

DUNGEONS DRAGONS®

ANIMATED SERIES HANDBOOK



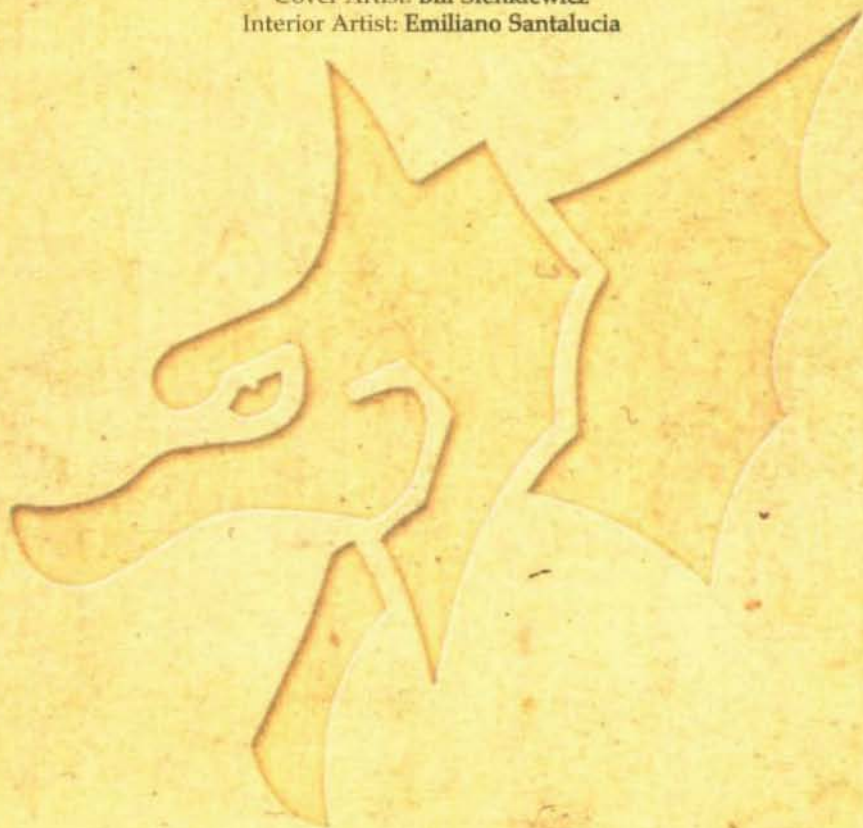
Character Information, Magic Item Guide
and Adventure Supplement

BENEATH THE BLADE OF SWORD MOUNTAIN

A DUNGEONS & DRAGONS® adventure based on "The Dragon's
Graveyard" episode of the DUNGEONS & DRAGONS cartoon

Credits

Design: **Matthew Sernett**
Editing: **Christopher Perkins**
Proofreading: **Logan Bonner**
Executive Development: **Jeff Hayne**
Art Direction & Graphic Design: **David Levine**
Cartographer: **Jason Engle**
Cover Artist: **Bill Sienkiewicz**
Interior Artist: **Emiliano Santalucia**



Based on the original DUNGEONS & DRAGONS rules created by Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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A Few Words from Dungeon Master

"Fear not, ranger, barbarian, magician, thief, cavalier, and acrobat. I am Dungeon Master, your guide in the realm of DUNGEONS & DRAGONS. It is an exciting place of wonder and beauty—and grave danger. You are about to embark upon a grand adventure, and I am here to show you the way. To succeed in your quest, you will need to be brave, smart, and just a little bit lucky. So keep your magic items close and your wits sharp. Good luck adventurers. We shall meet again."



Maps: All maps used in the adventure have the same scale: One square equals 5 feet. Miniatures-scale maps for the first two encounter areas can be made using the tiles from the *DUNGEONS & DRAGONS Basic Game*. Miniatures-scale maps for the other two encounter areas can be found in *The Frostfell Rift*, a separately published D&D adventure.

Adventure Background

Hank and the rest of the heroes have been looking for a way home, and Dungeon Master told them to travel to the Great Glaciers for what he believes is their most promising chance yet. After setting things right in the city of Turadh, the adventurers headed north, skirting the mountains of Darkhaven and passing through the forest of their friends, the Cloud Bears. At the base of one of the frosty paths up into the mountains of ice, Dungeon Master appears once again to deliver a cryptic message. . . .

What You Need to Play

Beneath the Blade of Sword Mountain is a short DUNGEONS & DRAGONS® adventure designed as a prelude to "The Dragon's Graveyard" episode of the DUNGEONS & DRAGONS cartoon. It assumes that you are familiar with the D&D® rules and makes use of the information in the three D&D core books—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. These three books explain the rules of the D&D game and provide game statistics for the monsters featured in this adventure. If you're new to playing the DUNGEONS & DRAGONS game, consider playing the DUNGEONS & DRAGONS *Basic Game* before buying the three core books.

You might find it fun to use official DUNGEONS & DRAGONS miniatures to represent the adventurers and monsters described herein.

Playing the Adventure

The following pages present the statistics and rules for playing the characters of the DUNGEONS & DRAGONS cartoon. Four to six players can play the adventure with one other person acting as Dungeon Master (DM). Each player should pick one character, but the player who picks Bobby gets to play Uni as well. Experienced players will note that the characters have appropriate gear for PCs of their level but also each has a special magic item unique to the character. These gifts from Dungeon Master are extra items that give the characters their powers from the show, and the adventure is designed to account for the heroes having this extra help.

Hank, the Ranger

The oldest among the kids, Hank acts as their leader throughout their adventures in the Realm. Self-disciplined and dependable, Hank leads because the others respect his judgment, not because he's bossy or imperious. Hank's greatest fear is that he'll do something to lose his friends' respect and thus lose their friendship.

Hank

Male human ranger 7
LG Medium humanoid (human)
Init +3; **Senses** Listen +11, Spot +11
Languages Common

AC 19, touch 13, flat-footed 16 (+3 Dex, +1 natural, +6 armor, +1 deflection); **Dodge**
hp 49 (7 HD)
Fort +7, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares)
Melee masterwork longsword +10/+5 (1d8+2/19–20)
Ranged *energy bow* +14/+9 (2d6+4/x3)
Base Atk +7; **Grp** +9
Atk Options Manyshot, Point Blank Shot, power shot (see *energy bow* description), Rapid Shot
Combat Gear *potion of cure light wounds*, *potion of resist energy (cold)* 20
Ranger Spells Prepared (CL 7th):
1st—*delay poison*, *longstrider*

Abilities Str 14, Dex 17, Con 15, Int 10, Wis 15, Cha 18
SA favored enemy (orc +4, giant +2)
SQ wild empathy, woodland stride
Feats Dodge, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow)
Skills Climb +11, Diplomacy +8, Hide +4, Jump +8, Listen +11, Move Silently +8, Search +5, Sense Motive +4, Spot +11, Survival +8 (+10 following tracks), Swim +6, Use Rope +7
Possessions combat gear plus +3 *studded leather armor*, *energy bow*, *amulet of natural armor +1*, *lesser bracers of archery*, *ring of protection +1*, masterwork longsword, waterskin, one day's trail rations, 3 torches, flint and steel

Energy Bow

Price: 22,600 gp
Body Slot: — (held)
Caster Level: 6th
Aura: Moderate; (DC 18) evocation
Activation: See below
Weight: 3 lb.

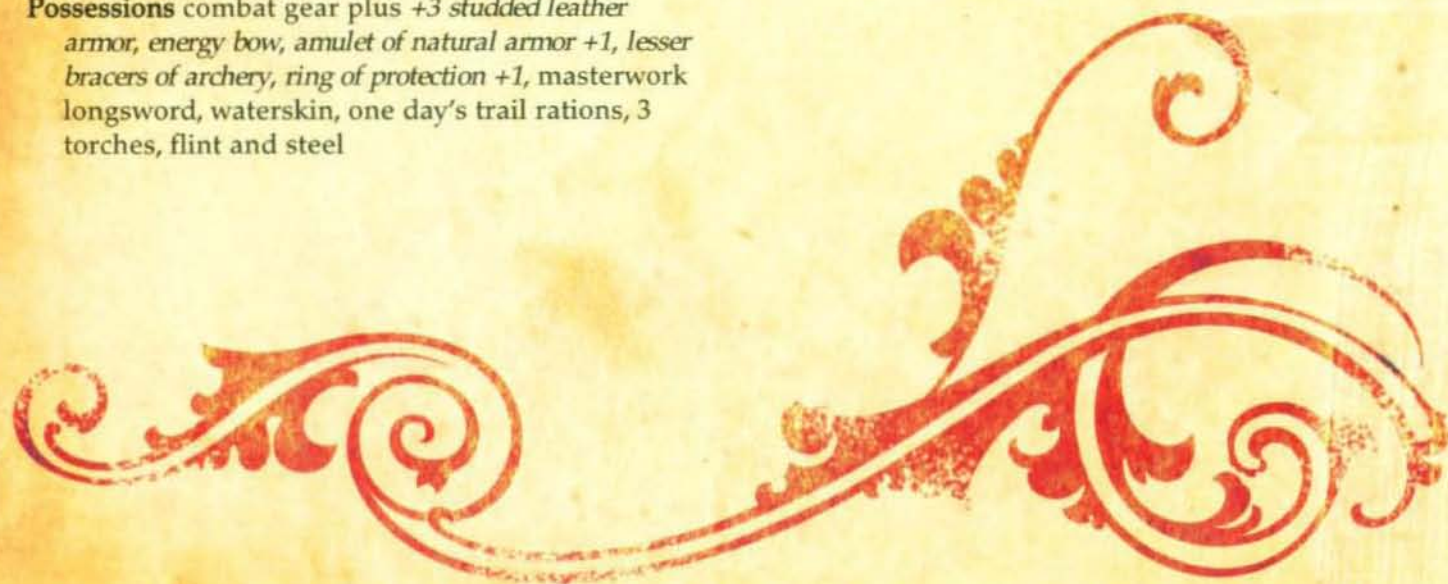
Simply drawing your fingers in the air near this finely crafted bow causes it to be strung with an arrow of glimmering energy.

Hank's *energy bow* acts as a +2 *composite longbow* that accommodates a user of any Strength. Although unstrung, it fires arrows of pure magical force that deal 2d6 points of damage. As they are force effects, the arrows do not suffer a miss chance when used against incorporeal creatures. The bow can be used to fire normal or magic arrows, but in such cases the bow does not confer its damage due to force. When drawn, the energy bow sheds light like a torch.

