and as a standard action the holder can cast the necromancer spell *summon undead* as a 3rd level spell once per day (see *13 True Ways* pg. 86)¹. Every moment the PCs hold it, they can feel the koru's agony around them.

If the PCs destroy the gem, the koru sighs in relief, and the stirring zombie bodies slowly sink back into the soil mounds around them. Destroying the gem counts toward helping the koru regain its strength, as [detailed at the end of this chapter](#).

The PCs may exit the intestine chamber and travel to either the [stomach chamber \(acid\)](#) or the [spine chamber \(lightning\)](#). The stomach chamber travels only to the [lung chamber \(thunder\)](#) before ending in the [heart chamber](#), whereas the spine chamber offers the PCs a choice of traveling on to either the lung chamber or the [brain chamber \(psychic\)](#). The spine chamber battle is slightly more difficult than the stomach chamber.

4B.1B – Kidney Chamber (Cold Energy)

The koru introduces water to its system by gathering snow and rainwater on its back and letting it filter down through the porous rock-like tissues that you just crawled through to end up in the pools of this chamber.

The Dark Fey has turned the pools of water into its own repository of cold energy, however. The room's porous rocks are covered in a patina of ice and two-story-high snow mounds fill the chamber. Even the apertures designed to let in water are frosted over with glassy ice.

When the PCs enter the chamber, one of the snow mounds swirls dramatically and takes shape as a gnome-sized, white-furred, clawed snow beast: the Dark Fey.

¹ If you don't have a copy of *13 True Ways*, have the spell *summon* 1d3+1 human zombies as a mob of mooks with 15 hp each instead of 60 hp.

Bride of the Lich King Part I

If this is the first chamber the PCs have entered, he says:

“You are trespassers here. This koru is my domain. Lay down your weapons and go, or I will destroy you.”

If the PCs show any sign of aggression or don't follow his instructions in 30 seconds, he and his summoned minions will attack.

As the fight begins, he waves a snowy paw and two more snow mounds swirl into form as massive ogres covered in thick ice armor. A few bits of the loose, swirling snow congeal around the monsters into flying ice sprites that dart at the PCs.

Dark Fey Snow Monster Form x1	
<p><i>5th level wrecker</i> [beast] Initiative +9 Vulnerability: fire</p> <p>Sharp, icy claws +9 vs. AC (2 attacks) – 8 damage <i>Frozen rending:</i> If both <i>claw</i> attacks hit the same target, the target also takes 6 ongoing cold damage.</p> <p>C: Icy roar +10 vs. PD (1d4 nearby enemies) – 8 cold damage <i>Natural 16+:</i> The target is also dazed (save ends) <i>Limited use:</i> 1/battle, as an immediate action the first time the dark fey is staggered.</p> <p><i>Thick, icy fur:</i> Whenever the dark fey takes damage from an attack versus AC or PD, reduce that damage by 1d8 points. When the dark fey is hit by an attack that deals fire damage, after reducing the fire damage from the attack by 1d8 points, it loses this damage reduction ability until the end of the attacker's next turn.</p>	
<p>AC 18 PD 18 MD 14</p>	<p>HP 65</p>

Ice Armor Ogre x2	
<p><i>Large 3rd level troop</i> [giant] Initiative +5</p> <p>Icy greatclub +7 vs. AC – 18 damage <i>Miss:</i> half damage.</p> <p>Big shove +9 vs. PD (each enemy engaged with the ogre) – 1d6 damage, and the target pops free from the ogre <i>Quick use:</i> This power only requires a quick action (once per round) instead of a standard action when the escalation die is even.</p> <p><i>Ice armor:</i> Whenever the ogre takes damage from an attack versus AC or PD, reduce that damage by 1d8 points. When the ogre is hit by an attack that deals fire damage, after reducing the fire damage from the attack by 1d8 points, it loses this damage reduction ability until the end of the attacker's next turn.</p>	
<p>AC 19 PD 16 MD 12</p>	<p>HP 90</p>

Ice Sprite x4	
<p><i>2nd level mook</i> [construct] Initiative +11</p> <p>C: Tiny ice darts +7 vs. AC – 5 cold damage <i>Natural 18+:</i> The target is dazed until the start of the sprite's next turn.</p> <p><i>Flying:</i> The sprite flies very quickly and agilely, like a hummingbird. It can disengage at-will without suffering opportunity attacks.</p> <p><i>Shattering ice exploder:</i> The first time each round a mook in the ice sprite mob is killed, it explodes in a cloud of ice shards and 1d3 nearby enemies must succeed at a normal save roll or be dazed until the end of their next turn.</p>	
<p>AC 16</p>	<p>HP 65</p>

PD 16 MD 10	HP 8 (mook)
<i>Mook:</i> Kill one ice sprite for every 8 damage you deal to the mob.	

Once all the enemies are defeated, the dark fey snow monster's body disintegrates into a shimmering cloud of snow and blows away, a faint echoing laugh fading away with it.

If the PCs search the bodies of the ice ogres, they will notice that one of them has an unusually high-quality club that appears to have magical qualities. When used by a normal-sized creature, it's a *whoomph greatclub*, a two-handed melee weapon crafted from the bones of this koru. It grants +1 attack and damage, and when used to attack mooks it deals two additional damage dice on hits, but no miss damage versus mooks. (*Quirk:* delights in smashing small, squishy objects such as overripe fruit).

Where the dark fey disintegrated away, the PCs will find a cloudy blue stone on a string, pulsating with malevolent energy. If the PCs place a hand on the stone or otherwise try to manipulate it, a blue tendril of energy shoots out and freezes a bit of dripping water into a hard ice stalactite. The koru moans in agony around them.

The stone is called *ice stone*. If the PCs take it with them, it can be worn as a necklace that grants +1 to saves when you have 20 hp or fewer and grants its wearer

the ability to cast as a free action the daily spell *ice wall*.²

If the PCs destroy the *ice stone*, the koru sighs in relief and the ice around the chamber begins to melt rapidly, turning into trickling waterfalls and small pools on the floor. If it's daytime, the room brightens as the ice over the ceiling's apertures melts away. Destroying the stone counts toward helping the koru regain its strength, [as detailed at the end of this chapter](#).

The PCs may exit the kidney chamber and travel to either the [liver chamber \(poison\)](#) or the [spine chamber \(lightning\)](#). The liver chamber travels only to the [brain chamber \(psychic\)](#), before ending in the [heart chamber](#), whereas the spine chamber allows the PCs a choice of either traveling to the brain chamber or instead to the [lung chamber \(thunder\)](#). The spine chamber battle is slightly more difficult than the liver chamber.

4B.2A – Stomach Chamber (Acid Energy)

The koru's stomach is the size of a castle great hall, with rocky stalactites hanging from its ceiling, slowly dripping oozing acid. The floor is covered in ankle-high acid that burbles to the surface like a simmering pot. The smell is not wonderful.

The acid is potent-smelling but not strong enough to burn through the PCs' shoes unless they linger for longer than an hour. Barefoot PCs are presumed to have feet tough enough to trudge through

² *Ice Wall* isn't found in any 13th Age sourcebooks and is roughly based on other d20 game spells. When cast, *ice wall* erects a ten-foot high wall of ice in roughly a straight line, roughly feet feet in length. The wall automatically pops free all engaged creatures it is erected between. Creatures will have to go over or around it, or

batter it down. The wall has 5 AC and 50 hp and is vulnerable to fire. Huge (but not large or normal-sized) creatures can probably see over it to used ranged attacks. It is opaque enough to deter effective teleportation from one side of the wall to the other.

Bride of the Lich King Part I

unscathed. However, if a PC falls prone in the acid for some reason, they will take 1d4 ongoing acid damage (save ends). Weapons and other equipment left in the acid will be destroyed in 1-2 hours, but do not take any immediate damage from light splashing.

As the PCs near the center of the chamber, the acid in front of them rises in a blob and slowly takes shape as a dripping copy of the Dark Fey. Next to him materializes a hideous four-legged insectoid creature with a spiked tail, wicked, sharp-toothed circular maw, and little red eyes.

Then four blackish, oozing tentacles of acid, about ten feet long and a foot in diameter, rise up out of the acid pool and begin undulating in a threatening manner. If the PCs are in a group, have the four tentacles form in a rough circle around them. If the PCs are scattered, then in a rough circle that encompasses as many PCs as possible.

As a general note, this battle features the caustic obliterator, which has abilities that make the PCs' equipment unusable. This guide suggests the effect wears off after the battle and the equipment is not permanently destroyed, but if you think the PCs could stand to shed a magic item or two, or if you're just an old-school GM, then make the destruction permanent. If, by contrast, you're a generous GM, then allow PCs rolling checks to save magical items from destruction a chance to earn a +5 bonus to the roll by playing up how the item's quirk helped save it from destruction. And if you just absolutely hate monsters that destroy equipment, then replace the caustic obliterator with two more acid tentacles instead.

Dark Fey Caustic Form x1

5th level spoiler [aberration]

Initiative +8

Vulnerability: thunder

Acid whip +9 vs. AC – 8 damage, and 4 ongoing acid damage.

Natural 16+: Make an *acid whirlwind* attack as a free action.

[*Special trigger*] **C: Acid whirlwind +10 vs. PD (1d4 nearby enemies)** – 8 ongoing acid damage

R: Acid trip +8 vs. PD (one nearby enemy not engaged with the dark fey) – 4 damage, and the enemy falls prone into the acid, tripped by the dark fey's acid whip snaring them by the legs. The target takes 1d4 ongoing acid damage from the floor and must roll a hard save (16+), adding their DEX mod to the roll. On a failure, the target spends their next standard action getting back on their feet. On a success, it only requires a quick action.

Resist acid 18+: When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 20
PD 18
MD 16

HP 70

Caustic Obliterator x1

5th level spoiler [demon]

Initiative +8

Caustic bite +10 vs. AC (one creature wearing light armor or no armor) – 18 damage, and 5 ongoing acid damage

Natural 14+: The target is now considered to be wearing no armor (the armor is rendered unusable for the duration of the battle; adjust defenses accordingly). If the target's armor is magical, the target can roll a hard save (16+) and on a success, the armor isn't affected.

Bride of the Lich King Part I

Rusting antenna +10 vs. PD (one creature wearing heavy armor) – 10 damage, and the target is now considered to be wearing no armor (the armor is rendered unusable for the duration of the battle; adjust defenses accordingly). If the target's armor is magical, the target can roll a hard save (16+) and on a success, the armor isn't affected.

Each time the caustic obliterator renders heavy armor unusable with this attack, it gains a different random demon ability until the end of battle.

Corrupting body: Whenever a creature hits the caustic obliterator with a melee weapon, the attacker must roll a save; on a failure the weapon is rendered unusable for the duration of the battle. Magic weapons require an easy save (6+) instead.

AC 21
PD 19
MD 15

HP 72

Acid tentacle x4

3rd level spoiler [aberration]
Initiative +3

Acid slap +8 vs. AC – 5 acid damage, and 5 ongoing acid damage
Natural 16+: The attack deals 1d6 additional acid splash damage to a different nearby enemy.

Slow, but wide-ranging: The acid tentacle may use its move action to dissolve into the floor and reform elsewhere, placing itself in any location within the chamber. It does not suffer opportunity attacks. However, it only takes a move action when the escalation die is even.

AC 19
PD 19
MD 11

HP 44

Once all the enemies are defeated, the caustic dark fey's body will disperse into an acidic pool and seep away into the

body of the koru around it. After defeating the enemies, the PCs will have time to notice in the far corner of the stomach chamber are a few tables with cauldrons and glassware set up as a makeshift alchemy lab.

Examining it will reveal one cauldron with a lump of very hard black metal inside. A successful DC 15 metallurgy or koru biology check will reveal that this appears to be a refined version of the black substance created by the stomach chamber's acid interacting with dark stone stalactites. A success by 5 or more on the roll reveals that the dark fey was using this lab to craft a substance called *koru blackmetal*, which can be worked by a talented blacksmith to create a +2 magic weapon or armor.

If the PCs pick up or otherwise manipulate the lump of *koru blackmetal*, the koru will groan in agony. If they instead drop the metal back into the acid of the chamber floor, the koru will sigh with relief. Returning the metal to be digested by the koru counts toward helping the koru regain its strength, [as detailed at the end of this chapter](#).

To reach the heart as quickly as possible, the PCs must travel on to the [lung chamber \(thunder\)](#). If the PCs would prefer to avoid dealing with the thunder energy type found there, they can instead travel laterally to the [spine \(lightning\)](#) and then to the [brain \(psychic\)](#). If the PCs choose to go through the spine and endure the extra battle it would entail before reaching the heart chamber, you may want to reward them a healing spring that restores a recovery or two and offers a chance at recharging one or two powers.

4B.2B – Spine Chamber (Lightning Energy)

Bride of the Lich King Part I

A vaulted ceiling of ridged bone makes entering this room feel like being trapped inside a whale, or some other massive creature. Which is appropriate because that's pretty much what is going on here.

Sparks and arced lightning shoot between the ridges every few seconds, and the unmistakable smell of ozone permeates the air.

The room is obviously charged with electrical energy. If the PCs have not already reached this conclusion, allow a DC 15 check for them to realize that metal armor and weapons may conduct electricity and lead to negative consequences in this room. Give PCs a chance to change their armor configurations if they wish to.

After PCs have had a chance to modify their armor choices, the Dark Fey will materialize when a bolt of lightning strikes from the ceiling, exploding in thunder and leaving behind a crackling ball of electric energy in the shape of the Dark Fey.

The chamber has many exits and from several of them emerge: two lizard-like humanoid sorcerers and three animated suits of armor, walking in a start-stop motion like clockwork soldiers and crackling with electric energy.

Dark Fey Lightning Form x1

5th level wrecker [elemental]
Initiative +11
Vulnerability: force

Thunderbolt fists +10 vs. AC – 14 damage.

Natural 14-15: Make an *arced lightning* attack as a free action against a different nearby enemy.

Natural 16-17: Make an *arced lightning* attack as a free action against two different nearby enemies.

Natural 18-19: Make an *arced lightning* attack as a free action against three different nearby or far away enemies.

Natural 20: Make an *arced lightning* attack as a free action against all nearby and far away enemies.

[*Special trigger*] **C: Arced lightning +10 vs. PD** – 1d6 ongoing lightning damage (2d6 if the target is wearing metal armor or has equipped metal weapons)

Resist lightning 18+: When a lightning attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 20
PD 19
MD 15

HP 62

Blue sorcerer x2

4th level caster [humanoid]
Initiative +10

Nasty dagger +9 vs. AC – 7 damage

Minor Spell

R: Lightning fork +9 vs. PD – 7 lightning damage

Natural even hit or miss: The sorcerer can target a different nearby enemy with the attack.