In addition, Hank can use the bow to make power shots. To do so, before making attack rolls, choose a number to subtract from your attack rolls up to Hank's base attack and add this same number to the damage dealt by the bow with any attack that hits. The penalty on attack rolls and bonus on damage rolls last until Hank's next turn.

Prerequisites: Craft Magic Arms and Armor, *magic missile*

Cost to Create: 11,500 gp, 888 XP, 23 days.





Eric, the Cavalier

Sarcastic, pessimistic, and egotistical, Eric can get on the others' nerves. Beneath his prickly exterior, however, Eric has a good heart and deeply cares for his friends, using the powers of his shield to protect them time again. Ironically, Eric uses his biting wit as a shield to protect himself from his worst fear - being ridiculed.

Eric

Male human fighter 7
NG Medium humanoid (human)
Init +5; **Senses** Listen +0, Spot +2
Languages Common, Giant

AC 22, touch 11, flat-footed 21 (+1 Dex, +7 armor, +4 shield)
hp 57 (7 HD)
Fort +9, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)
Melee *griffon shield* +13/+8 (1d8+9)
Base Atk +7; **Grp** +11
Atk Options Combat Expertise, Improved Disarm, Improved Shield Bash
Combat Gear *potion of cure moderate wounds*

Abilities Str 18, Dex 13, Con 14, Int 13, Wis 10, Cha 9
Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Shield Bash, Lightning Reflexes, Run, Weapon Focus (shield), Weapon Specialization (shield)
Skills Bluff +4, Diplomacy +1, Disguise -1(+1 acting), Hide +3, Intimidate +1, Jump +9, Spot +2, Swim +6
Possessions combat gear plus +2 *elven chain*, *griffon shield*, *bag of holding* (type I), *cloak of resistance* +2, *gauntlets of ogre power* +2, waterskin, one day's trail rations, 3 torches, flint and steel

Griffon Shield

Price: 20,370 gp
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) evocation
Activation: See below
Weight: 15 lb.

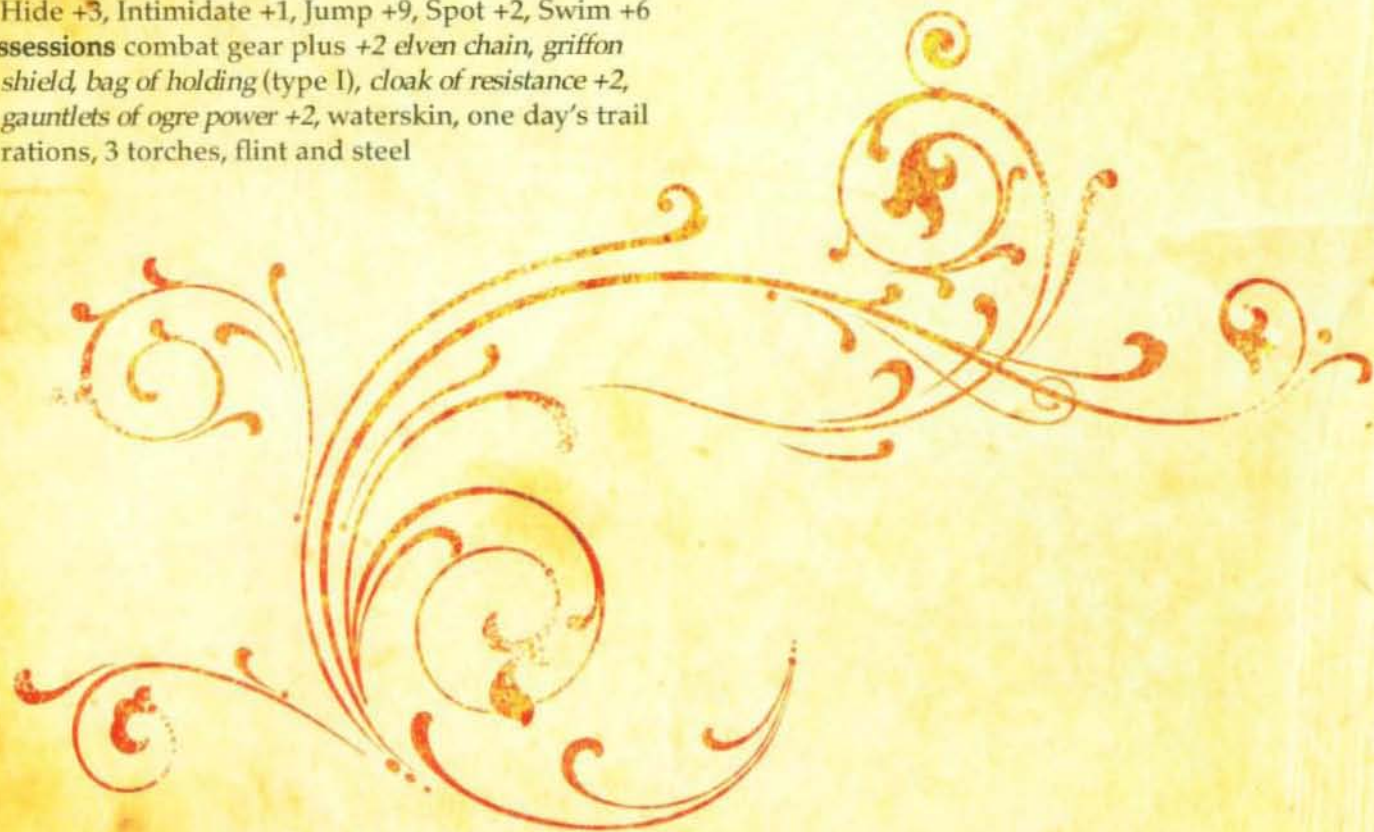
This golden shield bears the emblem of a white griffon's head on a black circle. It hums with power in your hands.

Eric's *griffon shield* is a +2 *bashing heavy steel shield* that can be wielded two-handed. The statistics for Eric assume he wields it two-handed. If not, his damage should be 1d8+7.

In addition, as an immediate action (a free action usable even on other people's turns), Eric can use the *griffon shield* to create a 10-foot diameter sphere of force like that produced by the *Otiluke's resilient sphere* spell.

The effect must be centered on Eric, and any creatures within the area except Eric can make a DC 16 Reflex save, being pushed out to the nearest open square on a success. The effect can be dismissed by Eric as a standard action, but otherwise it lasts until the duration elapses. Eric can use the *griffon shield* for 5 rounds each day. Rounds do not have to be consecutive, but each activation always counts as at least 1 round.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*, *Otiluke's resilient sphere*.
Cost to Create: 10,270 gp, 808 XP, 21 days.





Diana, the Acrobat

Diana was a gold-medal-winning gymnast and competitive horseback rider long before coming to the Realm, and her time fighting the monsters and dodging the dangers of the Dungeons & Dragons world has honed her skills even further. Smart and outspoken, Diana's confidence and courage in the face of foes make her an excellent leader when Hank isn't around to do the job. Having been involved in sports almost since the time she could walk, Diana takes great pride in her physical skills and fears nothing more than losing her edge.

Diana

Female human monk 7
LG Medium humanoid (human)
Init +3; Senses Listen +5, Spot +5
Languages Common, Giant

AC 22, touch 17, flat-footed 19 (+3 Dex, +3 Wis, +1 monk, +1 natural, +3 armor, +1 deflection)
hp 56 (7 HD)
Immune disease
Resist evasion
Fort +8, Ref +10, Will +8 (+10 vs. enchantment)

Speed 50 ft. (10 squares)
Melee *javelin staff* +11 (1d6+4) or
flurry *javelin staff* +10/+10 (1d6+4) or
unarmed strike +9 (1d8+2)
Ranged *javelin staff* +11 (1d6+4)
Base Atk +5; Grp +7
Atk Options Combat Reflexes, Improved Trip,
Stunning Fist (7/day; DC 16 Fortitude),
trip (see *javelin staff*)
Special Actions flurry of blows, wholeness of body
(14 points)
Combat Gear *potion of cure serious wounds*

Abilities Str 14, Dex 17, Con 16, Int 13, Wis 17, Cha 11
SA flurry of blows, *ki* strike (magic), unarmed strike
SQ evasion, purity of body, slow fall 30 ft., still mind,
wholeness of body
Feats Combat Reflexes, Improved Trip, Lightning
Reflexes, Stunning Fist, Weapon Finesse,
Weapon Focus (quarterstaff), Weapon Focus
(unarmed strike)
Skills Balance +10, Climb +11, Escape Artist +14,
Handle Animal +5, Hide +5, Jump +25, Listen +5,
Move Silently +4, Ride +8, Spot +5, Tumble +15,
Use Rope +3
Possessions combat gear plus *javelin staff*, *amulet of
natural armor* +1, *bracers of armor* +3, *ring of protec-
tion* +1, *vest of escape*, waterskin, one day's trail
rations, 3 torches, flint and steel

Javelin Staff

Price: 25,000 gp
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) transmutation
Activation: See below
Weight: 2 lb.

This long green staff seems to be made of solidified light. It feels light in the hands but has tremendous heft when swung.

Diana's *javelin staff* acts as a +2 *ki* strike quarterstaff when wielded or a +2 *ki* strike javelin when thrown, allowing Diana to use her Stunning Fist feat with *javelin staff* attacks in melee or at range. The staff can extend up to 20 feet in length or diminish to a mere inch, but in a longer or shorter form it is not useful as a weapon. Extending or retracting the weapon is a standard action. Diana can also use the *javelin staff* to help her jump, granting her a +5 bonus on Jump checks (already incorporated in her Jump bonus).

In addition, Diana can knock down foes with her *javelin staff* attacks. When Diana hits with a *javelin staff* in melee, she can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip Diana. Due to her Improved Trip feat, Diana gains an additional +4 bonus on her Strength check to trip the foe, and if successful she gets a free attack against the prone enemy.

Prerequisites: Craft Magic Arms and Armor, creator must be a monk.

Cost to Create: 12,800 gp, 976 XP, 25 days.





Presto, the Magician

Presto always loved magic, but back on Earth he could hardly do card tricks. When Dungeon Master dubbed him the magician and gave him his *hat of many spells*, Presto was both frightened and thrilled by the prospect of using real magic. Although Presto possesses amazing intelligence, he lacks self-confidence and often hesitates or gets nervous in dangerous situations, making him appear less smart than he really is. Presto watches his friends do stunning physical feats on a regular basis, which makes him think of himself as weak and clumsy. He knows that magic is his best weapon, so it terrifies him to be without his glasses and thus unable to see what he's casting at.