Major Spells

C: Breath of the Blue +8 vs. PD (one nearby enemy) – 10 lightning damage, and at the start of the target's next turn, 1d6 nearby allies of the target take 4 lightning damage.

C: Chaos orb +8 vs. MD (1d3 nearby enemies) – 8 lightning damage

Natural even hit: The sorcerer gains one use of the target's racial power, if any. It must use that power by the end of the battle or lose it, and it can't use the power this turn.

Bride of the Lich King Part I

Power-monger: When the blue sorcerer starts its turn and it didn't *gather power* the previous turn, choose whether it will *gather power* or cast a spell this turn. When it chooses to cast a spell, roll a d20 to see if it uses a minor spell or a major spell: 1-10 minor spell; 11-20 major spell.

Gather power: Like a PC sorcerer, a blue sorcerer can use its standard action to *gather power* in order to cast a double-strength and double-damage spell with its next standard action. When it *gathers power*, the sorcerer rolls a d6 and gains one of the following chaotic benefits.

1-2: The sorcerer gains +1 AC until the start of its next turn

3-4: One nearby enemy of the sorcerer's choice takes 4 damage.

5-6: Each nearby enemy engaged with the sorcerer's allies takes 4 damage; OR grant the other blue sorcerer in this battle an additional use of its breath weapon this battle.

AC 19
PD 15
MD 18

HP 60

Natural odd miss: 4 damage versus targets the franken-armor is engaged with (and no damage versus unengaged targets).

Skilled intercept 11+: Once per round, an engaged franken-armor can pop free and intercept an enemy moving past it. Roll a normal save; on 11+, it succeeds.

AC 21
PD 18
MD 14

HP 48

Once all the enemies are defeated, the lightning form dark fey's body will explode in a flash of harmless light, leaving behind a ball of metal wire. A DC 15 metallurgy check will reveal this material to be *koru blackmetal*. In its wire form, it can be fashioned into boning that a skilled blacksmith can use to craft +2 magic light armor, or a skilled jeweler can use to craft a +2 necklace or belt. For any other use, the PCs will need to find a blacksmith sufficiently skilled to melt the metal down into molten ore instead, such as [Bernhard](#) or [Tearla](#).

If the PCs pick up the ball of blackmetal wire, the koru will moan in agony around them. A DC 12 perception check will show any PC that the floor displays small, straight grooves that look to be approximately the same gauge as the metal wire. Unspooling the metal wire and running it along the grooves will cause the arcs of lightning shooting between the bony ridges in the chamber's ceiling to slow, and then cease. When all the wire has been replaced, the koru sighs with relief. Reattaching the *blackmetal* wire to the floor counts toward helping the koru regain its strength, [as detailed at the end of this chapter](#).

From this chamber, the PCs can choose to travel to either the [lung chamber \(thunder\)](#) or the [brain chamber \(psychic\)](#) on their way to the [heart](#)

Franken-armor x3

4th level blocker [construct]
Initiative +7

Wind-up longsword +9 vs. AC - 14
damage

Natural 16+: Extra wind-up allows the franken-armor to make a *whirlwind attack*.

[Special trigger] C: Whirlwind attack +9 vs. AC (all engaged enemies and 1d3 nearby enemies the franken-armor has not already hit this round) - 7 damage, plus an additional 7 damage versus targets the franken-armor is engaged with

Natural even miss: 4 damage, plus an additional 3 damage versus targets the franken-armor is engaged with.

[chamber](#). This chamber also leads to every other chamber except the heart chamber, if the PCs want to backtrack or sidetrack for some reason.

4B.2C – Liver Chamber (Poison Energy)

The chamber is circular, with a fifty-foot high domed ceiling and walls lightly textured by a pinstripe swirling pattern etched into them. For such a large room it is eerily silent. Spaced approximately ten feet in every direction are waist-high sacs of fibrous material, filled with faintly glowing liquid and tethered to the floor by six-inch thick corded fibers. They drift lazily, like balloons on a still day.

Many of the sacs appear unhealthy and are visibly oozing greenish, brownish, or yellowish chunky fluid.

As the PCs near the center of the room, one of the nearby sacs explodes and what crawls out from it is a six-legged green lizard with a long tail and the face of the dark fey. Tendrils of poisonous-looking vapor curl out of its eyes, nose and mouth.

Looking directly at the creature, any PC (other than constructs or undead) can immediately feel that its stare has the power to afflict them with poison damage, and they will want to look away. If they attack the creature, they will be risking this poison damage and they may wish to enter this battle with defensive measures such as:

- Closing their eyes during direct attacks or affixing a blindfold to themselves. This negates the dark fey's *basilisk stare* ability but the PC has a 50% miss chance and natural 1-5 rolls with both melee and ranged attacks count as fumbles and risk

hitting allies engaged with the dark fey per the Shooting into Melee rules.

- Indirectly looking during attacks such as by looking into a mirrored shield or polished blade, or through the eyes of a familiar. Such PCs take -2 penalty to attacks and if forced to make last gasp saves, the final death effect occurs after the fifth failed save instead of the fourth.

Almost immediately after the dark fey appears, a half dozen other sacs around the room explode, and the chunky fluid erupting from them forms into vaguely humanoid-shaped, gnome-sized creatures of various shades of yellow, green and brown, each carrying a small dagger or javelin-like implement formed from the fluid.

Dark Fey Green Basilisk Form x1

5th level wrecker [beast]
Initiative +4
Vulnerability: psychic

Multi-legged attack +9 vs. AC (3 attacks, each against a different enemy) – 8 damage

Natural 16+: The target takes 3 ongoing poison damage.

Basilisk's stare: When the dark fey hits an enemy that is already taking ongoing poison damage, the dark fey can make a *basilisk's stare* attack against the target as a free action.

[Special trigger] C: Basilisk's stare +9 vs. MD - 3 ongoing poison damage, and the target must start making last gasp saves as it accidentally takes a full look at the dark fey in basilisk form. Constructs and undead are immune to this effect.

Last Gasp Failed Save Effects

Failed save: The target takes 16 poison damage as its blood turns to poison.

Fourth failed save: The target's body liquefies and they die.

Bride of the Lich King Part I

<p><i>Resist melee damage 18+</i>: When a melee attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. An attacker can ignore this resistance by declaring they are looking directly at the dark fey during the attack. If they do, the dark fey can make a <i>basilisk's stare</i> attack against them as a free action before the attack. Constructs and undead are not affected by this resistance.</p> <p><i>Stare-down</i>: When an enemy makes a ranged attack against the dark fey, the dark fey can make a <i>basilisk's stare</i> attack against them as a free action.</p>	
<p>AC 25 PD 20 MD 19</p>	<p>HP 56</p>

Poison Ninjas x18	
<p><i>4th level mook</i> [humanoid] Initiative +10</p> <p>Poison dagger +11 vs. AC – 3 damage, and 3 ongoing poison damage <i>Natural 16+</i>: Roll a d4 for additional random poison effect.</p> <p>R: Poison dart +11 vs. AC – 3 damage, and 3 ongoing poison damage <i>Natural 16+</i>: Roll a d4 for additional random poison effect.</p> <p><u>Additional random poison effect</u>: Roll a d4 and apply the following condition (easy save ends, 6+)</p> <ul style="list-style-type: none"> 1: The target is hampered. 2: The target is stuck. 3: The target is dazed. 4: The target is vulnerable. 	
<p>AC 20 PD 19 MD 13</p>	<p>HP 11 (mook)</p>
<p><i>Mook</i>: Kill one poison ninja mook for every 11 damage you deal to the mob</p>	

Once all the enemies are defeated, the green basilisk dark fey will melt into a puddle and evaporate away into nothing with a short hiss, leaving behind two fist-sized ovular stones with pinstripe geometric swirls etched into them.

They are *antidote stones*. Picking up the stones causes the koru to moan in anguish around them. A DC 15 perception or poison-related check will show that the sacs full of poison in the room will shy away from the stones. A DC 20 knowledge check is sufficient to reveal to a PC that these *antidote stones* have antiseptic properties when used as a pair. A sufficiently skilled tinkerer or jeweler such as [Dervish](#) can fashion them into a +2 magic item that offers poison resistance or bonuses to saves versus ongoing poison damage, to the PC's specification (and GM's approval).

A DC 12 perception check or a short search of minor effort will reveal two indentations in one wall into which the stones fit. Reinserting the stones into the wall causes the poison-filled sacs in the chamber to immediately glow with a healthier energy and the koru will sigh with relief around them. Reinserting the *antidote stones* counts toward helping the koru regain its strength, [as detailed at the end of this chapter](#).

To reach the heart as quickly as possible, the PCs must travel on to the [brain chamber \(psychic\)](#). If the PCs would prefer to avoid dealing with the psychic energy type, they can instead travel laterally to the [spine \(lightning\)](#) and then to the [lung \(thunder\)](#). If the PCs choose to go through the spine and endure the extra battle it would entail, you may want to reward them a healing spring that restores a recovery or two and offers a chance at recharging one or two powers.

4B.3A – Lung Chamber (Thunder Energy)

Like an undersea cave from which all the water has been drained, this circular room is filled with branching reddish, bluish and yellowish coral-like structures.

The room is roughly a hundred yards in diameter. It is circular, the walls bowing slightly out before curving back in as a domed top high above, a nearly perfect sphere of a room except for the flat bottom. Or very much like the shape of a giant fishbowl.

The coral-like structures poke out of the floor, ceiling and walls everywhere except in the very center of the floor where there is a bare patch about twenty yards in diameter. Around the bare patch, three of the coral-like structures are slightly larger than the others and have a head to them roughly the size of a sunflower.

The floor, walls and ceiling all glisten with a mucosal sheen. The wind batters into your faces as the koru breathes in, and then rustles your hair as it changes direction and the koru breathes out.

As the PCs near the bare patch at the center of the room, the substance covering the walls of the chamber pools together rapidly, filling the center with an ooze-like substance that takes on the appearance of the dark fey.

“I tire of this game,” it speaks, as the oozy body behind it grows larger and larger until it fills the entire bare patch with a cube of ooze the size of a house.

The face melts back into the ooze as it sprouts menacingly enormous pseudopods and waves them around in the air. The koru breaths in and the three flower-like structures near the oozy dark fey turn and face the PCs, their petal-like

central structures suddenly opening and sucking in the rush of air. Above, three humanoid creatures with wings and large spears fall towards the PCs screaming battle cries.

In this fight, the koru will be breathing in for one round and then out for the next round, which affects the dynamics of the fight in the following ways:

- During rounds when the koru breathes in, ranged weapon attacks by all creatures take a -2 penalty, and when the koru breathes out, they receive a +2 bonus.
- During rounds when the koru breathes in, the sonic cilia flowers recharge their sonic attack. They do not attack while recharging and they are vulnerable. During rounds when the koru breathes out, they issue a double-powered thunder attack with the saved-up energy and are not vulnerable. See the stat block for more information.
- During rounds when the koru breathes in, any flying thunder valkyries ride the in-rushing air down to make its javelin attacks on the PCs on the floor. If any of the PCs are also flying, the valkyries may make an attack versus the flying creature, but for half damage only. During rounds when the koru breathes out, any conscious, non-stuck, non-stunned thunder valkyrie uses its wings to fly on the outrushing air back up to the higher parts of the chamber. While flying, they are considered far away from any creature on the floor of the chamber. See the stat block for more information.

This guide recommends beginning round 1 of the fight with the koru breathing in, and then round 2 it will be

Bride of the Lich King Part I

breathing out. Then round 3, breathing in again, round 4 breathing out, etc. However, you're welcome to reverse that if you feel like it.

Dark Fey Thunder Ooze Form x1

Huge 2nd level blocker [ooze]

Initiative +1

Vulnerability: acid

Shlup'n'schlorp +7 vs. PD – 11 damage, and the dark fey engulfs the target (functions like a grab; see below) if it's smaller than the dark fey
Miss: The dark fey can make a *spasms* attack as a free action.

[Special trigger] **C: Spasms +7 vs. AC (up to 2 attacks, each against a different enemy)** – 6 damage

Engulf and suffocate: Targets engulfed or grabbed (Core Rulebook page 172) by the dark fey take 11 damage at the start of the dark fey's turn but are not viable targets for additional attacks by the dark fey. Multiple targets can be held within the dark fey simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become unconscious from lack of oxygen (constructs and undead creatures do not need to make last gasp saves).

Instinctive actions: The dark fey's ooze form has no brain and sometimes just *does* things. When the escalation die is odd, instead of making an attack or moving, roll a d6 to see what the dark fey does.

1. The dark fey jiggles in place, causing a deafeningly low humming sound. Each nearby enemy takes 3 thunder damage. Each creature engulfed by the dark fey takes a -4 penalty to its saves until the end of its next turn.
2. The dark fey moves one creature engulfed by it to the surface. The target gains a +4 bonus to attempts to escape the dark fey, but each time the dark fey is targeted by an attack, the engulfed creature must roll a save; on a failure, it becomes the target of the attack instead.
3. The dark fey spits out each enemy engulfed by it with great force in

different directions; each of those creatures takes 30 damage.

4. The dark fey bounces and thrums. Each enemy engaged with it or engulfed by it must roll a save; on a failure, that enemy takes 8 thunder damage. On a success, it takes 4 thunder damage and pops free from the dark fey.
5. The dark fey makes a *squash* attack as it rolls and shlorps around the area. Any enemies already engulfed by the dark fey take 3 thunder damage.

C: Squash +7 vs. PD (1d4 nearby enemies) - 5 damage, and the target is stunned (easy save ends, 6+)

6. The dark fey makes a pseudopod slaps attack.

C: Pseudopod slaps +7 vs. AC (one nearby enemy) - 6 thunder damage

Natural odd hit: The target pops free from the dark fey and is knocked far away, and the dark fey makes the attack again against a different nearby enemy as a free action.

Natural even hit: The dark fey engulfs the target if it's smaller than the dark fey.

Flows where he likes: The dark fey is immune to opportunity attacks.

Ooze immunity: The dark fey is immune to effects. When an attack applies a condition to the dark fey (dazed, hampered, weakened, ongoing damage, etc.) that condition doesn't affect it.

AC 17
PD 15
MD 12

HP 105

Sonic Cilia Flower x3

4th level archer [plant]

Initiative +7

C: Sonic ray +9 vs. PD (one nearby enemy, or a far away enemy at -2 atk) – 28 thunder damage

Natural 18+: The target is also dazed (save ends).

Bride of the Lich King Part I

Deep breaths: During rounds when the koru is breathing in, the sonic cilia flower does not attack, but instead opens its mouth to gather air for a sonic ray attack the next round. While it is gathering air this way, it is vulnerable to all attacks vs. AC or PD. If the sonic cilia flower begins its turn during a breathing-in round with breath already gathered because it was unable to make a sonic ray attack during the previous breathing-out round, it exhales harmlessly as a free action and will gather air during the breathing-in round without attacking.

Rooted: The sonic cilia flower cannot move.

AC 20
PD 18
MD 13

HP 50

begin their turn engaged during a breathing-out round can disengage and fly into the air without suffering opportunity attacks.

AC 19
PD 16
MD 14

HP 42

Once all the enemies are defeated, the puddled, oozy remains of the dark fey gurgle and bubble away into the air, leaving behind four structures that resemble fist-sized versions of the cilia-like plants.

These are *oxygenated cilia*. Picking up or otherwise handling the *oxygenated cilia* causes the koru to moan in agony around them. Simply holding the *oxygenated cilia* in one's hands makes the PC feel slightly refreshed. And holding it against a PC's bare skin reveals that the tissue of the plant will slowly be absorbed by the PC. If a PC allows the plant to fully absorb into his or her skin, that rejuvenating power grants the PC a choice between gaining two bonus recoveries or recharging one daily or recharge power.

However, in the clearing where the dark fey ooze formed there are four obvious holes where the cilia plants can be reinserted. If the PCs reinsert the plants, the koru will sigh with relief and immediately draw in a slow, full breath of pleasantly warm air. Reinserting all (or, if you're a generous GM, merely half) the plants this way counts toward helping the koru regain its strength, [as detailed at the end of this chapter](#).

The PCs may proceed from this chamber directly to the [heart chamber](#), where they can acquire the koru heart they need for their ritual, and also hopefully destroy the dark fey while they're at it.

Thunder Valkyrie x3

3rd level troop [humanoid]
Initiative +8

Flying spear thrust +8 vs. AC – 20
damage

Natural even miss: The target takes 6 damage.

Limited use: 1/round, and only when the valkyrie begins its turn in the air and the target is on the ground. If the valkyrie makes its attack versus a target in the air or begins its turn on the ground, it can only make a regular spear thrust attack instead.

Regular spear thrust +6 vs. AC – 10
damage

Death from above: A thunder valkyrie descending for an attack moves very quickly. Any creature attempting to intercept a flying valkyrie moving to attack must roll a normal save. On a success, it can intercept. On a failure, it does not arrive in time.

Flight: A thunder valkyrie can only ascend into the air during a breathing-out round. During a breathing-in round, a thunder valkyrie must descend. Valkyries that

4B.3B – Brain Chamber (Psychic Energy)

The brain chamber is a cavernous room composed of mirror-polished rocks set in an almost jigsaw puzzle configuration. The mirrored surfaces are in such odd shapes and configurations that they reflect back only bits of color and movement and do not function as an actual mirror. But they are very disorienting.

As you near the center of the chamber, one wall goes dark. In the darkened wall, firelight flickers into existence and creates a silhouette of a horned humanoid flanked by two other roughly human-sized figures, four smaller figures on their sides, and then finally, behind the horned humanoid, a large and lumbering shadow.

The horned figure lets out a demonic laugh that you instantly recognize as the dark fey. Then you realize the image in the mirrored surface is no longer just an image. The demonic dark fey and his minions are here in the chamber with you.

The dark fey takes on a demonic appearance in this instance: a hulking seven-foot humanoid frame, with goat legs and horns on his head. Somewhere between a minotaur and flame demon in appearance, but closer to normal human size.

The seven other monsters look different to each PC: they all take on a variation in appearance that represents, or at least fits with, that PC's worst fears. If you and your PCs don't feel like coming up with character-specific frightening incarnations for each enemy, then just go with some typical demon variants such as imps, toad demons, vulture demons, serpent demons, etc.

Dark Fey Demonic Form x1	
<p><i>5th level spoiler</i> [demon] Initiative +9 Vulnerability: poison</p> <p>Horns and daggers +9 vs. AC (2 attacks) – 9 damage</p> <p><i>Fear aura:</i> Enemies with 24 hp or fewer who are engaged with the dark fey are dazed and do not benefit from the escalation die.</p> <p><i>Curse aura:</i> Whenever a creature attacks the dark fey and rolls a natural 1-5, that creature takes 2d6 psychic damage.</p> <p><i>Teleport:</i> As a move action 1d3+1 times this battle, the dark fey can teleport anywhere it can see nearby.</p> <p><i>Mirror images:</i> At will when not staggered, as a move action, the dark fey can create multiple images of itself that make it harder to target. The next time an attack would hit the dark fey, the attacker has to roll 11+ with another d20 roll: success indicates a hit; failure is a miss that hits one of the mirror images instead, dealing no miss damage, but dispelling all the images.</p>	
<p>AC 21 PD 17 MD 17</p>	<p>HP 70</p>

Screaming Nightmare x1	
<p><i>4th level spoiler</i> [humanoid] Initiative +7</p> <p>Talons, claws, or other melee attack +6 vs. AC – 10 damage <i>Cull:</i> The screaming nightmare gains a +5 bonus to attack and damage with this attack against any enemy suffering from any <i>nightmare song</i> effect.</p> <p>C: Nightmare song +10 vs. MD (1d3 nearby enemies) – 5 psychic damage</p>	

Bride of the Lich King Part I

<p><i>Natural 16-17:</i> The target is hampered (easy save ends, 6+).</p> <p><i>Natural 18-19:</i> The target is weakened (easy save ends, 6+).</p> <p><i>Natural 20:</i> The target is confused instead of weakened (easy save ends, 6+).</p>	
<p>AC 18 PD 14 MD 17</p>	<p>HP 44</p>

Swooning Nightmare x1	
<p><i>3rd level caster</i> [humanoid] Initiative +8</p> <p>Flute, lyre, or other wicked-looking musical instrument that doubles as a weapon +6 vs. AC – 8 damage</p> <p>R: Sleep, little ones +8 vs. MD (one nearby enemy, or 1d3 nearby enemies in a group if the e-die is 3+) – 3 psychic damage, and if the target has 20 hp or fewer after the attack, it falls unconscious (hard save ends, 16+; it also ends if the target takes 4 or more damage).</p> <p>R: Gloom Ray +8 vs. PD – 7 damage, and 7 ongoing psychic damage <i>Miss:</i> 3 damage, and 3 ongoing psychic damage.</p> <p><i>Strike the unwary:</i> The swooning nightmare gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (unconscious sleep, for instance).</p>	
<p>AC 17 PD 15 MD 18</p>	<p>HP 45</p>

Sickening Nightmare x1	
<p><i>Large 3rd level troop</i> [undead] Initiative +2</p>	

<p>Flailing fists, rotting proboscis, oozing tentacles, or other disgusting limbs +4 vs. AC – 6 damage <i>Natural even hit or miss:</i> Both the sickening nightmare and the target take 1d8 damage.</p> <p>R: Mouthless cry +4 vs. MD (1d3 closest nearby enemies) – The target is dazed (save ends) <i>Natural 16+:</i> The target takes 5 psychic damage.</p> <p><i>Death spasms:</i> When the sickening nightmare drops to 0 hp, it flails with its sickening limbs and makes a <i>mouthless cry</i> attack as a free action before it dies.</p> <p><i>Baleful aura:</i> While nearby the sickening nightmare, when a creature would heal, it only heals half the normal hit points.</p>	
<p>AC 16 PD 14 MD 11</p>	<p>HP 68</p>

Sadistic Nightmare x1	
<p><i>2nd level spoiler</i> [aberration] Initiative +4</p> <p>C: Recall trauma +7 vs. MD (one nearby enemy) – 11 psychic damage <i>Natural even hit:</i> The target can't add the e-die to its attacks (save ends).</p> <p>C: Ego scourge +7 vs. MD (one nearby or far away enemy) – 7 psychic damage, and the target must choose: take 10 extra psychic damage; OR lose two points (cumulative) from its highest current background (min 0) until the next full heal-up.</p> <p>C: Mind wipe +9 vs. MD (one nearby enemy per point on e-die) – The target can neither detect the sadistic nightmare's presence nor remember it was ever there to begin with. If no enemy in the battle remembers the sadistic nightmare is there, remove it from play. Each nearby enemy immediately detects the nightmare's</p>	

<p>presence if it makes an attack or if it doesn't leave the battle by the end of its next turn. <i>Limited use:</i> 1/battle</p> <p><i>Exploit trauma:</i> The sadistic nightmare's crit range with attacks against MD expands by 2.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p>	
<p>AC 18 PD 14 MD 18</p>	<p>HP 45</p>

Once all the enemies are defeated, the remains of the dark fey form a shadowy miasma that lets out a few choked screams as it dissipates into the air. It leaves behind a single, reflective crystal shard.

It is a *focus crystal*. Picking it up or otherwise handling it causes the koru to moan in agony around the PCs. However, holding it also causes a PC to feel very alert and focused. So focused, in fact, that the PC realizes that holding the *focus crystal* and concentrating very hard on it for about one minute will allow that PC (or any other PC) to regain all daily and recharge abilities.

Holding the *focus crystal* and concentrating on it also makes the PC acutely aware of a specific spot in the walls of the brain chamber that feels open and empty. If the PCs investigate that spot, they will see that the crystal they hold would fit perfectly into the empty place.

If a PC places the crystal back into the wall, they immediately lose the sense of perfect focus, but the koru sighs in relief. The disjointed reflections around the room smooth out and the PCs find the reflection of themselves much cleaner-looking and less disorienting to view.

Replacing the missing crystal from the brain chamber wall counts toward helping the koru regain its strength [as detailed at the end of this chapter](#).

The PCs may proceed from this chamber directly to the heart chamber, where they can acquire the koru heart they need for their ritual and also hopefully destroy the dark fey while they're at it.

4B.3D – Heart Chamber

The heart chamber is a vast dome of craggy rock walls. The air smells earthy, almost like the start of a spring rainstorm. At the room's center are the koru's hearts: twenty lumpy boulders about three feet in diameter each, all pumping away. A few of them seem to be struggling, lagging between beats occasionally, but for the most part it gives the impression of being the organic engine room that drives a beast the size of a mountain.

Sitting in the ring of hearts is a gnome-sized creature dressed in all black: the dark fey. He looks up at you as you approach and smiles.

"I thought you were headed this way - the heart is the most powerful part of the koru. I hope you've had fun with some of my creations on the way here, but I'm afraid the game ends here. I don't like to share."

His flesh ripples and the air shimmers around him as he grows a hundred times in size into a huge, four-legged monstrosity with three faces, each of them subtly different takes on the dark fey's cruel mien, and each framed by massive, wickedly sharp horns. The three faces smile in unison, behemoth-sized mouths of sharp fangs.

The dark fey has used the energy of the heart chamber to transform himself

into a chimerical behemoth. At the start of the battle, and every time the escalation die is odd, the dark fey will go through a chimerical change and assume a chimerical benefit and flaw related to one of the ten energy types (acid, cold, fire, force, holy, lightning, negative, poison, psychic, and thunder).

Additionally, as the PCs whittle the dark fey's health down, they will chop one of its heads off. But rather than dying, the horns from the decapitated head will drop off and transform themselves into one of the versions of the dark fey that the PCs did not already defeat. For instance, if the PC's reached the heart chamber by traveling through the kidney, spine, and lung chambers, then the versions of the dark fey they will face in this battle will be the ones from the intestine, stomach, liver and brain chambers. If the PCs traveled through more than three chambers on the way to the heart chamber, then choose a preferred version of the dark fey they already faced or select randomly. Or double up one of the ones they face here.

Dark Fey Chimerical Behemoth Form x1

Huge 5th level wrecker [beast]

Initiative +12

Vulnerability: varies by chimerical change (see below)

Horns or fangs +11 vs. AC (one attack per head still attached) – 9 damage

Natural 14-15: The target is dazed until the end of the dark fey's next turn from a headbutt.

Natural 16-17: The target takes 7 ongoing damage from razor sharp teeth.

Natural 18-20: The dark fey can make a *fiery breath* attack as a free action.

[*Special trigger*] **C: Fiery breath +11 vs. PD (up to 3 nearby enemies in a group) – 1d10 fire damage**

Headhunter: The dark fey chimerical behemoth has three heads. When it drops to 150 hp or below, one of the heads is decapitated and the chimerical behemoth only makes two *horns or fangs* attacks per turn instead of three. At the start of the next round, the horns from the decapitated head each morph into a random dark fey form that the PCs have not already encountered (if there are not enough unencountered dark fey forms, then select any form at random). Roll initiative before the round begins and insert the two dark fey forms appropriately.

When the chimerical behemoth drops to 75 hp or below, a second head is decapitated, and the chimerical behemoth only makes one *horns or fangs* attack per turn instead of two. At the start of the next turn, the horns from the decapitated head morph into two more random dark fey forms, as above.

If the chimerical behemoth is reduced to 150 hp and then 75 in the same round, at the GM's discretion, you may want to delay a round introducing the second pair of dark fey forms so that the PCs are not suddenly faced with four dark fey forms in addition to the chimerical behemoth all at once.

Chimerical change: At the start of the battle, and at the start of every round where the escalation die is odd, roll a d10 and apply a chimerical benefit and flaw to the dark fey. If you roll a change already applied this battle, continue rerolling until you roll a change that has not already applied. The chimerical changes are as follows (**B** denotes benefit and **F** denotes flaw):

1 - Acid

B *Caustic breath:* When the dark fey makes a *fiery breath* attack, instead of doing 1d10 fire damage, it does 1d10 ongoing acid damage.

F *Acid-riddled:* The dark fey's scales become brittle from the acid and it takes a -2 penalty to AC for the remainder of the battle.

2 - Cold

B *Ice-studded dermis:* Any damage dice that roll maximum damage against the dark fey count as 1s instead.

Bride of the Lich King Part I

F *Lethargically cold*: The dark fey won't willingly disengage from a creature engaged with it.

3 - Fire

B *Flaming oil glands*: When a creature is engaged with the dark fey at the start of its turn, it takes 7 fire damage.