Presto

Male human wizard 7

NG Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +2

Languages Common, Dwarven, Elven, Giant, Orc

AC 11, touch 10, flat-footed 11 (-1 Dex, +1 natural, +1 deflection)

hp 40 (7 HD)

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4/19-20)

Ranged dagger +2 (1d4/19-20)

Base Atk +3; **Grp** +3

Combat Gear *potion of aid*, *potion of cure serious wounds*, *potion of displacement*, *wand of magic missile* (7th)

Wizard Spells Prepared (CL 7th):

4th—*ice storm*, *wall of fire*

3rd—*fireball* (DC 20), *haste*, *lightning bolt* (DC 20)

2nd—*glitterdust* (DC 17), *levitate*, *extended mage armor*, *scorching ray* (+2 ranged touch)

1st—*burning hands* (DC 18), *feather fall*, *grease* (DC 16), *ray of enfeeblement* (+2 ranged touch), *shield* x2

0—*detect magic*, *ghost sound* (DC 15), *light*, *resistance*

Abilities Str 11, Dex 9, Con 16, Int 20, Wis 15, Cha 13

Feats Combat Casting, Empower Spell, Lightning Reflexes, Magical Aptitude, Scribe Scroll, Spell Focus (Evocation)

Skills Climb +3, Concentration +13, Hide +3, Jump +3, Knowledge (arcana) +15, Listen +4, Move Silently +4, Sense Motive +5, Spellcraft +19 (+21 deciphering scrolls), Use Magic Device +8 (+10 scrolls)

Possessions combat gear plus dagger, *hat of many spells*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of intellect* +2, *ring of protection* +1, spellbook, waterskin, one day's trail rations, 3 torches, flint and steel

Spellbook spells prepared plus 0—all; 1st—*color spray*, *expeditious retreat*, *identify*, *jump*, *magic missile*, *sleep*, *Tenser's floating disk*; 2nd—*flaming sphere*, *Melf's acid arrow*, *resist energy*, *rope trick*, *touch of idiocy*, *spider climb*; 3rd—*dispel magic*, *displacement*, *major image*, *sleet storm*, *stinking cloud*, *suggestion*; 4th—*confusion*, *phantasmal killer*, *stoneskin*

Hat of Many Spells

Price: 25,000 gp

Body Slot: — (held)

Caster Level: 10th

Aura: Moderate; (DC 20) enchantment

Activation: See below

Weight: —

This floppy, pointed green hat doesn't look like much, but when you open it, its interior glows with mystic power.

Presto's *hat of many spells* acts as a *rod of wonder* and can be activated as a standard action when held (which does not provoke attacks of opportunity). It also holds any material component, up to a 1,000 gp value, for any spell Presto casts. Presto need only put his hand into his hat like he might do to draw components from a spell component pouch. Such components last 1 round before dissolving.

In addition, Presto can use his *hat of many spells* to either empower a spell he is casting (per the Empower Spell feat but with no increase in the level of the spell) or to cast a spell from his spellbook in place of one he has prepared (the spells must be the same level, and the prepared spell is lost). In either case, using the hat is part of the action of spellcasting. Using the *hat of many spells* in either of those two manners can have unpredictable results. Whenever Presto uses the *hat of many spells* to empower a spell or switch it for one from his spellbook, roll d%. On a roll of 1 to 35, the spell is wasted, but a *rod of wonder* effect happens instead. On a roll of 36 to 65, the spell takes effect as desired, but a *rod of wonder* effect happens as well. On a roll of 66 to 100, the spell is cast as desired.

Prerequisites: Craft Wondrous Item, Empower Spell, *confusion*.

Cost to Create: 12,500 gp, 1,000 XP, 25 days.





Sheila, the Thief

Sensitive and caring, Sheila would never have chosen the role of the thief for herself, and that's exactly why Dungeon Master gave it to her. He knew she would be able to responsibly use the power of the *cloak of invisibility*. As Bobby's older sister, Sheila feels that she has to take care of him in the Realm and provide him with a good role model. Sheila cares for her friends deeply and she fears losing them, but more than that, Sheila has a phobia of being alone.

To prevent this, Sheila maintains an open and friendly attitude, hoping to win over people so they will like being with her. This can make her seem gullible, and it sometimes gets Sheila into trouble.

Sheila

Female human rogue 7

NG Medium humanoid (human)

Init +4; **Senses** Listen +11, Spot +11

Languages Common, Sylvan, Elven

AC 21, touch 15, flat-footed 21 (+4 Dex, +6 armor, +1 deflection)

hp 48 (7 HD)

Resist evasion, trap sense +2

Fort +5, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork rapier +11 (1d6/18–20) or masterwork rapiers +9/+9 (1d6/18–20)

Base Atk +5; **Grp** +5

Atk Options sneak attack +4d6, Two-Weapon Fighting

Combat Gear *potion of cure moderate wounds*, scroll of *raise dead*, scroll of *sanctuary*, wand of *cure moderate wounds* (25 charges)

Abilities Str 10, Dex 18, Con 17, Int 14, Wis 13, Cha 15

SA sneak attack +4d6

SQ evasion, trap sense +2, trapfinding, uncanny dodge

Feats Skill Focus (Use Magic Device), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Balance +11, Climb +6, Diplomacy +4, Disable Device +7, Heal +4, Hide +14, Jump +9, Listen +11, Move Silently +14, Open Lock +9, Search +11, Sense Motive +6, Spot +11, Swim +4, Tumble +13, Use Magic Device +15

Possessions combat gear plus +2 *mithral shirt*, *ring of protection* +1, two masterwork rapiers, waterskin, one day's trail rations, 3 torches, flint and steel

Cloak of Invisibility

Price: 26,000 gp

Body Slot: Shoulders

Caster Level: 7th

Aura: Moderate; (DC 18) illusion

Activation: Standard; see below

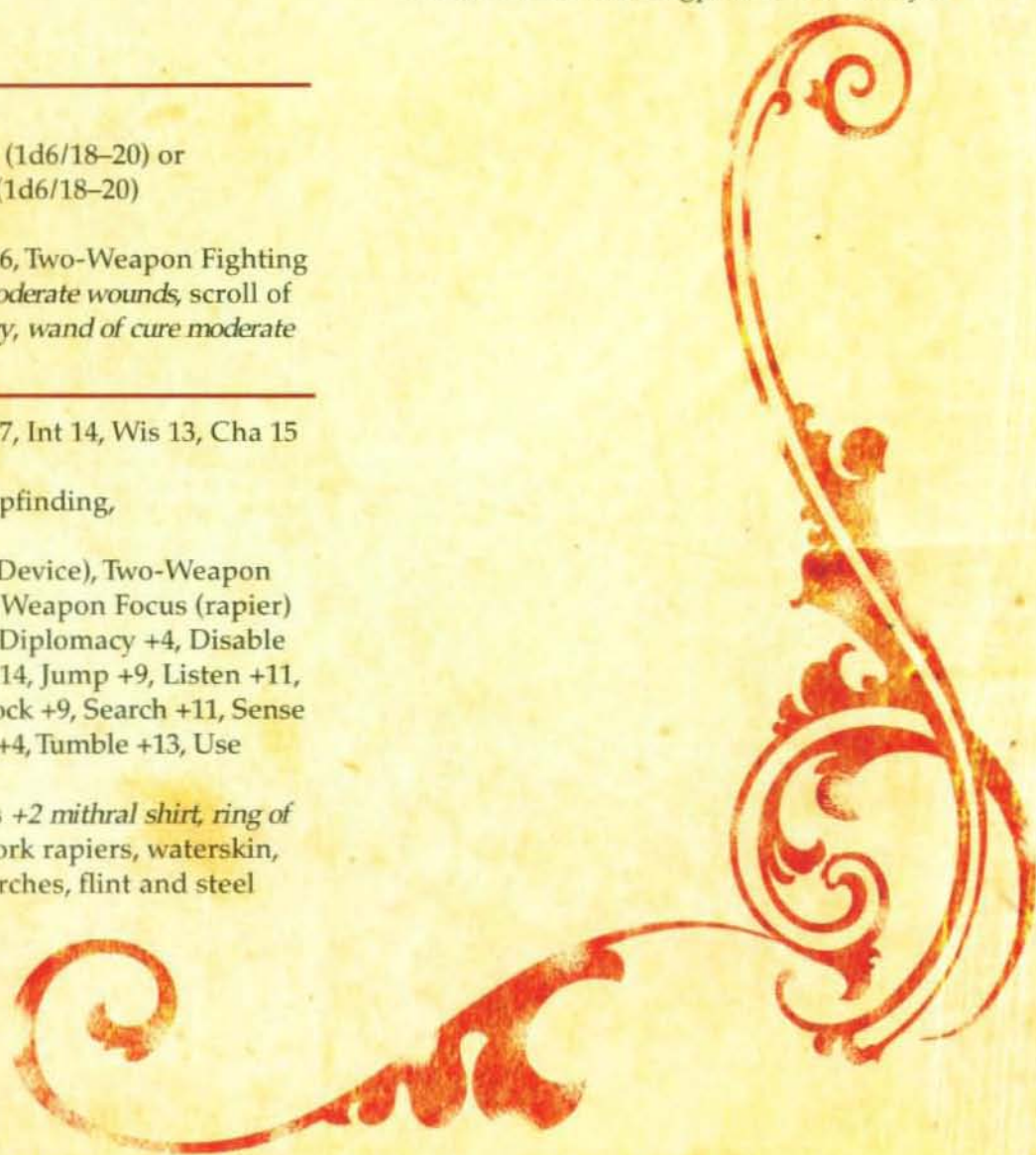
Weight: —

This purple cloak seems sheer at times and opaque at others. It is soft to the touch and light as a feather.

Sheila's *cloak of invisibility* can render her invisible (as per the *invisibility* spell) five times per day. In addition, twice per day, Sheila can activate the cloak to cast *greater invisibility* on herself, but the *greater invisibility* lasts only 1d4 rounds. Activating the *cloak of invisibility* is a standard action that does not provoke attacks of opportunity. Sheila must have a hand free to pull up her hood and thus activate the cloak. If Sheila is damaged while invisible, the *cloak of invisibility's* magic fails, Sheila is rendered visible, and the cloak cannot be activated again until 2d4 rounds have elapsed.

Prerequisites: Craft Wondrous Item, *greater invisibility*.

Cost to Create: 13,000 gp, 1,040 XP, 26 days.





Bobby, the Barbarian

Bobby is the youngest of the group and the most impetuous. Swift to anger and always ready for a fight, Bobby makes a perfect barbarian despite his small size. Although strong for his age, Bobby gets most of his strength from his *thunder club*, and he greatly fears both appearing and being weak.