F *Wild inferno*: Each time the dark fey scores a critical hit, it takes a cumulative -2 penalty to all defenses until the end of battle.

4 - Force

B *Reflective barrier*: When a ranged attack against the dark fey that targets PD rolls 1-5 and misses, reroll the attack targeting a random nearby ally instead. If the attack calls for multiple targets (e.g., breath weapon or chain spell) ignore it and only target a single ally.

F *Vulnerability, mental*: The crit range of attacks vs MD against the dark fey expands by 2.

5 - Holy

B *Holy inferno*: When the dark fey makes a *fiery breath* attack, it can make another *fiery breath* attack that turn as a free action.

F *Excess of exuberance*: When the dark fey rolls a nat odd miss with a *fiery breath* attack, it takes 7 fire damage itself.

6 - Lightning

B *Electric skin*: When a creature is engaged with the dark fey at the start of its turn, it takes 5 lightning damage and pops free.

F *Overcharged*: Once per round before moving or attacking, the dark fey rolls an easy save (6+). On a failure, it temporarily paralyzes itself with electric shock and provokes opportunity attacks from each nearby enemy.

7 - Negative

B *Ghoulish maw*: Any creature the dark fey hits with a *horns or fangs* attack becomes vulnerable (save ends).

F *Rotting flesh*: When attacking with *horns or fangs*, on a nat 14+ roll the dark fey takes 5 damage itself.

8 - Poison

B *Poison breath*: When the dark fey rolls a nat 1-5 with an attack and misses, the target takes 7 ongoing poison damage.

F *Poisonous relationship*: When the dark fey has two or more heads still attached, they bicker with each other. The first time each round the dark fey hits with an attack, reroll and take the worse result.

9 - Psychic

B *Indomitable*: When the dark fey saves against a condition, it becomes immune to that condition until the end of battle.

F *Vulnerability, physical*: The crit range of attacks vs AC or PD against the dark fey expands by 2.

10 - Thunder

B *Mighty bellow*: As a standard action, the dark fey can make a *mighty bellow* attack. It can't make any other attacks the same turn.

Mighty bellow +16 vs. PD (one attack per head still attached) - 12 thunder damage

Limited use: 1/battle

F *Too talkative*: The multiple heads of the dark fey all talk over each other and the noise gets in each other's way at inopportune moments. When the dark fey has 2 or more heads and rolls a nat 1-5, it loses any further attacks that round.

AC 21
PD 17
MD 14

HP 225

Dark Fey Forms x4 (2 per decapitated head)

Each time one of the dark fey chimerical behemoth's heads is decapitated, select a random dark fey form that the PCs have not already encountered (if there are not enough unencountered dark fey forms, then select any form at random). The two dark fey forms roll separate initiative and enter the turn order starting in the next full round.

Rather than reproduce the stat block for every dark fey form in the koru, here is a hyperlinked list.

Dark Fey Corrupt Angel Form Dark Fey Snow Monster Form Dark Fey Caustic Form Dark Fey Lightning Form Dark Fey Green Basilisk Form Dark Fey Thunder Ooze Form Dark Fey Demonic Form	
AC ?? PD ?? MD ??	HP ???

The dark fey’s scream of anguished frustration is cut short when the final head is detached from the body. The remains of the behemoth shrink back to normal, gnomish size and blow away in a puff of smoke. The koru immediately sighs in relief and the rocky hearts all around the room begin to pump more in earnest.

Where the dark fey fell, there remains a single stone that appears to be made of the same material as most of the rest of the koru’s interior. If a PC picks it up, the carvings in the stone will rearrange themselves before the PC’s very eyes and spell the word “home” in whatever language is most appropriate for the PC. The PC will also hear a whisper that isn’t exactly words, and yet is perfectly understandable. It explains that what the PC holds is a *koru teleport stone*. It goes on to explain that if the PC holds the stone and concentrates on the koru, that PC and all nearby allies will instantly teleport back to this koru’s heart chamber from anywhere in the world (attempting to use the stone from the overworld, particularly deep dungeons, and other planes of existence such as afterlife realms like Elysian Island, may add unexpected wrinkles to the transit).

It can only be used one time, though once they are back with the koru, it can potentially be recharged if the PCs

engage in a recharging ritual to the koru’s satisfaction.

Helping the Koru Regain Its Strength

Each of the three (or more) chambers the PCs traversed on their way to the koru’s heart offered a choice between returning an item to the koru to help heal it or keeping the item and its power for themselves. For each time the PCs returned the item to the koru, they get +1. For each time they kept the item for their own benefit they get a -1. Total the numbers from the three chambers. (Killing the dark fey in the heart chamber counts as +1 but removing one of the koru’s hearts counts as -1, so this guide assumes the heart chamber nets out).

If the total is positive, the PCs have helped turn the tide and the koru begins to heal itself back to life. The gnomes who inhabited the koru will begin to return and make their home here again. A few will even be waiting to greet the PCs wherever they exit the koru. If the PCs ever return here to Kilter the koru, they will find a community of helpful gnomes, complete with shelter, helpful information, shops, blacksmiths, clerics and sorcerers. In time, the koru may even return to its feet and break through the Lich Queen’s barrier with its rediscovered strength.

If the total is negative, the koru continues its slow descent into death. A few of the gnomes who once lived there may return now that the dark fey is gone, but the community will not regroup except to help the koru pass into death peacefully. The gnomes will not attack the PCs because they’ll be grateful that they killed the dark fey, but they will not enthusiastically welcome the PCs back (unless it’s to help find a new way to heal the koru).

Dervish's Notions

With Kilter the koru behemoth now free of the Dark Fey, Dervish the tinkertailor gnome you rescued from Eschus in the Gray One is finally free to return home and reopen his shop, which

he will do regardless of whether you helped the behemoth regain its strength.

He will still keep his storefront in Glyn Eld open, operated by a human friend, but if the PCs want to meet with Dervish personally, they will now have to travel to Kilter the koru to find him.

4C – Afterlife Bank Heist

Once the PCs have a koru heart, they can perform a ritual that allows them to die and come back to life. This is important as they need a coin for passage through a land of the dead if they wish to entice Charon, the Lich Queen's boatman, to bring his ferry armada to the southern shoreline where the PCs can attempt to steal its flagship from him.

It's up to you how much emphasis you want to put on the die-and-come-back-to-life ritual itself. This guide assumes any scholars or Elven sages or whomever you contact can set you up with the ritual materials that go into it. But it could be fun to structure an entire quest around obtaining components or magic items necessary, or possibly requiring each PC to come up with a quirk or other side effect of the ritual before performing.

This guide assumes that the koru heart is the only difficult-to-acquire item necessary for the ritual, and that once the PCs have it, they can easily get the remaining components and perform the ritual whenever they wish.

The land of the dead the PCs will travel to is called Elysian Island. Depending on your campaign you may want to make it the only land of the dead, but this guide suggests it is merely one of several, or even infinite, different lands for dead souls. It just happens to be the one collecting souls departed from the Eldyn region at this time.

The exact god in charge of Elysian Island remains disputed, and exactly why that god is collecting the souls of the dead in an afterlife is also disputed, but most scholars agree Elysian Island's day-to-day operation is overseen by holy beings called seraphs.

While performing the ritual and winding up dead on Elysian Island itself is simple, actually returning to life with a coin that can call Charon the Boatman is more difficult. The moment the ritual is complete, the PCs will die and their *coin of passage* will be collected from them as they pass from the land of the living to Elysian Island. The ritual creates a tether that keeps the PCs spiritually tied to their bodies back in the physical world and allows them to return to it if they find a suitable exit point on Elysian Island. However, if they depart before collecting a *coin of passage* for each of them, the whole endeavor will have been pointless.

You awake to the sound of whispering grass all around you and a clear, warm sunrise. Somewhat to your surprise, you find that you've awoken in the afterlife with all of your equipment and powers still equipped and available. As you sit up, you see you are in a field of waist-high golden grass, swaying in a pleasant breeze. The rustling grass is complemented by the sound of a distant shorebreak and melodious songbirds. The serenity of it all is interrupted only

by the sound of a horse-drawn carriage growing louder and louder as it approaches.

Cresting the hill on a dirt road comes a kindly looking woman in riding clothes atop a polished wood coach pulled by a pair of white horses.

"Welcome to Elysian Island, departed souls," she says as the carriage door opens on its own. "My name is Petra. If you'd care for a ride into the city, I'd be happy to oblige and help you get settled in the afterlife."

She will happily explain that Elysian Island is a pastoral wonderland, surrounded by clear, warm seas and filled with infinite space for anyone looking to live out what sounds like a countryside fantasy life. There is a small coastal town where people gather, and that's where she's taking them. There are several buildings in the town devoted to helping newcomers orient themselves to the afterlife and pick out a plot of land and so forth.

The PCs will probably want to find out what happened to the *coins* when they arrived, so they can get them back. If they ask Petra about it, she'll explain that the *coins* are the price of passage into Elysian Island. They all get collected by the seraphs before you're allowed onto the island.

The PCs can continue to quiz Petra, or they can ask anyone other fellow departed souls they find in the seaside town. There are bakeries and restaurants, and guides and all sorts of pleasant amenities. Not to mention every conceivable type of religious worship space.

If the PCs ask: "Where do all the *coins* go when they're collected?" the answer they will get is: "A bank, of course." And

then promptly be pointed to the biggest building in the city: a white-walled castle-like circular building, dotted with gilded domes along its outer wall.

To get the *coins* they need, the PCs are going to have to break into Elysian Island's *coin of passage* depository, get past all of its security and liberate a few *coins* from its vault deep inside. In other words, the PCs will be spending their time in afterlife performing a bank heist.

Notes and Special Mechanics for Planning the Heist

As you will read below, breaking into the vault where all the *coins of passage* are stored is a complicated endeavor that requires surmounting several layers of security. Rather than force the PCs to spend their time planning the heist exhaustively, this guide recommends granting each PC one *recon token* to spend. As described below, each *recon token* essentially lets a PC declare a flashback scene where they describe something they did to gain the upper hand versus an obstacle in the heist. In addition to the one *recon token* at the start of the heist, consider awarding additional tokens for good roleplaying or if the story makes it seem appropriate to throw in additional flashbacks.

Once the PCs are generally aware that the only way to get a *coin of passage* is to break into the vault, pause the action and explain that you are giving each of them a single *recon token* to be spent some time between now and the end of this heist. This means that instead of having them try to plan the whole heist out in detail, they can dive right into the action and whenever the PCs run into trouble, they have the option of spending one of their *recon tokens*. This allows the PC spending it to instantly start a flashback scene where they explain how they

acquired some information or gear that will help them more effectively surmount the current trouble they've run into. Did they find a helpful informant? Old plans that describe the layout of the facility? Did they find a disgruntled lover of one of the wizards in the security department who divulges a critically exploitable fault of his?

Recon tokens can generally be cashed in at any time other than in the middle of a battle (i.e., after initiative has been rolled until it ends). However, if the battle takes a dramatic turn that lends itself to a pause for a flashback, then at the GM's discretion, go ahead and allow it.

Once the PC and the GM have agreed to a conclusion of how the flashback scene went, the PC makes a *recon roll* to see how much benefit they receive for the current situation. The GM can generally award a flashback bonus modifier of +1 to +3 to the *recon roll* depending on how good the scene was.

To make a *recon roll*, the PC rolls a d20 and adds any relevant background modifiers plus the GM's flashback bonus modifier. The difficulty of the roll is DC 15. However, even a failure results in a small benefit, because having *recon tokens* that turn out to do nothing at all would be lame. The greater the success of the roll, however, the greater the benefit.

Failure (below 15) means that you gain a +4 bonus relevant to your obstacle. If it's a battle, you gain +4 initiative. If it's a skill check or some other d20 roll, you gain a +4 to that roll. If rolling is not involved, then come up with a similar minor benefit to the PC.

Success (15+) means you not only gain the +4 benefit from a failure, but you also gain a single reroll you can give one of your allies (but not yourself). In

combat, this can be a reroll of any d20 roll. If it's part of a non-combat scene then it means that ally can reroll a relevant check, or possibly you and that ally agree to roll the clock back a handful of seconds in roleplaying time after seeing the outcome of your choice and try something new.

Hard success (20+) means you not only gain the benefits of failure and success, but you also gain an icon relationship roll of 6 with a random icon that you can use anytime during this battle or scene.

Ridiculously hard success (25+) means you not only gain the benefits of failure, success and hard success, but you also gain two more rerolls. Unlike with the success d20 reroll, you can elect to use these two rerolls on yourself, and you can also elect to reroll any roll, not just d20 rolls, including damage and icon relationship rolls.

Lastly, feel very free to use *recon tokens* to set up helpful situations that can't be distilled into mechanical benefits but further the story in compelling ways.

Obstacles to the Heist

While the PCs should be encouraged to dive right into infiltrating the bank and using the *recon tokens* to flashback for important information, the GM should try to set the scene and provide at least the following information about the bank before they begin the heist.

There are four primary obstacles that need to be overcome to get the *coins of passage* out of the vault. The bank is designed in four concentric circles: the lobby circle; the security circle; the president's circle; and finally, the vault circle. Each circle contains one obstacle the PCs must overcome.

First, the lobby circle contains tellers, bank workers, and other general offices, but one office of particular import to the PCs: the surveillance office. The inner three circles of the bank are warded with magical surveillance by a team of wizards keeping constant watch over everything. Either the wizards will need to be taken out or their surveillance will need to be counteracted.

Second, the security circle houses the bank's elite personal guard and serves as a barrier between the lobby circle open to the public and the interior circles with the president's office and the vault. The PCs will have to make it past boobytraps and ultra-loyal guards who will not abandon their posts unless specifically ordered to by the Bank President.

Third, the President's circle contains the lush executive office from which the Bank President and his Secretary oversee operations. They are rumored to be extremely powerful seraphs, possibly the most powerful beings on Elysian Island. The only way to the vault's entrance is through the President's office.

Fourth, the innermost island of the facility contains the vault. The vault door is supposedly impossible to crack and only the Bank President can open it. Even if you get past all the other security, you'll still have to find a way past the vault door.

This bank heist is intended to be very open-ended. If the PCs want to power through and kill the surveillance wizards, guards, Bank President and then vault door, the stats are listed below, and they can go for it, weapons blazing.

However, if the PCs prefer to engage in a heist filled with sneaking, thievery, or perhaps good old-fashioned con man charm, they should absolutely be encouraged to do so. And if the PCs don't

see a way out without a fight? Use a *recon token* and set up a flashback scene that creates a perfect solution to the problem without having to draw a sword.