Bobby

Male human barbarian 7
CG Medium humanoid (human)
Init +1; **Senses** Listen +9, Spot +4
Languages Common

AC 18, touch 11, flat-footed 18 (+1 Dex, +2 natural, +5 armor)
hp 79 (7 HD); **DR** 1/—
Resist trap sense +2
Fort +9, **Ref** +3, **Will** +1

Speed 40 ft. (8 squares)
Melee *thunder club* +14/+9 (1d10+8)
Base Atk +7; **Grp** +11
Atk Options Power Attack
Special Actions Cleave, Improved Sunder
Combat Gear *potion of cure light wounds, potion of heroism, salve of slipperiness, sovereign glue, universal solvent*

Abilities Str 19, Dex 13, Con 18, Int 11, Wis 8, Cha 10
SA rage 2/day (see second stat block)
SQ fast movement, improved uncanny dodge (can't be flanked), trap sense +2
Feats Cleave, Improved Sunder, Power Attack, Weapon Focus (greatclub)
Skills Climb +12, Intimidate +10, Jump +16, Listen +9, Spot +4
Possessions combat gear plus *thunder club*, +2 *hide armor*, *amulet of natural armor* +2, *boots of the winterlands*, waterskin, one day's trail rations

When raging, Bobby has the following changed statistics:

AC 16, touch 9, flat-footed 16
hp 93 (7 HD)
Fort +11, **Will** +3
Melee *thunder club* +16/+11 (1d10+11)
Grp +13
Abilities Str 23, Con 22
Skills Climb +14, Jump +18

Thunder Club

Price: 31,305 gp
Body Slot: — (held)
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: See below
Weight: 10 lb.

This thick wooden club seems like little more than a log until you pick it up. When it's in your hands, you feel as strong as a bull.

Bobby's *thunder club* is a +2 *greatclub* that grants its wielder a +4 enhancement bonus to Strength (already factored into Bobby's statistics). In addition, three times per day, Bobby can strike the ground as an attack and cause earth tremor in a 30-foot line. Creatures in the area must succeed at DC 20 Reflex save or fall prone.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*, *earthquake*.

Cost to Create: 15,805 gp, 1,240 XP, 31 days.





Uni

The gang met Uni not long after entering the Realm. Bobby and Uni formed an instant bond, and the two remain inseparable. Uni is a young unicorn and doesn't yet possess all of a grown unicorn's powers. Even so, she can be very useful to the adventurers, though she sometimes gets herself into trouble.

Uni

CR 2

LG Small Magical Beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +6, **Spot** +6

Aura magic circle against evil (10-ft. radius)

Languages Common, Sylvan (can't speak)

AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +4 natural)

hp 31 (3 HD)

Immune charm, compulsion, poison

Fort +8, **Ref** +6, **Will** +4

Speed 40 ft. (8 squares)

Melee horn +5 (1d4+1)

Base Atk +3; **Grp** -1

Spell-Like Abilities (CL 5th):

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within forest only), *neutralize poison* (touch only, DC 17)

Abilities Str 10, Dex 17, Con 21, Int 10, Wis 16, Cha 17

SA alicorn

SQ darkvision 60 ft., low-light vision, magic circle against evil, scent, spell-like abilities

Feats Alertness, Skill Focus (Survival)

Skills Jump +9, Listen +6, Move Silently +7, Spot +6, Survival +7

Alicorn (Su) Uni's horn is treated as a +1 magic weapon. This power fades if it is removed from Uni.



The Adventure Begins

The adventure begins with the PCs having traveled up into the Great Glaciers. They've just struck camp after spending a chilly night in a mountain cave, but they don't know what to do because Dungeon Master hasn't told them yet.

You look outside the chilly cave you slept in to see the sun cresting a horizon of jagged, icy peaks. Dark clouds and falling snow obscure your vision of the glaciers to the north. If you continue farther up the trail that led you to this cave, you'll surely end up in the midst of a blizzard. You're about to give up hope, but you turn around and see Dungeon Master sitting by your fire and warming his hands!

"Good morning. You have done well to get here so soon. There is still time yet to find the way back to your homes. Know that you rested within Sword Mountain, a pile of rock and ice that is both extraordinarily sheer and long. Your goal lies on the other side."

"Yet do not lose hope. Like the weapon that gives it its name, the mountain is very narrow. You must travel the path through the mountain and the ancient home of the frost dwarves, though their rule ended long ago."

"Once you have found your way through the mountain to the other side, you will stand upon one of the Great Glaciers and then the fire in the ice will show you the way. You must

reach the glacier before the sun sets, or this way home shall be closed to you forever.

"Where is this path? You stand upon it. Not all doors have hinges, and many are the locks that will open to no key."

At those words you feel a rush of cold wind come in the cave, and you instinctively look to see where the wind is going. Just a few feet away from where you slept there now gapes a wide doorway where there was nothing but solid rock only a moment ago. Beyond the doorway lies a cold stone hall that leads off into darkness. When you look back to your guttering fire to ask Dungeon Master about it, he's already gone.

Allow the players to make any preparations they want before entering the tunnel. If they think about climbing Sword Mountain or trying to go around it, remind them that a blizzard is coming and that it would be impossible for them to arrive on the glacier before sundown.

The tunnel is 10 feet wide, 10 feet tall, and carved smooth except where periodic carvings depict dwarves of all stations going about their daily lives. The carvings are unremarkable except that when the dwarves are shown working at forges, which is quite common, they seem to be pulling items of ice out of them rather than metal tools and weapons. The tunnel goes for nearly half a mile, seeming to rise slightly as it goes, before entering Area 1: A Cold Welcome.





PCs
Enter
Here

D Dorrin

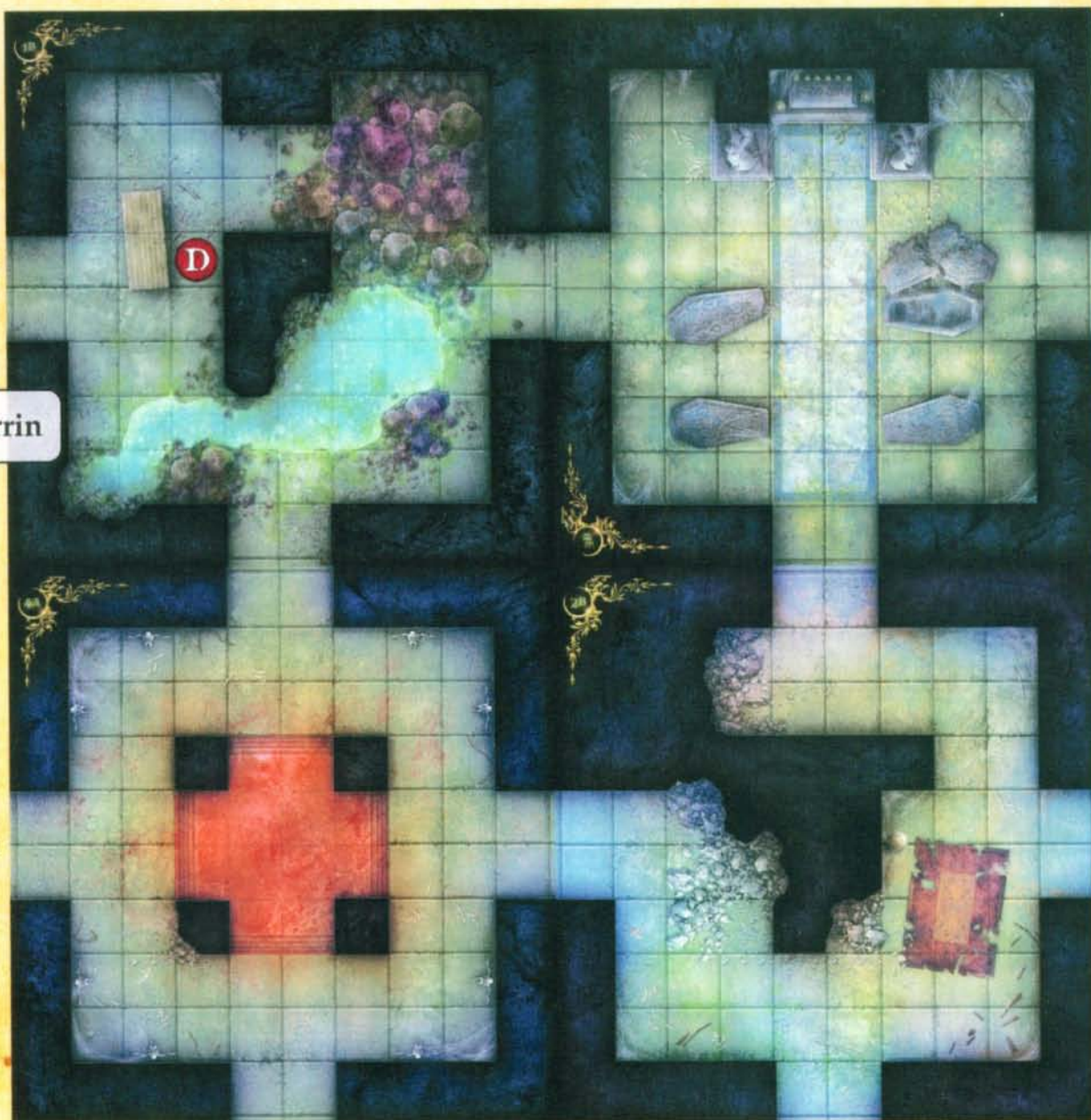
Entry 4

Entry 3

Entry 5

Entry 2

Entry 1



Area 1: A Cold Welcome (EL 9, or 10 with the spectre)

The tunnels were once ruled by the frost dwarves, but a tribe of orcs and other monsters led by a frost giant claimed it for their own and enslaved the frost dwarves two decades ago. The frost giant, named Yragmul, defeated the king of the frost dwarves and broke his magic crown in two. With the crown's destruction, the frost dwarves became normal dwarves, and the spirit to fight left them.

When the PCs come near the rooms of Area 1, one of the two dwarves there has already gone to alert the orcs, having heard the PCs' approach down the long tunnel. The other dwarf, Dorrin, talks to the PCs, hoping to better understand what new threat has invaded their home.

From the darkness ahead, you hear a gruff voice coming from what must be some room ahead.

"Who goes there? Who dares enter Yragmul's realm? Come no further until you identify yourselves!"