4C.1 – Eye in the Scry

A team of wizards keeps every inch of the bank's inner circles under constant surveillance with scrying spells. If those wizards spot an intruder, they will call in a literal army of angry spirits and seraphs. Even an icon could not assault the bank against such resistance, so it's imperative that the PCs neutralize the surveillance before they attempt to venture past the lobby circle.

The main advantage the PCs have at this point is that the magical scrying surveillance does not affect the lobby circle of the bank because it's intended to be open to the public. If the PCs can find a way to sneak, con, or even fight their way into the surveillance office, they will not trigger any alarms beyond perhaps a few additional guards (see stat block below). The important distinction is that causing a ruckus in the lobby circle only brings regular guards and not ultra-powerful seraphs in huge numbers like it would in the inner circles.

The lobby circle contains a public entrance which leads to an enormous room with painted ceilings, polished marble columns and incredibly detailed sculpture work.

The surveillance office is on the opposite side of the circle from the front entrance, down a hallway not open to the general public, past dozens of other offices and behind a locked door flanked on both sides by a pair of guards.

Inside, the surveillance office is a simple room where a team of wizards attend to three crystal balls that each swirl with cloudy red energy. The PCs

Bride of the Lich King Part I

need to turn off the magical surveillance inside those crystal balls.

The PCs should be encouraged to come up with their own solution to this situation, using *recon tokens* if they like. This guide suggests that the guards at the door could be pulled away by a distraction, bypassed by entering the room sneakily through vacuum tubes designed to transport large numbers of coins or other valuables, or convinced that the PCs are seraph agents here to inspect the surveillance operation.

Once inside the office full of wizards, the PCs could sneak by and steal one or more crystals, perhaps with invisibility magic of their own. Maybe one crystal can be used in a ritual to imbue the PCs with magic energy that makes them permanently invisible to the scrying spells on the bank. Maybe the wizards are willing to bargain. They are actually indentured servants who arrived in Elsyian Island without coins or were adjudged evil and are earning permanent residency through a thousand years of servitude on the bank surveillance team. Maybe you can convince the wizards you're taking over as bank president and will end their service early in exchange for help.

Or, you can of course go in weapons-hot and slaughter or incapacitate all the wizards (what happens to a soul in the land of the dead that dies is not a question this guide answers, but feel free to go down that rabbit hole if you like).

If the PCs end up fighting, in addition to the two guards at the door, there are six scrying wizards, and their supervisor, the Arch Scryer.

Arch Scryer x1

5th level leader [humanoid]

Initiative +8

Foretold Force Missile +10 vs. PD – 10 damage, and as an interrupt action before the start of his next turn, the arch scryer can grant one of his allies a +1d4 bonus to the natural result of the ally's attack roll, after seeing the result of the roll.
Miss: 10 damage.

The fates have revealed you to me: Nearby enemies cannot become *invisible* or *blurred*, nor can they *shadow walk*, while the arch scryer is conscious.

I saw that coming: The arch scryer ignores all damage from the first noncritical hit on an attack targeting him this battle.

AC 17
PD 17
MD 21

HP 65

Scrying wizard x6

3rd level caster [humanoid]
Initiative +6

Energy magic attack - Roll 1d6 and make the following attack depending on result:

- 1. R: Lightning bolt +8 vs. PD (one nearby enemy)** – 6 lightning damage, and if the attack roll was a natural even, make another *lightning bolt* attack versus another nearby enemy.
- 2. R: Fireball +8 vs. PD (up to two nearby enemies in a group)** – 12 fire damage versus a single target, and 6 damage each versus two targets.
- 3. R: Ice ray +8 vs. PD (one nearby enemy)** – 8 cold damage
Natural 16+: The target is stuck.
- 4. R: Acid arrow +8 vs. PD (one nearby enemy)** – 5 acid damage and 5 ongoing acid damage.
- 5. C: Thunderburst +8 vs. PD (one nearby enemy or up to 1d3 engaged enemies)** – 6 thunder damage and the wizard can pop free from all engaged enemies.

Bride of the Lich King Part I

<p>6. C: Psychic slap +8 vs. MD (one nearby or far away enemy) – 8 psychic damage <i>Natural 16+:</i> The target is afraid (save ends).</p> <p><i>Cloudy outlook:</i> Once per round when an attack versus the scrying wizard is a natural odd hit, as a free action the scrying wizard can force the attacker to reroll the attack and use the worse result.</p>	
<p>AC 15 PD 15 MD 18</p>	<p>HP 40</p>

<p>Guard x2</p> <p><i>2nd level troop</i> [humanoid] Initiative +6</p> <p>Security baton +7 vs. AC – 7 damage <i>Miss:</i> 2 damage.</p> <p><i>Protector:</i> Once per round when an enemy moves to make a melee attack versus one of the guard's allies, the guard can roll an immediate disengage check and on a success, pops free of all enemies and intercepts the moving attacker. The moving attacker's attack targets the guard instead and deals half damage.</p>	
<p>AC 19 PD 15 MD 12</p>	<p>HP 38</p>

After the PCs have disabled the scrying security and removed the threat of an army of angry seraphs descending on them, they can move on to the next circle of the bank.

4C.2 – Trespassers' Torment

The security circle is patrolled by six very stout and dangerous-looking guards. There are also six boobytraps awaiting unwary PCs. But on the bright

side, perhaps clever PCs can find a way to turn the traps against the guards.

Where the outer ring was an exhibit in grand architecture and style meant to wow members of the public using the bank's services, this circle is utilitarian gray stone with tiny windows high on the walls. The floor is made up of enormous stone slabs ten-feet square.

From the shadows near the entrance you can see an occasional guard walk past. Though they are of a variety of races, each one walks unarmed other than metal bracers, with sinewy muscle visible under loose-fitting clothes. They appear to be evenly spaced, walking circuits around the security circle at even intervals, as one disappears around a bend, another appears suddenly at the opposite bend.

The guards are part of a group of fighting monks known as the Cult of the Seraphim. They train in towers in a very inaccessible part of Elysian Island and a few of them serve as the Bank President's elite personal guard that patrols this circle at all times.

The guards travel around the circle, evenly spaced apart. From the entrance, a guard will visibly cross the PCs' field of vision in one minute before going around the bend just as the next guard arrives. After six minutes of guards passing, that first guard will appear again. If the PCs get into a fight with a guard and the guard is able to call for help, two more guards will arrive at the start of rounds 2 and 4. And the sixth and final guard will arrive at the start of round 6.

In addition to the six dangerous guards, there are six nonlethal traps designed to capture trespassers. This guide recommends placing the six traps roughly equidistantly around the circle, with a guard within harm's reach of each

one, but feel free to space them differently for dramatic effect.

Here are the six traps:

Net trap (weighted net drops from ceiling when tripwire is tripped) – DC 15 skill check to notice; DC 20 skill check to move the tripwire or otherwise rig it differently; **+8 vs. PD (creature triggering the trap plus 1d6 other nearby creatures)** – the creature is stuck (hard save ends, 16+).

Pit trap (false floor tile over a dead drop) – DC 15 skill check to notice; DC 20 skill check to disguise false tile differently so that guards don't recognize it; **+8 vs. PD (creature triggering the trap plus 1d6 other nearby creatures on that tile)** - 3d6 falling damage and a DC 20 climbing check to climb back out (DC 25 in heavy armor).

Poison dart trap (pressure plate in floor triggers poison darts to fly from the nearby wall) – DC 15 skill check to notice; DC 15 skill check to disarm the pressure plate; DC 20 skill check to adjust the dart holes to target a different location than the pressure plate; **+8 vs. PD (creature triggering the trap plus 1d6 other nearby creatures)** – 1d4 poison damage plus the target must start making last gasp saves (16+). If they don't make the save within 1d4+1 rounds, they fall unconscious for one hour.

Electricity trap (metal handle on a false door is electrified and shoots lightning when triggered) – DC 15 skill check to notice; DC 15 skill check to disarm; DC 20 skill check to use metal wire from nearby decorations to run the electric current to a different location; **+8 vs. PD (creature triggering the trap plus 1d6 other nearby creatures) (+10 vs. PD if target wearing metal armor)** – creature is

stuck and stunned (hard save ends both, 16+)

Goo trap (normal-looking floor tile is actually a pool of sticky goo) – DC 15 skill check to notice; DC 20 engineering check to divert the goo to a new location; **+8 vs. PD (any creature stepping into the goo)** – creature is stuck, but sinking slowly into the goo like quicksand (normal save ends, 11+, but each failed save increases the difficulty of the next save roll by +1).

Rope-binding trap (a rack of powerful-looking weapons is actually enchanted by illusion spells and rope-binding spells) – DC 15 skill check to notice the illusion; DC 20 magic or counterspell check to change the illusion or change the target of the rope-binding spell; **+8 vs. PD (any creature touching the enchanted weapon rack plus 1d6 other nearby creatures)** – target is stuck and stunned (hard save ends both, 16+). If a creature not bound by the rope spell attempts to help, the save becomes an easy save (6+), but if the save is successful, the rope trap can target the helper as a free action.

Lastly, note that if the PCs manage to charm or befriend the monks, a monk PC can learn the champion tier monk form *Angel's Blessing*, [detailed at the end of this day](#), and with practice, can add it to their repertoire after they reach level 5.

Cult of the Seraph Monk (up to x6)

5th level troop [humanoid]
Initiative +12

Holy fists +10 vs. AC – 10 holy damage
Miss: 5 holy damage.

Holy wings +10 vs. AC – 18 holy damage

<p><i>Natural even hit:</i> The monk pops free of all enemies and gains <i>flight</i> until the end of its next turn.</p> <p><i>Limited use:</i> May only be used when e-die is even.</p> <p>Holy voice +10 vs. PD – 26 holy damage, plus 1d3 additional nearby enemies take 13 holy damage.</p> <p><i>Miss:</i> 13 holy damage</p> <p><i>Limited use:</i> 1/battle, when the e-die is 3+</p> <p><i>Pure of spirit and mind:</i> The monk has <i>resist energy damage 14+</i> vs. negative and psychic damage types.</p>	
<p>AC 20 PD 20 MD 18</p>	<p>HP 70</p>

After defeating or bypassing the monks and traps, the PCs can continue on to the President's office. If you want to dispense some magic items or other loot, have some doors in the security circle lead to small vaults or caches of items. Any magical items here could be quite powerful, but are also almost certainly adorned with gaudy jewels or made of valuable, exotic materials.

4C.3 – Executive Officers

You pass through a long and windowless stone corridor that terminates in an enormous, vaulted-ceilinged waiting room filled with hundred-foot-tall stone sculptures of seraphs lined up on either side of a red-carpeted walkway leading to an arched double door of polished wood, itself nearly fifty feet high, with a brass plaque above the archway reading "Bank President."

If the PCs choose to enter, the doors push open loudly, but without resistance.

Inside, you find that the President's office is one enormous room, a one-hundred-foot-wide hallway with a

ceiling as high as the waiting room outside. The interior wall of the office is floor-to-ceiling glass, giving a perfect view of the vault at the bank's center, a metallic dome no larger than a small house, separated from the President's office ring by a moat of clear water.

If the PCs walk the ring to the other side, you can narrate with this:

The office is filled with paintings, sculptures, and bookshelves along the outer wall, illuminated by light flooding in from the window on the inner wall. At the opposite end of the ring from the doors where you entered, the bank president and his secretary lounge in handcrafted, finely detailed chairs at enormous polished wood desks.

If and when the PCs confront the President and his secretary, you can narrate with this:

The President and his secretary are both seraphs and decidedly not human in appearance. The President is over seven feet tall, rail thin with feathery white bird wings that stretch out in a twenty-foot wingspan. His feet are bare, three-toed, and with enormous claws like bird feet. And, somewhat unsettling, he has unusually large eyes that are completely white without iris or pupil.

Piled on his desk is a small mound of coins of varying sizes, shapes and metals. Next to the pile is a balance scale on which the President seems to be weighing different piles of coins. Next to the scale are a few small creatures that appear to be magically animated constructs of the coins, prowling around the desk like rodents or small cats.

If the President and his coins are unsettling, his secretary is a terrifying monstrosity. He is nearly twenty feet tall, and brutishly stout like an ogre. His

Bride of the Lich King Part I

feet, also birdlike, have an additional upper talon that gleams with a razor-sharp edge in the light. He has leathery bat wings instead of feathery angel wings, and jet-black eyes set in a head with a pair of dangerously sharp-looking bull's horns. As he stands, he casually sweeps his loose robe aside to reveal a katana as tall as a man strapped to his waist.

The President and the Secretary will be extremely surprised to see the PCs, but they will not immediately attack. They are rather formidable opponents and are not accustomed to feeling threatened. They are, however, extremely wary when dealing with a group of strangers that somehow circumvented their elaborate security measures.

A bridge leading across the moat to the vault at the bank's center is behind a magically locked (DC 22) door which is right next to the President's desk. It's possible the PCs may want to sneak past. The President carries a key to bridge door around his neck. Removing it without him or his secretary noticing should be at least a DC 25 check, if you want to make it possible at all without some preparation or *recon*.

The President is also a businessman and can be bargained with. He hoards a vault full of coins, after all. The PCs would rightly conclude that he must want them for something other than just playing with on his desk. Perhaps he pays an exorbitantly high rent to maintain this space and would enjoy your help in dealing with other beings on this plane of existence negotiating a better rate. Perhaps you've noticed an unusual dearth of elven (or other race's) souls in this afterlife? Some sort of interference, possibly the meddling of the Prince of Shadows, diverts them to another afterlife location, which is a shame

because their coins are worth more. A well-used *recon* token might result in some information that leads to a mutually beneficial exchange.

Or, perhaps there is one soul in particular the President covets: his seraph brother who has gone to live in Eldyn in the guise of a human. Maybe the PCs look like the assassin-types to him. Return to Eldyn, slay the brother, and he'll be forced to come back to Elysian Island in seraph form. The President would happily trade them back their own *coins of passage* for such a favor.

If the PCs can't find a way to sneak or bargain their way past the President and the secretary, here are the stat blocks for a fight.

Bank President x1

Elite 7th level wrecker [spirit]
Initiative +11

Enchanted gold scepter and clawed

kick +12 vs. AC – 18 damage
Natural even hit: The target also takes 5 ongoing damage.

R: Holy shout +12 vs. PD (up to 2 nearby enemies in a group) – 20 holy damage

Natural 16+: The target takes 10 extra psychic damage.

Booming voice: Target one far away enemy instead, but take a -2 penalty to attack.

Summon coin gremlins: The Bank President starts each battle accompanied by a mob of 1d4+1 7th level summoned coin gremlin mooks. At the start of each of the Bank President's turns, if the Bank President is not engaged, roll a d6. If you roll less than or equal to the escalation die, use the Bank President's standard action to add another mob of 1d4+1 summoned coin gremlin mooks to the battle. The newly summoned mooks take their turn after the Bank President's turn. Stop rolling the d6 after the ability has triggered to summon the second mob of coin gremlin mooks.

Bride of the Lich King Part I

<p><u>Nastier Special</u> (if your players need a challenge) <i>Last breath:</i> As the Bank President drops to 0 hp, he can use <i>summon coin gremlins</i> as a free action.</p>	
<p>AC 23 PD 19 MD 21</p>	<p>HP 130</p>

Coin Gremlin (1d4+1 to start)	
<p>7th level mook [construct] Initiative +14 (or immediately after the Bank President if summoned during battle) Vulnerability: negative</p> <p>Shimmering metal claws +13 vs. AC (2 attacks) – 7 damage, and the target is vulnerable (save ends)</p>	
<p>AC 24 PD 20 MD 16</p>	<p>HP 25 (mook)</p>
<p><i>Mook:</i> Kill one coin gremlin mook for every 25 damage you deal to the mob.</p>	

Bank Secretary x1	
<p><i>Large 6th level wrecker</i> [giant] Initiative +13</p> <p>Katana +11 vs. AC – The effect depends on the roll. <i>Natural even hit:</i> 25 damage, and the Bank Secretary can use <i>lightning pulse</i> as a free action. <i>Natural odd hit:</i> 20 damage, and the Bank Secretary can use <i>voice of thunder</i> as a free action. <i>Natural even miss:</i> 10 damage, and the Bank Secretary can teleport to any nearby location it can see before using <i>lightning chain</i> as a free action. <i>Natural odd miss:</i> The Bank Secretary can use <i>cone of cold</i> as a free action.</p>	

<p>R: Lightning chain +11 vs. PD – 15 lightning damage, and each time this attack has a natural even attack roll, the Bank Secretary can target a different creature with the ability</p> <p>C: Cone of cold +11 vs. PD (up to 3 nearby enemies in a group, also targets the Bank Secretary's allies engaged with the targets) – 20 cold damage <i>Miss:</i> 10 cold damage.</p> <p>C: Lightning pulse +11 vs. PD (one random nearby or far away enemy) – 20 lightning damage <i>Natural even hit:</i> The target is weakened (save ends).</p> <p>C: Voice of thunder +11 vs. PD (1d3 nearby enemies) – 15 thunder damage</p> <p><i>Resist exceptional attacks 16+:</i> When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Holy regeneration:</i> While the Bank Secretary is damaged, the holy energy of Elysian Island heals it 15 hit points at the start of the Bank Secretary's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of regeneration doesn't count against the five-use limit. When the Bank Secretary is hit by an attack that deals negative or psychic damage, it loses one use of its <i>regeneration</i>, and it can't regenerate during its next turn. Dropping the Bank Secretary to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p> <p><u>Nastier Special</u> (if your players need a challenge) <i>Ki:</i> Gain 1d4 ki at the start of each battle. Spend a point of ki as a free action, once per round, to change the Bank Secretary's natural attack result by one; a natural 1 could become a 2, a natural 19 could become a 20, and so on.</p>	
<p>AC 22</p>	

PD 19 MD 17	HP 160
----------------	---------------

The Bank President's scepter is a magic item called the *minion scepter* that can be equipped as either a holy symbol or a wand. It grants +1 to either divine or arcane spells or attacks (depending on which chakra it is equipped in). When you use this *minion scepter*, a creature who is at least somewhat subservient to you (such as an animal companion or magically summoned creature) gains a +1 bonus to attacks and damage until the end of the battle. *Quirk*: Loves talking about how the hides of small creatures would make excellent coats or other clothing.

After defeating the Bank President, Secretary and minions, or otherwise finding a way past them, the PCs can approach the vault and the massive door that guards it, and their *coins* within.

4C.4 – Devoted Doorman

The vault, at first glance, appears to have no entrance. It is one solid cylinder of dark gray metal rising up from the island at the bank's center.

But as you get closer, you see the walls of the cylinder are intricate metalwork in a pattern depicting a large face that is a mix between dragonic and seraphic, and multiple snaky, clawed limbs that encircle the whole structure, intertwining with each other.

If the PCs elect to approach the vault directly, you can narrate:

As you approach, the entire structure shifts so that the face wrought in it looks at you directly and it speaks.

"Hello, souls," it intones in a booming voice, "I must ask that you not come any further."

The PCs' *coins* are inside the vault this massive door-creature guards. The PCs have some options.

They could try to sneak past, possibly by performing some kind of powerful sleeping ritual that would allow them the time necessary to pick the enchanted locks (two DC 20 checks) that double as the creature's eyes.

They could try to bargain with the creature. After all, it is a sentient door. Perhaps it's bored with its life as a guardian tethered to this patch of the afterlife. Perhaps it's animated by dozens of enslaved souls placed there by seraph magic and would welcome the PCs' performing difficult counter-rituals to remove the binding. Perhaps the PCs could contact the seraph mages on whatever plane they come from, and they can negotiate the release of the souls.

Or, the PCs could also attack and defeat the wall. It is a huge, powerful magical construct, but it can be killed. If it dies, a door opens and it can be easily entered.

A note on the terrain: the vault is in a relatively small courtyard on an island surrounded by a moat that separates it from the Bank President's office ring. For combat purposes, this means it is difficult, if not impossible, to be far away from the vault door, without flying. Anything on the inside of the President's office ring, including anything in the moat, is considered near the vault door.

If the vault door becomes hostile, the metal cylinder rises from the ground to a height of over a hundred feet, supported by a thick, intertwined mass of metallic vine-like tentacles, a few of which hang loosely, ready to snap out and attack at melee range.

Bride of the Lich King Part I

Vault Door x1	
<p><i>Huge 7th level spoiler</i> [construct] Initiative +12</p> <p>Coiled metal claws +12 vs. AC (4 attacks) – 14 damage <i>Natural even hit:</i> The target is also grabbed (meaning it is wrapped up in the coiled tentacular claw, stuck and stunned) (normal save ends, 11+, but see <i>escape</i> below for possible falling damage). <i>Miss:</i> 7 damage.</p> <p>C: Spin and Spew +12 vs. PD (+16 against a grabbed enemy) (all grabbed enemies and 1d4 other nearby enemies)– 30 fire damage from a geyser of molten metal spewing out of the vault door's mouth <i>Natural even hit:</i> The target also takes 15 ongoing fire damage. <i>Miss:</i> 15 fire damage <i>Quick use:</i> This ability only requires a quick action (once per round) to use. <i>Limited use:</i> This ability can only be used when the escalation die is odd.</p> <p>C: Alarm +12 vs. MD (all nearby enemies) – 20 psychic damage <i>Natural 16+:</i> The target is also afraid (save ends). <i>Miss:</i> 10 psychic damage. <i>Limited use:</i> 1/battle, when the escalation die is 3+.</p> <p><i>Escape:</i> While targets are grabbed by the Vault Door, they can make saving throws to try and escape being grabbed. On a successful roll of 11+, they escape. If the natural save roll is an even success, they fall in the shallow moat water and rejoin the fight as normal. If the natural save roll is an odd success, they fall to the ground and take 3d6 falling damage (unless prevented by a timely <i>feather fall</i> spell or other such fall damage preventative).</p> <p><i>Resist energy 13+:</i> When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>	
AC 22	

PD 22 MD 18	HP 360
----------------	---------------

After the PCs make it past the vault door and into the vault, they will find a space far larger than the metal cylinder that guarded it. It is a cavern filled with elephant-sized mountains of coins of all types, from all ages. Some are made from metals and inscribed with writing that no PC will have ever seen and that a DC 15 knowledge check will show means they are likely from different planets or planes of existence.

If you want to make it easy on the PCs, let them feel a natural connection with their coin that draws them instantly to it. If you want to have some more fun, force the PCs to use a *recon* token or to succeed at a DC 15 check to remember their exact coin in order to find it. If they fail, they take their coin, assuming it is the correct one, and it will work for purposes of calling Charon in the next subchapter of this adventure, but it also gives them a secret icon relationship with either the Lich King or the Prince of Shadows (or any other icon you think would be amusing) that only the GM know about. This relationship is always for one point (even if the PC already has one or more points with this icon). Each time the PC rolls their icon relationship rolls, you also roll a secret d6 for this special, one-point icon relationship. Treat 5s as normal, but treat any 6s rolled as 5s.

At the center of the vault is a gleaming set of ivory-colored heavy plate armor inlaid with gold accents. It is *seraph armor* and it is magic heavy armor that grants +1 to AC and *resist negative energy 16+* to its wearer. And in addition, as a quick action, it can also sprout a pair of feathered angel wings and grant the wearer *flight* for a battle (recharge 16+).

Quirk: Thinks unrelated, mundane evil acts and misdeeds are part of a vast devil conspiracy.

In addition, if the PCs have a monk in their party who did not reach any sort of agreement or otherwise learn the *Angels' Blessing* monk form in [encounter 4C.2](#), consider letting that PC find a book that teaches the form.

Angel's Blessing Monk Form

The *Angel's Blessing* monk form is a champion tier monk form, with the following properties.

Opening Attack (Holy Fist)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength holy damage

Miss: Half damage.

Flow Attack (Holy Wings)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength holy damage, plus choose one of the following free actions: (1) grant one nearby ally a save; or (2) gain *flight* until the end of your next turn. If you are engaged at the end of your attack, you can make a free disengage check before deciding which option to choose.

Miss: Damage equal to your level.

Finishing Attack (Holy Voice)

Close range attack

Target: One nearby enemy, and, if flying, 1d3 additional nearby enemies.

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength holy damage

Miss: Half damage.

Champion Feat Ki Power

(Angel's Aura): You can spend one point of ki to grant all nearby allies temporary hit points equal to double your level and to do the same amount of holy damage to all nearby demon, devil, and undead creatures.

Epic feat: Gain *resist negative energy 16+* and *resist psychic energy 16+*.

Coins Secured

With their *coins of passage* recovered, the PCs can follow their magical tether back to their physical bodies in Eldyn.

The magic of undeath and afterlife attached to the coins will be too much for Charon, the Lich Queen's boatman, to resist. With these coins in hand, you can get his attention at will, and he will bring his armada of riverboats to investigate you. Calling him and stealing his flagship is the subject of the next day of this adventure.

4D – Ghost Pirates

Time to steal a spectral boat from its demigod owner! He won't be very happy about it.

The PCs now possess the ice elemental hearts needed to perform a

ritual that makes them appear undead enough to cross the River Eld's negative energy barrier. And they also now possess enough *coins of passage* to draw Charon and his navy over to the

countryside shoreline of the River Eld. After they perform the ice elemental ritual, if they approach a dock with their *coins* held aloft, a sinister mist will fill the air, and a ghostly navy will become visible about half a mile offshore.

The River Eld and Charon's navy make up the first champion-tier environment in this adventure module. It should prepare the party for the mostly champion tier environments on the other side of the river that will make up Part II of this adventure.

Call on Old Friends for Help

This mission marks the culmination of the adventurer tier portion of the party's battle to free Eldyn from the Lich Queen. The PCs might want to gather all of their resources for an assault on Charon the Boatman and his undead navy to ensure success.

Feel free to come up with any sort of favors or assistance feels right for your campaign. But here are some suggested favors the PCs can call in from the people they've helped so far:

- The [Glyn Eld Cave spirit](#) can offer a vial of holy spring water. In [encounter 4D.2](#), a DC 20 throwing check means the vial punctures a ghost clipper hull and sinks it before it can reach the PCs with its party of ghost pirate enemies. In battle, a successful thrown weapon attack +4 vs. PD results in the same effect as a 3rd level *turn undead* spell (see pg. 99 of the Core Rulebook).
- The [Gray One's heart](#) will offer the PCs a crystal made from its sap. Activating it by placing it on a weapon has the same effect as a +1 rune, except that the first time during the battle the weapon successfully hits a creature and the creature drops to 100 hp or below from the hit, that

creature's soul is trapped in the crystal. The rune effect ends after the soul is trapped, and it can't be used ever again, but perhaps a crystal filled with an enemy's soul will be of some use? Perhaps in crafting a champion tier magic weapon? Or some other clever purpose you can devise?

- The Deepspring has become home to a small band of kobolds that have taken to an aquatic lifestyle. The [spirit of the Deepspring](#) has been teaching them water magic and one such inventive use of their magic is small, self-propelled torpedoes. Unleashing one versus a ghost clipper in [encounter 4D.2](#) is a DC 20 check to sink the boat before it reaches the PCs. On a failure, the ghost clipper does not arrive the round it is supposed to and arrives after all other ghost clippers (effectively giving the PCs an extra round without additional enemies arriving).
- The [Eld Arcanum](#) scholars can provide each PC a *champion ring* that grants +1 to either saves or skill checks (the wearer can choose which after each full heal-up) and also allows a reroll of a save or skill check when in a champion tier environment (recharge 11+). *Quirk*: Gives wistful speeches about how far its companions have come from their humble beginnings.
- The elven sages who have returned to [Treetop City](#) can provide the PCs with a *water harp*, an item which can be used once per battle by rolling a DC 20 check. On success, the *harp* calls forth seaweed tendrils to drag a ghost clipper to the watery depths of the river in [encounter 4D.2](#). And in encounters [4D.3](#) and [4D.4](#) it can be activated one time as a free action (no check required) to call forth a shield

of seaweed to halve damage from a single attack versus AC or PD.