If the PCs attack, begin the encounter described below. If the PCs talk to Dorrin, he is suspicious and unfriendly. The PCs have a couple minutes to talk to Dorrin before the guards come. If the PCs manage to shift Dorrin's attitude to indifferent, he tells them how his people were enslaved and how they lost their frost magic after their king and queen were killed, and the king's crown was broken. Dejectedly, he tells them that without an heir apparent, even repairing the crown will not return their frost magic to them. If the PCs manage to make Dorrin friendly, he tells the PCs that orc and ogre guards are on their way, and

that Yragmul also has ice mephits and a winter wolf in his employ. If the PCs promise to defeat Yragmul, give them a +5 bonus on any Diplomacy check they make with Dorrin. Making Dorrin helpful through Diplomacy checks results in Dorrin warning the PCs not to disturb the sarcophagi in the next room and in him being willing to talk to the other dwarves and convince them not to fight the PCs or get in their way.

The Battle Begins

When the conversation with Dorrin is winding down, or if the PCs attacked Dorrin, have them make a DC 14 Listen check to hear the approaching guards. Those participating in the conversation with Dorrin take a -5 penalty for being distracted. Those who succeed aren't surprised when the orcs enter from Entry 1 (as marked on the map).

Surprise Round: During the surprise round, position six orcs (*Monster Manual* page 203) as shown on the encounter map. Roll initiative for the orcs, and have the players who made their Listen checks roll initiative.

1st Full Round: Six more orcs enter the area from Entry 2, and another six orcs enter from Entry 3. All take their actions as though they started just off the map. If the PCs talked to Dorrin, he runs for Entry 5. The monsters do not impede him.

2nd Full Round: Two ogres (*Monster Manual* page 199) arrive, entering from Entry 4 and Entry 5.

3rd Full Round: Two more ogres arrive from Entry 4 and Entry 5 and six more orcs come from Entry 1.

4th Full Round: Gorz, the ogre captain (an ogre 4th-level barbarian, *Monster Manual* page 199), enters from Entry 5 and shouts at the PCs, speaking in Giant, "I Gorz, captain of guard, fourth in command. You die! Here! Now!" If the PCs fought Dorrin rather than talking to him, six dwarves (*Monster Manual* page 91) follow Gorz in to fight the PCs.

Monster Roster (Area 1)

24 orcs (*Monster Manual* page 203)

4 ogres (*Monster Manual* page 199)

Gorz, ogre captain (ogre 4th-level barbarian, *Monster Manual* page 199)

6 dwarves (*Monster Manual* page 91)

1 spectre (*Monster Manual* page 232)

Terrain Features

In addition to the monsters, elements of the map offer challenges to the PCs.

Mushrooms: Squares with mushrooms are considered light undergrowth (*Dungeon Master's Guide* page 87).

Red Squares: The red squares spattered with blood are blood rock. A creature that stands on a square of blood rock and threatens a critical hit automatically confirms.

Rubble: Squares with rubble are considered dense rubble (*Dungeon Master's Guide* page 90).

Sarcophagi: A character that touches or attacks a sarcophagus (including with area-affecting spells) causes a dwarf spectre (*Monster Manual* page 232) to arise from the altar to attack the offending PC. This happens only once.

Water: Squares with water are coated in ice and considered an ice sheet (*Dungeon Master's Guide* page 91).

After the Battle

When the battle is finished, dwarves rush in from all directions and cheer the PCs. Dorrin (or another dwarf if Dorrin was killed) encourages the PCs to continue on through Entry 5. He explains that more dangerous foes lie ahead, including Yragmul's second and third in command, Dur and Joss. The dwarves have never seen Dur or Joss because the dwarves are kept in the tunnels near the mines, but they have heard that Dur and Joss are terrible giants of some kind. The dwarf tells the PCs that Dur and Joss supposedly live in an ice cavern just before the exit from the mountain. Between here and there lie several miles of tunnels, and if the PCs want to get out the other side of the mountain before sundown they should hurry.

To help them on their way, the dwarves give the PCs a rough map and directions that will lead them to the ice cave. If the PCs would prefer to look around their surroundings a bit, that's okay. They are near the mines and living quarters of the enslaved dwarves. You can render this in as much or as little detail as you prefer.

When the PCs set off, the dwarves offer hearty cheers of encouragement and wishes of good luck, and they smile for the first time in years. The PCs travel a long distance through the hallways until they reach Area 2.

Treasure

Gorz wielded a +1 *greatclub* and wore both +1 *hide armor* and a *ring of protection* +1. The dwarves, orcs, and normal ogres possess nothing more than mundane tools and some nonmagical weapons and armor. Even the sarcophagi are devoid of treasure.

Area 2: A Door With No Key (EL 9)

In this encounter the PCs confront an unexpected impediment to their path home. It's Venger's handiwork, but the PCs can figure out the way if they remember Dungeon Master's advice.

You've been following the dwarves' map for what seems like an hour, passing down long tunnels and through grand halls, all in disrepair and in many places vandalized by Yragmul's monsters. You turn a corner and come upon a feature not described on the dwarves' maps. The path you're supposed to travel goes through a Roman-style arch flanked by two statues of displacer beasts. Within the arch is a glowing energy barrier through which you can see a room with a fountain.

Set up the map as shown, but do not place any of the monsters yet. Allow the players to place their PCs.

Have Presto make a DC 25 Knowledge (arcana) check to understand that the glowing energy barrier is similar to a *wall of force* spell. If Presto fails, the PCs can find out with some investigation that although the glowing energy does not harm them, nothing can physically penetrate or harm it. If the PCs consult their map for a way around, they see that the dwarves did not include much detail about this area, and if they start wandering the halls, they could get lost for hours. As the PCs are thinking about the problem, several ice mephits fly into the room beyond the barrier.

Suddenly, four creatures fly into the room beyond the energy barrier. They are shaped like small people but with bat wings and bodies made entirely of ice. They spot you and flutter over to look at you through the transparent energy.

The tallest among them speaks, "Hey, you're not supposed to be here! Wait a minute. You're the ones Venger told Yragmul about! Rime, fly back and tell Yragmul what's going on and then find Venger."

One of the others, apparently the one called Rime, whines, "What? Go all the way back? It's a long way!"

"That's right," the tall one says. "So get moving!" As Rime flits off, the tall one calls after him, "And tell that big chicken to hurry up! We've got trouble here!"

Then the tall one turns back to you. "Hello," he says with an evil grin. "My name is Torfost. This here is Trice and Rema. I thought we should get acquainted as you're going to be here a while."

Allow the PCs to converse with Torfost. He freely tells the PCs that the energy barrier was put in place by Venger to help contain the dwarves. The ice mephit gleefully describes how there's a password that allows you to pass through it, but he'll never tell the PCs. The mephit can't be intimidated by the PCs or talked into giving up the password. If they try to bluff him (using the Bluff skill), he tells them a fake password and then laughs when they try to walk through the field and bounce off. If the PCs have a

captive from their earlier fight, such as an orc, the orc would rather die than give up the password. Trice and Rema seem nervous and fidgety, but they won't talk to the PCs and seem a little frightened of them. They keep flitting over to the passage they came down to see if "the big chicken" is getting close.

Getting Past the Energy Barrier

The heroes can get through the energy barrier. All they need to do is remember Dungeon Master's last words to them: "Not all doors have hinges, and many are the locks that will open to no key." To bring down the energy barrier, the PCs need to destroy the keystone of the arch in which the force field sits. If the players need help remembering what Dungeon Master said and figuring it out, have them make Intelligence checks, revealing the information for the highest success and from lower DCs:

DC 10 or below: Dungeon Master said something about doors without hinges before he left.

DC 15: Dungeon Master said something about doors before he left: "Not all doors have hinges, and many are the locks that will open to no key."

DC 20: The highest stone in the arch is called a keystone. It's the last stone put in place when building an arch, and if removed, the arch will often crumble.

The archway's keystone has a hardness of 8 and 50 hit points. The PCs can attempt to destroy it with attacks, or they can try to pry it loose with a DC 25 Strength check. To do so, they'll need to be able to reach the keystone, which is 10 feet up the wall. Standing on one of the displacer beast statues works, and so does one of the characters lifting Bobby.

The Battle Begins

When the keystone is removed or destroyed, the energy barrier vanishes in a flash of sparks that rains down on the displacer beast statues. The ice mephits shriek in shock, and the two displacer beast statues come to life (if the PCs haven't already destroyed them). Have the PCs roll initiative, and then roll initiative for the three ice mephits (*Monster Manual* page 182) and two displacer beasts (*Monster Manual* page 66). There is no surprise round. The ice mephits (M) and displacer beasts (D) start the fight at the locations noted on the map, or the nearest unoccupied squares. Three rounds into the fight, the "big chicken" (W) rounds the corner into the room from the passage the ice mephits used. It's a wyvern (*Monster Manual* page 259), and it's ready to fight.

Monster Roster (Area 2)

3 ice mephits (*Monster Manual* page 182)

2 displacer beasts (*Monster Manual* page 66)

1 wyvern (*Monster Manual* page 259)

After the Battle

After the combat, the PCs can continue to follow the map, setting off in pursuit of Rime. Rime has too much of a head start for the PCs to catch him, but his frantic flight through the tunnels leaves bits of frost on the walls and ceiling as he scrambles back to his master. This makes finding their way even easier, so the PCs can make up for the time they lost dealing with the energy barrier. The PCs don't encounter any resistance on the way because Yragmul has ordered his forces to gather in the ice cavern and outside on the glacier.