- The liberated workers who have returned to work at [Grapewin Estate](#) can brew helpful potions for the PCs. Perhaps something designed for use against undead or aquatic enemies?.
- The dwarves in [Firnfast](#) can provide the PCs with an artifact called *the Understar* which provides constant light upon command (except in magical darkness), and while illuminated, it creates a holy aura that deals 1d6 damage to nearby creatures vulnerable to holy energy at the end of the holder's turn (limit once per round).
- If the PCs befriended [Sentinel the mausoleum dragon](#) while [venturing out on the Firn](#), he will offer them a single *moon ice* crystal. If thrown at a clipper ship in [encounter 4D.2](#), it will automatically lock that ship and all its occupants in a block of ice as cold as the surface of the moon. No check is required to use this item.
- [Dervish](#) and the gnomes who have regained their home inside [Kilter the koru](#) will craft some contraptions for the PCs. Grappling hook guns that can shoot harpoons to sink ghost clippers, or nets capable of stunning or sticking ghost pirates, in [encounter 4D.2](#) (DC 20 gun-shooting ranged attack check) are a couple of options. Or perhaps nets capable of stunning or dazing the Veiled Nautilus in [encounter 4D.3](#) for one round.
- If the PCs are on good terms with the current [bank president on Elysian Island](#), they might be able to borrow a few magic coins that can be used to bribe a ship or two of ghost clipper pirates into abandoning Charon's navy. Or perhaps enough to bribe the ghost pirate captain or first mate in [encounter 4D.4](#) into turning against

Charon and fighting him along with the PCs.

4D.1 – Fighting on the Dock of the Bay

Imbued with quasi-negative energy (it feels just a little itchy), you hold your coins aloft at the edge of the river. A shimmering fog fills the air on the river in front of you. A ghostly boardwalk dock emerges from the water. Then, in the distance, solid shapes begin to emerge in the mist half a mile offshore. There are dozens of ships, mostly small clippers, surrounding a large ship of a type you've never seen before. It is sleekly designed, three- or maybe four-masted, but with oddly shaped sails. All in all, you appear to be looking at a sizable river navy of ghost pirates.

One of the small clippers breaks from the group, making its way swiftly toward you and the spectral dock that has materialized to receive it.

Whether the PCs wait for the ship to actually arrive, walk out onto the dock in anticipation, or eschew the dock to try and enter the river's water or airspace, the moment they do so, the flagship lets out a bellowing and haunting foghorn sound, and undead pour out of the water all around the PCs.

The rituals and coins may have been enough to magically compel Charon's appearance, but he is not fooled into thinking you are friends.

The water nearby froths with the sudden emergence of hideously misshapen human forms. A wave of undead crawls up on the dock and ground around you, moaning, and worse, jangling for some reason, as they move. The discordant clinking and clanking is as though their bodies have been purged of all internal organs and

Bride of the Lich King Part I

stuffed full of scrap metal. You look at the coins of passage in your hand, and another horrible possibility springs to mind. Looks like you will have to fight your way onto Charon's flagship if you wish to take it.

The river is full of unfortunate denizens of Eldyn who attempted to cross it and did not meet Charon's satisfaction. They have been turned into drowned zombies, imbued with perverse magic from the coins he collects, and left waiting under the water to attack any unwelcome crossers such as the PCs.

Coin Collector Zombie x1	
<p><i>6th level blocker</i> [undead] Initiative +6</p> <p>Grubby claw +11 vs. AC – 18 damage</p> <p>C: Lethal payout +11 vs. MD (1d3+1 nearby enemies/bystanders) – 10 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling coins that dropped out of the zombie to cause this attack. <i>Limited use:</i> Free action when hit by a natural even attack against AC, and when this zombie drops to 0 hit points.</p> <p><i>Coin eater:</i> A coin collector zombie that spends its standard action stuffing coins into its mouth (or directly into its gut if there's a convenient hole) heals 3d6 hit points. It normally doesn't spend its time this way in combat, but who can predict collectors?</p> <p><i>Headshot:</i> A critical hit against the coin collector zombie cancels its <i>lethal payout</i> attack.</p>	
<p>AC 21 PD 16 MD 20</p>	<p>HP 110</p>

Jackpot Zombie x6

<p><i>5th level mook</i> [undead] Initiative +6</p> <p>Greedy claw +10 vs. AC – 10 damage</p> <p>C: Lethal jackpot +10 vs. MD (1d3 nearby enemies/bystanders) – 10 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling coins that dropped out of the zombie's crumbling body to cause this attack. <i>Limited use:</i> 1/battle per jackpot zombie mook, when that zombie drops to 0 hit points.</p> <p><i>Headshot:</i> A critical hit against a jackpot zombie cancel's one mook's <i>lethal jackpot</i> ability that turn, though if the crit eliminates more than one coind zombie, others will still trigger their own lethal jackpots.</p>	
<p>AC 20 PD 15 MD 19</p>	<p>HP 16 (mook)</p>
<p><i>Mook:</i> Kill one jackpot zombie mook for every 16 damage you deal to the mob.</p>	

Coin Zombie x10	
<p><i>2nd level mook</i> [undead] Initiative +2</p> <p>Greedy claw +7 vs. AC – 3 damage</p> <p>C: Lethal jackpot +7 vs. MD (1d3 nearby enemies/bystanders) – 3 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling coins that dropped out of the zombie's crumbling body to cause this attack. <i>Limited use:</i> 1/battle per coin zombie mook, when that zombie drops to 0 hit points.</p> <p><i>Headshot:</i> A critical hit against a coin zombie cancel's one mook's <i>lethal jackpot</i> ability that turn, though if the crit eliminates</p>	

more than one coind zombie, others will still trigger their own lethal jackpots.	
AC 17 PD 12 MD 16	HP 8 (mook)
<i>Mook:</i> Kill one coin zombie mook for every 8 damage you deal to the mob.	

Whoever was driving the boat at the dock must have been terrified at the PCs slaughtering all the zombies, and ran. The PCs will find the docked ghost clipper completely empty and can board and pilot it out to Charon's flagship.

4D.2 – Doom and Board

The moment you get your ghost clipper traveling towards Charon's flagship, you see four shapes peel off from the misty monstrosity. As they grow closer in the haze, you see that it's four more ghost clippers, much like your own, each steered by a ghost pirate captain and crewed by a handful of ghost pirate minions looking eager to board your ship – unless you sink them first.

Earlier, this guide mentioned [several possible ways the PCs may have acquired weapons or items](#) to sink these encroaching four ghost clippers before they reach the PCs. If you like, allow some retroactive roleplaying scenes to acquire just the right set of items now that the PCs see what they're up against.

Also, if any of the PCs has a background that indicates they would be skilled at sailing a ship, let them use that background in a way to attempt avoiding or sinking the approaching ships. Possibly something akin to a nautical version of the ranger's *terrain stunt* or the rogue's *swashbuckle* talent.

The enemies on each of the four clippers are detailed below. Before any of the clippers arrives and its occupants attempt to board the PCs' clipper, allow the PCs a free round in which to attempt to sink or neutralize the first of the ships. After that preliminary round, if the PCs have failed to sink the first clipper, it will arrive, and the ghost pirates aboard will board the PCs' clipper and fight.

The second ghost pirate clipper will arrive the round after that and its occupants will board and join the fight, then the third the round following, then the fourth. While in combat, PCs can use an appropriate action (generally a standard action) to continue trying to neutralize or sink incoming clippers, even while engaged in combat with ghost pirate boarders who already arrived.

This guide recommends having the clippers arrive in the following order and disclosing some minor details about each clipper's captain, so the PCs can target specific ships to sink if they prefer one type of fight over another. However, you're welcome have the ships arrive in random order if you think that's more fun.

Clipper #1

Ghost Privateer x1
5 th level leader [undead] Initiative +11 Vulnerability: holy
Spectral doom saber +9 vs. PD – 12 damage, and the target is vulnerable to psychic damage (save ends)
C: Deranged pirate slang +10 vs. MD (1d3 nearby enemies) – 5 psychic damage, and the target is disturbed by the

Bride of the Lich King Part I

<p>unsettling tirade in a way that depends on the roll <i>Natural even hit:</i> The target is confused until the end of its next turn. <i>Natural odd hit:</i> The target is weakened until the end of its next turn. <i>Encouraging to ghost pirate scum:</i> Until the start of the ghost privateer's next turn, all nearby pressganged ghost pirates gain an attack bonus equal to the number of targets hit by this attack.</p> <p><i>Conscription:</i> Once per battle when the ghost privateer rolls a natural even hit with <i>deranged pirate slang</i>, it adds a number of pressganged ghost pirate mooks into the battle equal to the escalation die.</p>	
AC 22 PD 14 MD 20	HP 62

Pressganged ghost pirate x5	
<p><i>2nd level mook</i> [undead] Initiative +4 Vulnerability: holy</p> <p>Mist dagger +7 vs. AC – 4 damage <i>Natural 2-5 miss:</i> If there is at least one non-mook ally of the pressganged ghost pirate still in the fight, add another pressganged ghost pirate to the mob.</p>	
AC 17 PD 14 MD 11	HP 9 (mook)
<p><i>Mook:</i> Kill one pressganged ghost pirate mook for every 9 damage you deal to the mob.</p>	

Clipper #2

Ghost Buccaneer x1
<p><i>5th level blocker</i> [undead] Initiative +6 Vulnerability: holy</p>

<p>Poison mist dagger +10 vs. AC – 15 poison damage <i>Natural even miss:</i> 5 poison damage.</p> <p>C: Mist tendrils whip +10 vs. PD (one nearby enemy engaged with an ally) – 15 damage, and the target pops free from the ghost buccaneer's ally. <i>Natural 16+:</i> The ghost buccaneer engages the target. <i>Insidious mist:</i> If the natural roll with this attack is above the target's Constitution, it deals additional ongoing poison damage equal to twice the escalation die (save ends).</p>	
AC 23 PD 19 MD 15	HP 52

Pressganged ghost pirate x5	
<p><i>2nd level mook</i> [undead] Initiative +4 Vulnerability: holy</p> <p>Mist dagger +7 vs. AC – 4 damage <i>Natural 2-5 miss:</i> If there is at least one non-mook ally of the pressganged ghost pirate still in the fight, add another pressganged ghost pirate to the mob.</p>	
AC 17 PD 14 MD 11	HP 9 (mook)
<p><i>Mook:</i> Kill one pressganged ghost pirate mook for every 9 damage you deal to the mob.</p>	

Clipper #3

Ghost Raider x1
<p><i>5th level archer</i> [undead] Initiative +10 Vulnerability: holy</p> <p>R: Withering mist harpoon +10 vs. AC – 15 negative damage, and the target is</p>

Bride of the Lich King Part I

<p>weakened until the target uses a quick action to pull the harpoon out</p> <p><i>Natural even hit or miss:</i> The ghost raider can take an additional move action this turn.</p> <p><i>Natural odd hit or miss:</i> The ghost raider can make a second attack against a different nearby enemy as a free action, but takes 1d6 damage before making the attack.</p> <p><i>Withering mist cape:</i> Whenever an attacker hits the ghost raider with a melee attack, that creature takes 1d6 negative damage.</p>	
<p>AC 21 PD 19 MD 14</p>	<p>HP 76</p>

Pressganged ghost pirate x5	
<p><i>2nd level mook</i> [undead] Initiative +4 Vulnerability: holy</p> <p>Mist dagger +7 vs. AC – 4 damage <i>Natural 2-5 miss:</i> If there is at least one non-mook ally of the pressganged ghost pirate still in the fight, add another pressganged ghost pirate to the mob.</p>	
<p>AC 17 PD 14 MD 11</p>	<p>HP 9 (mook)</p>
<p><i>Mook:</i> Kill one pressganged ghost pirate mook for every 9 damage you deal to the mob.</p>	

Clipper #4

Ghost Freebooter x1	
<p><i>5th level spoiler</i> [undead] Initiative +10 Vulnerability: holy</p> <p>C: Poison grog breath +10 vs. PD (up to 2 nearby enemies in a group) – 10 ongoing poison damage</p>	

<p><i>Miss:</i> 5 poison damage.</p> <p>R: Knotted fish net +10 vs. PD (up to 2 enemies in a group) – The target is stuck and stunned (save ends both). <i>Limited use:</i> 1/battle as a quick action</p>	
<p>AC 21 PD 15 MD 19</p>	<p>HP 72</p>

Pressganged ghost pirate x5	
<p><i>2nd level mook</i> [undead] Initiative +4 Vulnerability: holy</p> <p>Mist dagger +7 vs. AC – 4 damage <i>Natural 2-5 miss:</i> If there is at least one non-mook ally of the pressganged ghost pirate still in the fight, add another pressganged ghost pirate to the mob.</p>	
<p>AC 17 PD 14 MD 11</p>	<p>HP 9 (mook)</p>
<p><i>Mook:</i> Kill one pressganged ghost pirate mook for every 9 damage you deal to the mob.</p>	

Once the PCs have either sunk all four clippers or dispatched all of the pirates aboard them, they are free to sail straight on towards Charon's flagship.

4D.3 – Resist the Kraken

Charon's flagship grows larger and larger in your view as your clipper approaches. Not only is it large enough to hold hundreds of passengers, but it is a sleek design you've never seen in a ship before. Its planks are inky black and seamless. The towering masts sway languidly in the misty air of the river. In fact, as you grow closer, you see they are not sail masts at all, but massive, tree-sized tentacles. As you pull within range,

the ship's "hull" tips back to reveal a cavernous squid's beak ready to devour you and your clipper whole.

Charon's ship is a magically warped and transfigured giant squid called the *Veiled Nautilus*. The PCs will have to battle it into submission before they can scramble past its angry beak and tentacles to face Charon on its deck.

When the *Veiled Nautilus* is reduced to 0 hp, it does not die, but its tentacles drop into the water and it lies still, allowing the PCs to board. Assuming they best Charon in the fight after this one, they will be able to take control of, and possibly even befriend, this ship. More details on the *Veiled Nautilus* appear at the end of this day.

Veiled Nautilus x1
<p><i>Huge 6th level spoiler</i> [beast] Initiative +12 Vulnerability: lightning</p> <p>Massive tentacles +11 vs. PD (2 attacks vs nearby enemies; or target far away enemies at -2 penalty) – 15 damage <i>Natural even hit:</i> The target pops free from each enemy (if there are other enemies in this battle for some reason), and moves it to the Nautilus, which engages and grabs it. (The Nautilus can grab any number of enemies simultaneously.) If it has quick actions left, it will use its <i>nautilus beak</i> and <i>cutting talon</i> attacks. <i>Miss:</i> 7 damage</p> <p>Cutting talon +11 (+15 against a grabbed enemy) vs. AC – 30 damage <i>Natural even hit:</i> The target also takes 15 ongoing damage. <i>Natural odd miss:</i> 15 ongoing damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.</p> <p>[<i>Special trigger</i>] Nautilus beak +15 vs. AC (one enemy it's grabbing; includes +4 grab bonus) – 22 damage <i>Miss:</i> 11 damage</p>

<p><i>Quick use:</i> This ability only requires a quick action (once per round) to use.</p> <p><i>Submersible:</i> The first time each round the veiled nautilus is hit by a critical hit, it immediately submerges its beak until the end of its next turn. It only takes half (i.e., regular instead of critical) damage, but it can't make any <i>nautilus beak</i> attacks while submerged (meaning it can make two <i>massive tentacle</i> and one <i>cutting talon</i> attacks at most on its next turn). Any critical hits versus the veiled nautilus while it is submerged do critical damage as normal.</p>	
<p>AC 21 PD 21 MD 21</p>	<p>HP 300</p>

Once the *Veiled Nautilus* is dropped to 0 hp, it lets out a bellowing, sad wail and its tentacles and beak slowly sink below the water. The players can now freely scramble up its side to challenge Charon for control of the ship.