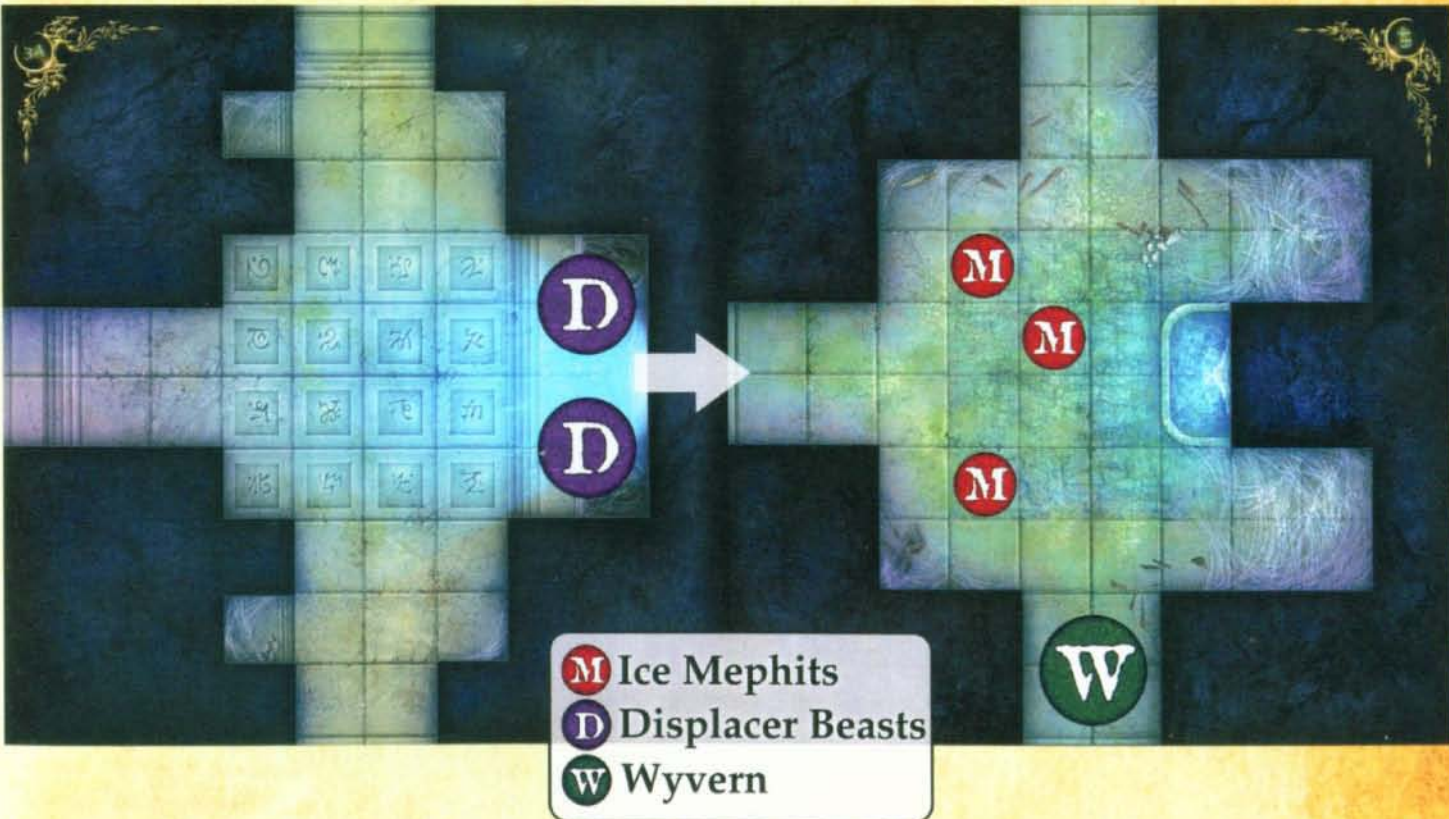
Fountain: The fountain in the room runs with cool clean water that the PCs can drink after their fight and use to fill their waterskins. A PC doing so or otherwise investigating the fountain spies the treasure.

Treasure

In the bottom of the fountain lies a *ring of feather falling*.



PCs Start Here



Area 3: On Thin Ice (EL 9)

In this encounter, the PCs confront Yragmul's second- and third-in-command, the ettin Dur and Joss. (Dur is the name of one of the ettin's heads; Joss is the name of the other.) As the PCs approach this cavern, they can easily hear Dur and Joss shouting commands at the other monsters.

You hear deep-throated shouting from up ahead. The shouting echoes in a way that leads you to believe the person shouting must be in a large room. Just then a cold, fresh breeze wafts by you. According to the map, you're close to the ice caves. It must be the exit to the glacier!

As you eagerly move forward, the shouting becomes more distinct, "Hurry up, you!"

"Yeah," a similar voice echoes. "Hurry up!"

"They'll be here soon and we have to be ready!" says the first voice.

"Be ready!" echoes the second.

The PCs (particularly Sheila) might want to scout the room. Allow them to do so, making Listen and Spot checks for the monsters as necessary. A PC looking into the room sees the following:

Icy bridges cross from one side of the cave to the other, spanning a 30-foot-deep rift. Two great pillars of ice rise to the ceiling, each containing some large creature that has been frozen solid. In the opposite corner of the cavern, you can see what looks like sunlight filtering through a cave. It must be the way out of Sword Mountain!

Several creatures block your path. One is a huge, two-headed giant! It wears half an ice crown on one head and the other half on its other head. It's shouting orders at orcs who are busy splashing water on the ice bridges.

"Move faster when I say!" says one head. "Right! Do what Joss say or Dur will crush you!" shouts the other as it makes a fist.

If all the PCs try to be stealthy, they might gain the advantage of surprise. Otherwise, simply roll for initiative as soon as one of PCs is spotted. Combat begins immediately.

The Battle Begins

In this encounter, the heroes do battle with an ettin (E), three ice mephits (M), and 16 orcs (O). The ettin (*Monster Manual* page 259) waits to see what the PCs do, hoping to block their path and draw them into melee on the ice bridges. The three ice mephits (*Monster Manual* page 182) hover out of reach over the rift squares, using first their *magic missiles*, then their *chill metal* spells, and finally their breath weapons before closing into melee. Half of the orcs (*Monster Manual* page 203) rush toward the heroes to engage them in melee combat while the rest take cover and hurl javelins.

Monster Roster (Area 3)

16 orcs (*Monster Manual* page 203)

3 ice mephits (*Monster Manual* page 182)

Dur and Joss, ettin (*Monster Manual* page 259)

Ending the Battle

Once the battle is over, the PCs can leave Sword Mountain to confront Yragmul. If they leave before combat is finished, they have a rough time of it because their foes follow them out. Hopefully the PCs take a moment to recuperate before leaving the ice cave. Yragmul and the last of his servants have an ambush planned for the PCs, and they attack as soon as the PCs get out on the glacier. If the PCs hang around in the ice cavern, allow them time to heal themselves and make other preparations, but as soon as they are finished, they hear the harpy's call and the next encounter in Area 4 begins.

Terrain Features.

The following terrain features are present in this encounter:

Difficult Terrain: Squares marked with a white triangle are difficult to move through. It costs one extra square of movement to enter a difficult square. In addition, Move Silently and Tumble checks suffer a -5 penalty in such squares.

Ice Bridges: The ice bridges (areas with the white squiggly marks in the middle) are extraordinarily slippery. It costs 2 squares of movement to enter an ice bridge square, and the DC of Balance and Tumble checks there increases by 5. A DC 15 Balance check is required to run or charge across the ice bridge. Failure by 4 or less means the character can still act, but can't run or charge this round. Failure by 5 to 9 results in the character falling prone. Failure by 10 or more results in the character slipping off the bridge. A creature slipping off the bridge can make a DC 15 Reflex save to grab the side.

A creature that ends its move on a square of ice bridge must succeed on a DC 10 Balance check or fall prone. Failure by 5 or more results in the character slipping off the bridge. Bobby's *boots of the winterlands* make him immune to the slippery effect of the bridges.

A square of ice bridge has 20 hit points and collapses into the rift if dealt that much damage. If squares in a line across the bridge are destroyed, the whole bridge collapses. A creature in a collapsing square is allowed a DC 15 Reflex save to jump to an adjacent unoccupied safe square. Note that Bobby's earth tremor attack automatically destroys ice bridge squares affected by the line, and Presto's *fireballs* and *wall of fire* have a good chance to destroy squares of bridge.

Rift: The rift is 30 feet deep, and any creature that falls in takes 3d6 points of damage unless it can somehow slow its fall. Climbing out of the rift requires a DC 25 Climb check.

Ice Pillars: Two 10-foot-thick pillars of ice stand in the cavern. Upon close examination, they appear to have demons frozen within them. Each has no hardness and can take 180 hit points of damage before splitting and collapsing. Should this happen to a pillar, it frees

an unconscious dwarf, not a demon. The dwarves in the pillars, one male and one female, will not awake unless the broken ice crown worn by Joss and Dur is reformed (see Treasure).

Treasure

If the PCs claim the broken halves of the crown from Joss and Dur, they find that they appear to fit together. Touching the halves of the crown together causes it to meld into one piece. When this happens, the crown flies out of the PCs' hands and into one of the ice pillars like a stone into water. The ice pillars melt away, revealing not demons but two dwarves in the raiment of a king and queen. Read the following text should this occur:

The ice of the pillars melts away with miraculous speed, simply misting into the air and floating away. The image of the demons in the pillars also vanishes, revealing two dwarves lying on the ice, one male wearing the ice crown and one female. Both look very old, but they have a regal bearing as they each roll slowly up to one knee, bowing before you. Each wears sumptuous robes and is bedecked with jewelry.

The old male dwarf looks up to you and speaks first, "Thank you. You have restored my crown and thus freed us from our icy prisons. I am King Ulfgor Frostborn, and this is my queen, Audhild."

The queen looks up at you then and says with tears in her eyes, "By freeing us and repairing the crown, you have given the frost dwarves back their magic. Soon we shall be

as we were, and our people will be proud once again."

As she speaks, the dwarves stand, and you watch in wonder as their skin becomes a pale white, and their hair and the king's beard transform into sparking ice.

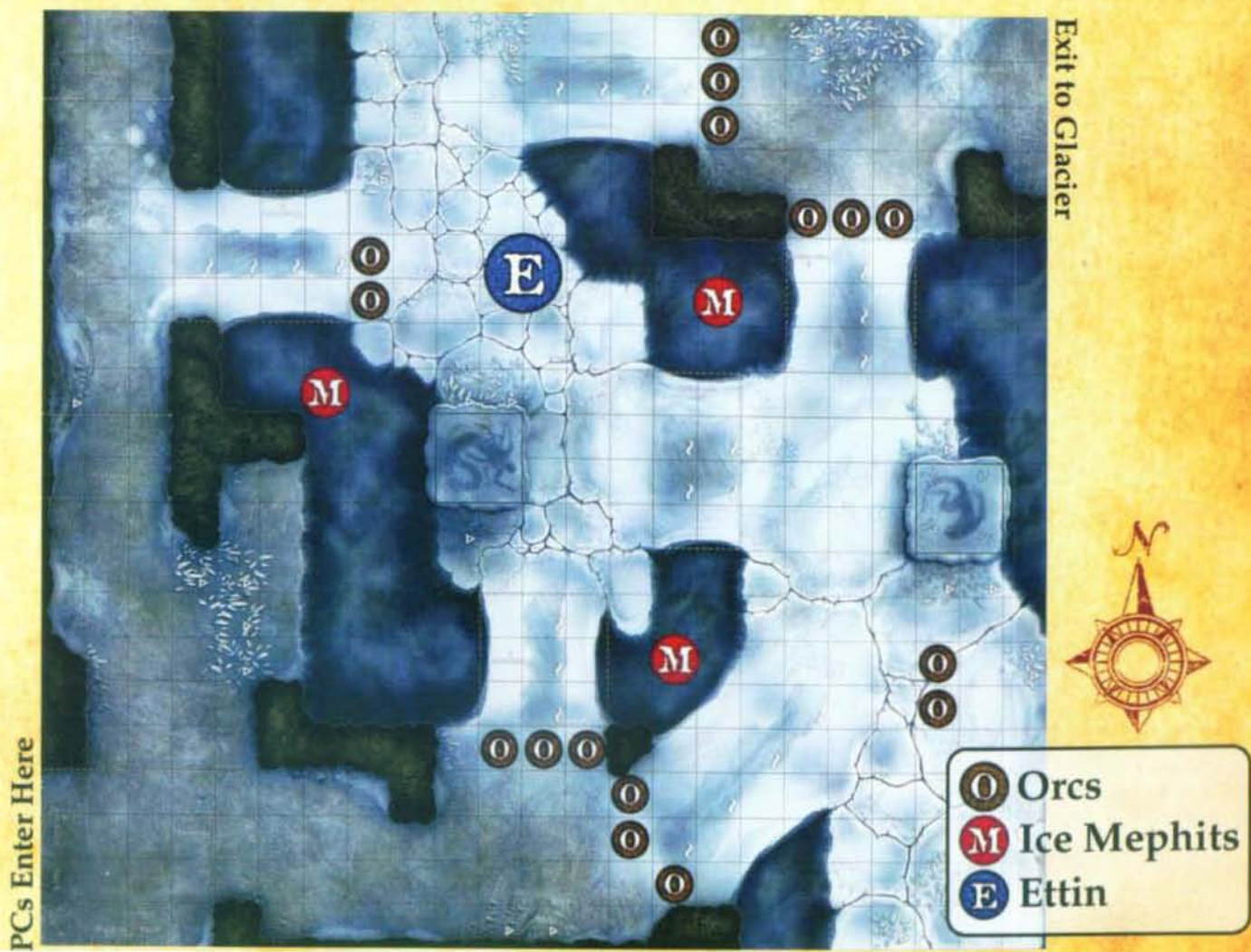
"Your heroics inspire us, and they have shown us a better way," King Frostborn says. "Our kingdom fell because we were evil like Venger, and I thought we could partner with him. Instead, he sent his minions to enslave us. Yragmul captured us, and Venger imprisoned us in those ice pillars, disguising our shapes with his magic so that he could tell our people we were dead. I was a fool for trusting Venger, and I see now that I was a fool long before that."

The king reaches into his robes and pulls out a few scrolls, and the queen takes a gem from one of her rings. Then they hold all this out to you.

"Take these gifts," says the king. "We cannot repay you for what you have done and what you have taught us, but we hope these items help you in your quest. I suspect you know how to use the scrolls. With the gem, you must simply throw it down upon the ground, and it will summon an ally to fight with you. Queen Audhild and I must now go to our people and explain what has befallen. We will not be tricked by Venger again, and if he sends his monsters, we will be ready."

"Goodbye friends," say both the king and queen, joining hands. Then the king touches his crown and they both vanish in a swirl of windblown snow.

King Frostborn gives the PCs two scrolls of lesser restoration, a scroll of haste, and an elemental gem (earth).



Area 4: Against the Giant (EL 10)

The frost giant Yragmul and his minions await the PCs outside on the glacier, having set a trap for them. Yragmul's plan is for the harpy to call them out, and then to create an avalanche to crush them. Then the monsters hope to pick off any survivors.

This encounter begins in Area 3, but it should swiftly move out onto the glacier and Area 4. While the PCs are in Area 3 after the fight, read or paraphrase the following read-aloud text. If the PCs decide to run out onto the glacier during the fight in Area 3, modify the encounter accordingly.

Suddenly you hear a dreamy, wordless song coming from outside the cave. It seems to mingle with the warm sunlight coming through the cave exit. Its sound fills you with a sense of comfort and safety, but also of longing.

Have everyone make a DC 16 Will save. Those who fail are compelled by the harpy's captivating song to move out of the cave and toward her. Outside, the winter wolf (W) is out of view behind a crest of rock, and Yragmul (Y) stands out of sight behind the ruins of an old tower. The harpy (H) is also hidden, being beyond the cave attached to the tower. The winter wolf and Yragmul have made a save against the harpy's song already and thus are not captivated.

Read or paraphrase the following read-aloud text when the PCs step out onto the glacier:

The sunlight on the snow is blinding after the darkness of the caves, but as you squint into it, you can make out a ruined tower built against the side of a huge rock seemingly thrust up through the glacier. It stands upon a small

plateau in a field of snow and stone. The song you hear seems to be coming from a cave entrance in the huge rock.

The PCs spot the winter wolf as soon as they move around the rocky crest. Upon being spotted, the winter wolf howls and combat begins. Have the PCs roll initiative, and roll initiative for the monsters.

The Battle Begins

On their initiatives, Yragmul and his minions do the following things:

The harpy (*Monster Manual* page 151) moves through the tower to see if anyone is captivated. She continues to sing if they are, and she moves up to attack if that's not the case.

The winter wolf (*Monster Manual* page 256) moves to catch as many foes in its breath weapon as possible, thereafter making melee attacks until it can breathe cold again.

Yragmul (*Monster Manual* page 122) remains on the plateau, taking cover behind the tower. His first action is to hurl a boulder far above the PCs' heads. This causes an avalanche that collapses the cave entrance and affects the area within 15 feet of the cave entrance like an *ice storm* spell. Allow any PC still inside the cave to make a DC 10 Reflex save to dive prone outside the cave and thus participate in the fight. The *Otiluke's resilient sphere* effect of Eric's *griffon shield* can protect the PCs from the ice storm and allow them to exit the collapsing cave safely. Thereafter, Yragmul hurls boulders at the PCs (he has a ready supply of rocks anywhere he moves on the

Y Yragmul
H Harpy
W Winter Wolf



PCs Enter Here

map). Yragmul enters melee only when both the harpy and winter wolf have been defeated.

Monster Roster (Area 4)

Yragmul, frost giant (*Monster Manual* page 122)

Harpy (*Monster Manual* page 151)

Winter wolf (*Monster Manual* page 256)

Terrain Features

The following terrain elements are present in this encounter:

Difficult Terrain: Squares marked with a white triangle are difficult to move through. It costs one extra square of movement to enter a difficult square. In addition, Move Silently and Tumble checks suffer a -5 penalty in such squares.

Rock Walls: The gray rock squares on the map indicate steep rocky inclines. Each is 15 feet high and requires a DC 20 Climb check to scale.

Mystic Circle: The glowing blue design inside the tower is a special spell effect created by Venger. Any creature standing in the area benefits from *protection from good* and *resist energy (fire)*. Yragmul moves onto it if Presto uses fire spells on him or if the PCs get onto

the plateau and it looks like melee combat is inevitable.

A burning brazier that billows green smoke is the source of the mystic circle effect, and if the brazier is knocked over, the mystic circle is ruined and no longer provides its benefits. Presto can make a DC 20 Spellcraft check to determine that this is the case once he sees the brazier.

After the Battle

When the PCs defeat Yragmul and his minions, they are left to wonder how to find their way home. Read or paraphrase the following text to conclude the adventure, then watch "The Dragon's Graveyard" to see what happens next!

You've defeated Yragmul the frost giant, but there's no sign of a way home. Dungeon Master said something about "fire in the ice showing you the way," but there's no fire in any of the ice you can see.

Just then, the sunlight from the setting sun shines through the peak of Sword Mountain, becoming a glowing beam that strike the tip of a nearby mountain of ice. That must be what Dungeon Master meant. This is it! You've found your way home!



Venger

Venger doesn't appear in "Beneath the Blade of Sword Mountain," but if you'd like to continue the kids' adventures in the Realm, you can use his statistics presented below. Also, if the PCs are having an easy time with Yragmul, you might also consider having Venger make a cameo appearance. He can fly in with Rime, the ice mephit that went to warn Yragmul and then Venger. Venger casts a couple low-level spells and then sends Rime in to fight before laughing at the PCs' efforts and flying off. He shouldn't confront the PCs more directly as they aren't yet powerful enough to defeat him without the magic of the Dragon's Graveyard.

Dungeon Master calls Venger his greatest mistake - a comment heavy with mysterious meaning because Venger is both his son and former student. Venger once had a good soul, but that was long ago - before Venger came into contact with the force of evil that turned him against his father. Just what or who that influential force was remains unknown to all but Venger, Dungeon Master, and Karina, Venger's twin sister. Like Dungeon Master, Venger is over a thousand years old, and during his life he has killed many of the heroes that Dungeon Master employs to oppose him. Only Hank, Eric, Diana, Presto, Sheila, Bobby, and Uni have managed to thwart Venger for so long and so often.

Venger has many allies and vast resources at his disposal. Most often, he employs a nightmare (*Monster Manual* page 194) as his mount and Shadow Demon as his spy. Venger opposes Dungeon Master and the kids at every turn, always seeking to gain possession of their powerful magic items. With them, Venger hopes to defeat Tiamat and achieve complete control over all the Realm.