4D.4 – Relieved of Command

You scramble over the slippery rails of the now-quiet giant squid ship, and onto its black-floored deck. It is a massive, ballroom-sized space, flat-floored and bobbing lazily in the water.

Flanking Charon are two more ghost pirate captains. They look much like the ones captaining the clippers out on the river, except tougher and meaner. One carries a saber in one hand and a whip in the other. The other lazily hefts a harpoon in one hand and a net in the other.

Charon is draped head-to-foot in a loose garment with its hood pulled low to hide his features. As you approach, he throws the robes aside to reveal a man with a bushy gray beard and a statuesque, muscular body clad only in a loincloth, like a warrior god in an oil

Bride of the Lich King Part I

painting. He smiles and his eyes gleam with excitement. He clutches a misty, ghostlike trident in one hand and beckons you forward to attack.

Charon will not give up his ship without a fight. When he is defeated, the Lich Queen will take notice from atop her negative energy spire. See the description after the stat blocks for more information.

Charon x1	
<p><i>Double-strength 6th level wrecker</i> [humanoid] Initiative +12</p> <p>M or R: Entropic trident +11 vs. AC – 38 negative energy damage <i>Natural 14+:</i> The target is stuck until the end of its next turn. <i>Natural 18+:</i> As above, but save ends. <i>Conjured:</i> If Charon throws the trident as a ranged attack, another instantly conjures in his hand to replace the thrown one.</p> <p>C: Psychopomp’s lure +11 vs. MD (1d3+1 nearby enemies) – 20 psychic damage and the enemy is stunned and must begin making last gasp saves. After a fourth failure, the enemy throws itself overboard and drowns itself in the river. (One save both prevents the self-drowning and ends the stunned condition). <i>Miss:</i> The target can’t use the escalation die (save ends). <i>Limited use:</i> 1/battle.</p>	
AC 20 PD 20 MD 19	HP 170

Ghost Pirate Captain x1	
<p><i>6th level blocker</i> [undead] Initiative +10 Vulnerability: holy</p>	

<p>Spectral doom saber +10 vs. PD – 15 damage, and the target is vulnerable to psychic damage (save ends)</p> <p>C: Mist tendril whip +11 vs. PD (one nearby enemy engaged with an ally) – 15 damage, and the target pops free from the ghost pirate captain’s ally. <i>Natural 16+:</i> The ghost pirate captain engages the target. <i>Insidious mist:</i> If the natural roll with this attack is above the target’s Constitution, it deals additional ongoing poison damage equal to twice the escalation die (save ends).</p>	
AC 24 PD 21 MD 16	HP 72

Ghost Pirate First Mate x1	
<p><i>6th level spoiler</i> [undead] Initiative +11 Vulnerability: holy</p> <p>R: Withering mist harpoon +11 vs. AC – 18 negative damage, and the target is weakened until the target uses a quick action to pull the harpoon out <i>Natural even hit or miss:</i> The ghost pirate first mate can take an additional move action this turn. <i>Natural odd hit or miss:</i> The ghost pirate first mate can make a second attack against a different nearby enemy as a free action, but takes 1d8 damage before making the attack.</p> <p>C: Poison grog breath +11 vs. PD (up to 2 nearby enemies in a group) – 14 ongoing poison damage <i>Miss:</i> 7 poison damage.</p> <p>R: Knotted fish net +11 vs. PD (up to 2 enemies in a group) – The target is stuck and stunned (save ends both). <i>Limited use:</i> 1/battle as a quick action</p>	
AC 22 PD 20 MD 16	HP 92

Whenever all three enemies are reduced to 0 hit points, Charon staggers to a knee, holding up a hand and begging the PCs to stop. But before he can get a word out, a sickly, nearly-blinding white light shines down in a single ray from the sky in the north. The booming voice of the Lich Queen announces:

“You have failed me, my servant,” she says, addressing Charon, who cowers at the proclamation.

“You meddlers have sullied and poisoned my domain long enough. Come then, bring your ship to the shore of my city. My horsemen will draw you out and cleanse the land of your filth.”

“I will show you what I do with those who impurify my temple of death.”

At these words, Charon is lifted from the deck of the ship by the beam of light. For a moment, he is held in the air, perfectly still. Then his skin begins to ripple as worms, spiders and centipedes erupt from his orifices and rapidly devour his flesh. He twitches and screams for over a minute until his mouth and lungs are consumed. When there is nothing left but a human-sized ball of scuttling and writhing flesh-eating insects in the air, they zap out of existence and the light disappears.

The Lich Queen is obviously unhappy with the PCs and now very much aware of their existence. They will find plenty of resistance in their quest after they cross the river and take the fight directly into the city of Eldynkeep, where the Lich Queen and her Four Horsemen reside. Liberating Eldynkeep by destroying the Lich Queen and her Four Horsemen is the subject of Part II of this adventure, and when the PCs are ready, they can cross the river on the *Veiled Nautilus* and begin it. This battle, however, marks the end of Part I.

The Veiled Nautilus

The *Veiled Nautilus* is a living giant squid, magically remade into a ship. It is sentient, and capable of communicating with the PCs through the bank of dials and meters that fill one wall of the ship's bridge.

The first time the PCs enter the bridge, decked out in sleek black material akin to squidflesh and white accents akin to bony or cartilaginous material, the dials will spell out: “Hello new masters. What destination, ho?”

The PCs can speak normally to the ship and it can hear them and respond via the small display that punches up phrases like a typewriter in ink that slowly fades so a new phrase can be typed.

The *Veiled Nautilus* is happy to be free of Charon and the people who enslaved it and would prefer to serve a less evil master. Even if the PCs are not particularly good-natured themselves, the *Veiled Nautilus* is still grateful for the revenge they provided against Charon and will serve them willingly, ferrying them to any port on the River Eld.

The *Veiled Nautilus* is also capable of fully submerging beneath the river's surface, provided the PCs enter the bridge or otherwise go belowdecks so they don't drown. It can also attack with its tentacles if the PCs get into any fights near shore.

Appendix A: Eldyn Merchants

It should be assumed there are numerous traditional merchants selling weapons, armor, supplies, or any other goods the PCs may need. Those merchants can work out of storefronts in Glyn Eld, Treetop City, Barleytown, Firnfast, or any other center of civilization in Eldyn, or perhaps just as traveling merchants making a simple living in a world under the Lich Queen's thrall.

However, throughout this adventure the PCs also run into a few merchants that offer more than the traditional exchange of money for goods. While those merchants are detailed as they arise in the story the PCs play through, they are all contained in this appendix for easy reference.

The merchants are presented here in the order in which you encounter them in this guide.

Dervish the Tinkertailor

Male gnome, age 97.

How you first encountered him: In [encounter 2A.4](#), where you freed him from Eschus inside the Gray One

Where to find him now: Prior to completing [chapter 4B](#), he sets up a temporary storefront in Glyn Eld. After freeing Kilter the Koru in chapter 4B, he returns home to set up shop there instead.

What he sells:

- Clothing (robes, shirts, tunics and other non-armor)
- Belts, sashes and girdles
- Light gloves (not heavy gauntlets)
- Circlets and crowns

- Necklaces
- Rings
- Crossbows and bolts
- Other wondrous items

His unique transactions: If a PC gives Dervish magical components or an existing magical item for him to refashion, Dervish can create a magical item of the type listed above with that magical property of the PC's desire.

Rasp the Kobold Alchemist

Male kobold, age 15

How you first encountered him: He led a small band of kobold mercenaries inside the Deepspring in [encounter 2B.1](#).

Where to find him now: If you were unable to bargain with him, and forced to kill him, you can't find him anywhere. However, his brother, Spar, will continue to run their shop in Darkscale Ridge and you may still be able to acquire their services if you can persuade him to bargain with you.

Assuming Rasp is still alive you can find alchemist shop and lab in a cave near a kobold settlement on Darkscale Ridge. He runs the shop and lab with his brother, Spar, and they call it "Boom Brothers."

Later, after you've cleared out Grapewin Estate in [chapter 3C](#), Boom Brothers expands to open a storefront near the docks in Barleytown. Usually, Rasp runs the shop in Barleytown and Spar the shop in Darkscale Ridge, but they both frequently travel back and forth between the two locations.

What he sells: He sells all standard potions and oils, and he also carries an

assortment of thrown weapons and trap-making supplies.

His unique transactions: What Rasp (and his brother, Spar) offer that other herbalists or alchemists in the region do not is the ability to fashion potions, oils, or other alchemical creations to the PCs' specifications. If the PCs can concoct a suitable one-time magical effect, Boom Brothers can distill it into a vial, and will happily do so 2-3 times per level (for the party; not each PC).

Xavier Asturias the Wizard Librarian of Eld Arcanum

Male human, age 62

How you first encountered him: He was being used by Captain Griefert for a portal ritual in the basement of Eld Arcanum's library before you rescued him in [encounter 3A.4](#).

Where to find him now: He is still at the Eld Arcanum library.

What he sells: He keeps a collection of holy symbols, wands, staves, and other wondrous items of interest to a person studying arcane or religious power.

These items are scattered in various collections all over the campus in different buildings, displays, professor's desks and forgotten broom closets.

His unique transactions: Any book, tome, scroll, holy symbol, wand or staff the PCs can conceive of probably exists somewhere on campus and only Xavier is likely to find it. Because he is grateful to the PCs for saving him, he is willing to locate any such item and trade it to the PCs for another magical item or magical component that can be used to create a magic item.

Effectively, what this means is that the PCs can give Xavier any magic item or component they possess and receive in

return a magic book, tome, scroll, holy symbol, wand, staff or wondrous item of their own personal design (subject to GM approval).

Tearla Earthsigh the Drow Blademaster

Female dark elf, age 258

How you first encountered her: She was left for dead by Fade Wyrms cultists in Treetop City's Mid-Canopy region in [encounter 3B.2](#).

Where to find her now: She set up a shop in Treetop City with a sign that reads "Blademaster" in simple Elvish script.

What she sells: She specializes in crafting anything with a sharp edge, as well as other favored elven items such as the following types of magical items:

- Light armor
- Boots
- Cloaks
- Bladed weapons such as swords and daggers
- Bows and arrows

Her unique transactions: The difference between Tearla and another merchant in the Eldyn region is that she can manufacture the items listed above to the PCs's specifications, using magical components or by breaking down an existing magical item and refashioning it to the new specifications.

The Devil Merchant

Male devil, age unknown

How You First Encountered Him: Inside a magical door in Firnfast before [encounter 3D.1](#).

Where to find him now: His door can always be found in Firnfast, but it moves its exact location from time to time. In

addition, after you do business with him once, he leaves you a magic calling card that can be placed in any suitably-sized wall of subterranean stone to generate a door to his shop.

What he sells: All magical items other than those imbued with holy magic or energy.

His unique transactions: He will trade any item the PCs can come up with, provided they enter into a devil's bargain with him, i.e., agree to complete a quest of dubious morality and if they fail to complete it before they next level up, then the item becomes cursed and they cannot unequip, discard or destroy it.

Bernhard the Forgeborn Blacksmith

Male forgeborn, age 91 (as a dwarf; a few weeks as a forgeborn)

(if he was killed, Yngrette or another cleric revived him in forgeborn form)

How you first encountered him: You fought him inside a devilish battle arena in Firnfast in [encounter 3D.1](#).

Where to find him now: He stayed in Firnfast, using his skills as a blacksmith and stonemason to help rebuild.

What he sells: He is a dwarven blacksmith who specializes in heavy armor, shields, hammers and axes. He can smith the following types of magical equipment:

- Heavy armor,
- Gauntlets,
- Heavy boots
- Heavy helmets
- Shields
- Hammers and axes

His unique transactions: If the PCs left Firnfast on good terms with Bernhard (i.e., destroyed the devilforge

rather than giving it to the Devil Merchant), then he will offer special services above and beyond selling the weapons and equipment listed above. The difference between Bernhard and other Eldyn merchants carrying heavy armor and weapons is that Bernhard can manufacture these items to the PCs' specifications, either using magical components or by breaking down existing magical items and refashioning them to new specifications.

Sentinel the Holy Relic Hoarder

Male mausoleum dragon, age 538

How you first encountered him: While hunting ice elemental hearts on the Firn, you found him guarding an ancient dwarven cemetery in [encounter 4A.1](#).

Where to find him now: He remains at the ancient dwarven cemetery.

What he sells: He is not a merchant, but rather a collector. If the PCs are willing to bring him a holy symbol or any magic item with either holy energy, negative energy, or anti-undead properties, he will happily exchange another item from his hoard as thanks for their help.

His unique transactions: Sentinel's offer to exchange items means the PCs can bring him any religious symbol, wondrous item, or any other type of magic item with holy, negative, or anti-undead properties and in exchange Sentinel will give them a symbol, wondrous item, or other type of magic item with holy, negative, or anti-undead properties of the PC's design (per GM's approval).

Bride of the Lich King Part I

Type of Item	Merchant(s)
Armor, heavy	Bernhard
Armor, light	Tearla
Arrows	Tearla
Axes	Bernhard
Belts, sashes, girdles	Dervish
Bolts (crossbow)	Dervish
Books, tomes, etc.	Xavier
Boots, heavy	Bernhard
Boots, light	Tearla
Bows	Tearla
Circlets, Crowns	Dervish
Cloaks	Tearla Dervish
Clothing (non-armor)	Dervish
Crossbows	Dervish
Daggers, knives	Tearla
Gauntlets, heavy	Bernhard
Gloves, light	Dervish
Hammers, maces	Bernhard
Helmets	Bernhard
Holy Symbols	Sentinel Xavier
Necklaces	Dervish
Oils	Rasp
Potions	Rasp
Rings	Dervish
Scrolls	Xavier
Shields	Bernhard
Staves	Xavier
Swords	Tearla
Wands	Xavier
Wondrous Items	Dervish Sentinel