Venger CR 21

Male half-fiend human sorcerer 13/archmage 5

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Listen +7, Spot +12

Languages Abyssal, Common, Draconic, Elven, Infernal

AC 25, touch 16, flat-footed 19 (+5 Dex, +8 armor, +1 natural)

hp 190 (18 HD); **DR** 10/magic

Immune poison

Resist acid, cold, electricity, fire 10; **SR** 28

Fort +15, **Ref** +13, **Will** +16

Speed 30 ft. (6 squares); fly 30 ft. (average)

Melee claws +12/+12 (1d6+4) and bite +7 (1d4+2)

Ranged arcane fire +15 ranged touch (5d6 +1d6 per level of spell used)

Base Atk +8; **Grp** +12

Special Actions arcane reach, Empower Spell, mastery of elements, mastery of shaping

Combat Gear *bead of force*, *elemental gem* (fire), *maximize metamagic rod*, *potion of barkskin* +3, *potion of cat's grace*

Sorcerer Spells Known (CL 19th):

9th (2/day)—*imprisonment*

8th (4/day)—*Otiluke's telekinetic sphere* (DC 28), *polar ray* (+16 ranged touch)

7th (6/day)—*control undead* (DC 27), *delayed blast fireball* (DC 27), *limited wish*

6th (6/day)—*chain lightning* (DC 26), *flesh to stone* (DC 24), *Otiluke's freezing sphere* (DC 26)

5th (6/day)—*cone of cold* (DC 25), *symbol of pain* (DC 25), *telekinesis* (DC 22), *wall of force*

4th (7/day)—*animate dead*, *bestow curse* (DC 23), *polymorph*, *wall of ice* (DC 23)

3rd (8/day)—*dispel magic*, *displacement*, *fireball* (DC 22), *hold person* (DC 20)

2nd (8/day)—*knock*, *false life*, *scorching ray* (+16 ranged touch), *touch of idiocy* (+12 touch), *web* (DC 21)

1st (8/day)—*expeditious retreat*, *magic missile*, *protection from good*, *ray of enfeeblement* (+16 ranged touch), *shield*

0 (6/day)—*arcane mark*, *detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *open/close*, *read magic*, *resistance*, *touch of fatigue* (+12 touch; DC 16)

Spell-Like Abilities (CL 18th):

3/day—*darkness*, *poison* (+12 touch; DC 23), *unholy aura*

1/day—*blasphemy* (DC 26), *contagion* (DC 23), *desecrate*, *horrid wilting* (DC 27), *summon monster IX*, *unhallow*

Abilities

Str 18, Dex 22, Con 26, Int 18, Wis 15, Cha 24

SA arcane fire, mastery of elements, mastery of shaping, spell-like abilities, spell power

SQ darkvision 60 ft., DR 10/magic, resistance to acid, cold, electricity, and fire 10, SR 28

Feats Empower Spell, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Weapon Focus (ray)

Skills Bluff +23, Concentration +27, Diplomacy +9, Disguise +7 (+9 acting), Intimidate +18, Knowledge (arcana) +22, Knowledge (history) +17, Knowledge (the planes) +13, Listen +7, Spellcraft +25, Spot +12, Survival +2 (4 on other planes)

Possessions combat gear plus *amulet of health* +6, *bracers of armor* +8, *cape of the montebank*

Arcane Fire (Su) Venger can expend a spell to create a bolt of arcane energy and hurl it up to 600 feet. The bolt is a ranged touch attack (+15 ranged touch) and causes 5d6 points of damage plus 1d6 points of damage per level of the spell used to create the effect. This ability cost Venger a 9th-level spell slot.

Arcane Reach (Su) Venger can cast any touch spell as a ranged touch spell (+15 ranged touch) at a target with 30 feet. This ability cost Venger a 7th-level spell slot.

Mastery of Elements Venger can alter the energy type of any spell that he casts that causes acid, cold, electricity, fire, or sonic damage, choosing a different type of energy damage. This ability cost Venger a 8th-level spell slot.

Mastery of Shaping Venger can alter a burst, cone, cylinder, emanation, or spread area of any spell he casts, leaving spaces within that the spell does not affect. This ability cost Venger a 6th-level spell slot.

Spell Power Venger's effective caster level is +1 higher than normal. This ability cost Venger a 5th-level spell slot.



Shadow Demon

Shadow Demon serves Venger as a spy, servant, and second-in-command. Shadow Demon is infallibly loyal to Venger out of fear but also due to tremendous admiration of Venger's evil power. This awe of Venger is supposedly what caused Shadow Demon to seek him out. At first Venger was suspicious of Shadow Demon, suspecting that the fiend was sent to spy upon him. Since then, however, Venger has come to rely on Shadow Demon and trust him implicitly.

Shadow Demon

CR 8

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +11; Senses darkvision 60 ft.; Listen +16, Spot +16

Languages Common, Abyssal

AC 22, touch 22, flat-footed 15 (+7 Dex, +5 deflection)

Immune fire, cold, electricity, mind-affecting, poison, sleep, paralysis, stunning, disease, critical hits, non-lethal damage, ability damage, energy drain, death effects

Fort +9, Ref +16, Will +10

Weakness light powerlessness

Speed fly 40 ft. (8 squares) (perfect)

Melee claws +17/+17 melee touch (1d6 vile)

Base Atk +10; Grp +17 (see flesh-ripping claws)

Atk Options darkness enhancement, Improved Grab

Special Actions Flyby Attack, pounce

Spell-Like Abilities (CL 10th):

1/week—*magic jar* (DC 20)

1/day—*deeper darkness*, *damning darkness*

(see below)

At will—*darkness*

Abilities Str —, Dex 24, Con 10, Int 10, Wis 17, Cha 20

SA darkness enhancement, flesh-ripping claws, improved grab, pounce, rake, spell-like abilities, vile damage

SQ darkvision 60 ft., immunities, incorporeal traits, light powerlessness, outsider traits

Feats Flyby Attack Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Bluff +18, Concentration +13, Hide +30, Intimidate +18, Knowledge (arcana) +13, Listen +16, Move Silently +20, Spot +16

Darkness Enhancement (Ex) When in total darkness, Shadow Demon gains a +4 enhancement bonus to AC and a +4 enhancement bonus on attack rolls, damage rolls, saving throws, skill checks, and ability checks.

Flesh-Ripping Claws (Su) When Shadow Demon's claws touch flesh, they become corporeal and can claw, rake, and grapple opponents while ignoring armor. These attacks are made as touch attacks.

Corporeal foes can only attempt to escape a grapple; they can't deal damage or pin Shadow Demon in a grapple.

Improved Grab (Ex) If Shadow Demon hits with both claws, he can start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Light Powerlessness (Ex) Within bright light, Shadow Demon takes a -4 penalty to AC and a -4 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks.

Pounce (Ex) If Shadow Demon charges, he can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +17 melee, damage 2d6 vile.

Vile Damage (Ex) The damage from Shadow Demon's claws and rake can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Damning Darkness

Evocation [Darkness, Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

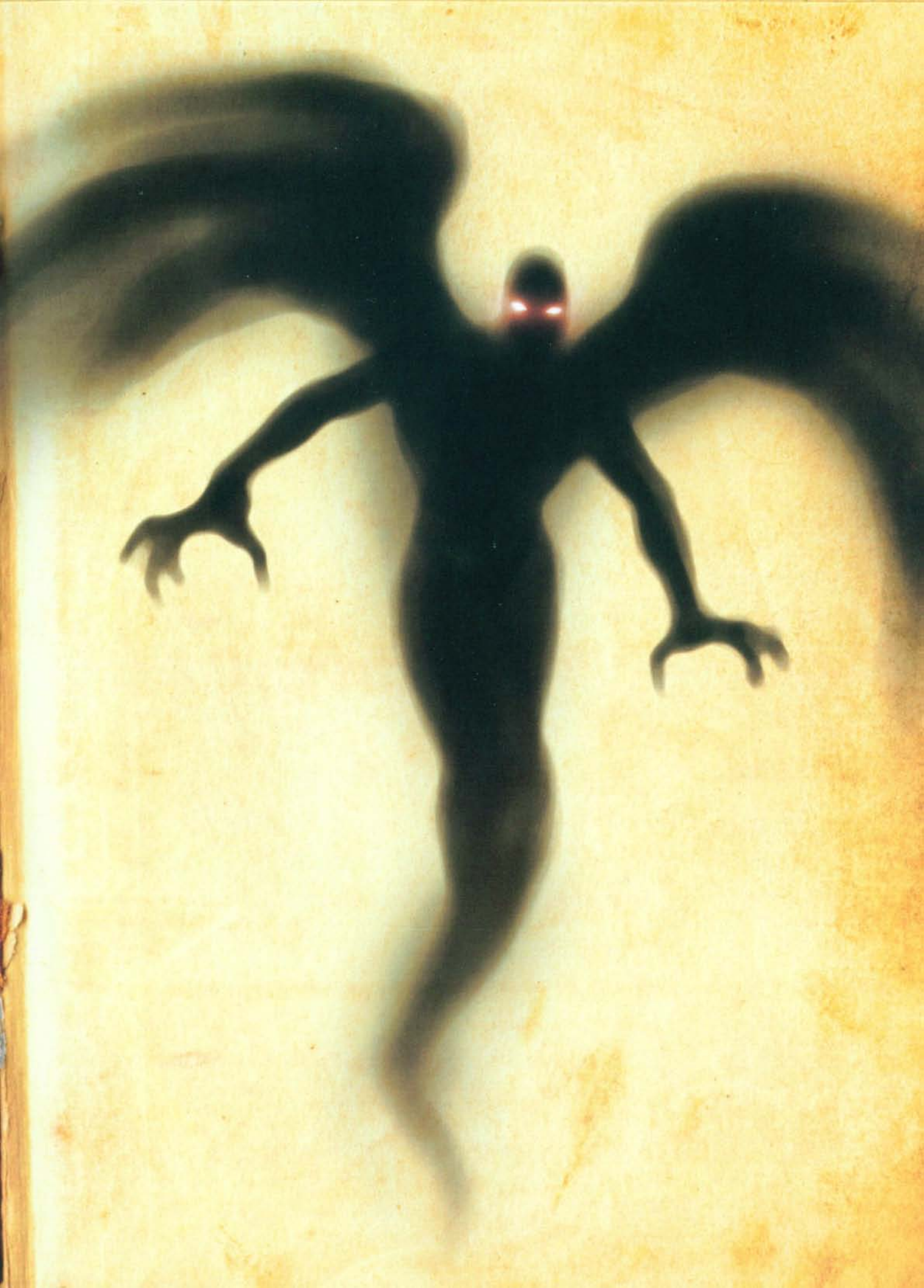
Spell Resistance: No

Light dies, and in the darkness evil blooms.

This spell works like *darkness* (*Player's Handbook* page 217), except that those within its area also take damage. Good-aligned creatures take 2d6 points of damage per round while in the spell's area, and creatures that are neither good nor evil take 1d6 points of damage per round.

Damning darkness counters or dispels any light spell of equal or lower level.

Arcane Material Component: A dollop of pitch with a tiny needle hidden inside it.



KELEK'S CASTLE



SCORPION DESERT



KINGDOM OF VENGER



LAIR OF TIAMAT



VALLEY OF THE ORCS



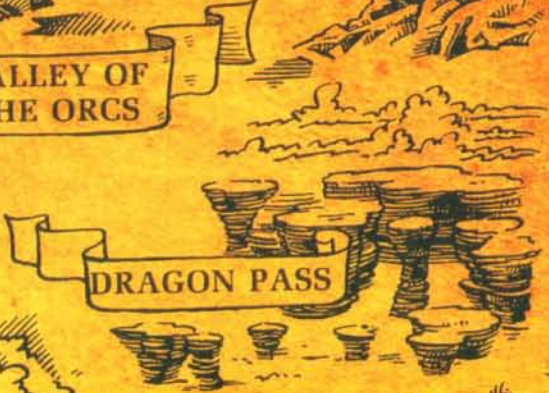
BOX CANYON



ICE CAVES



DRAGON PASS



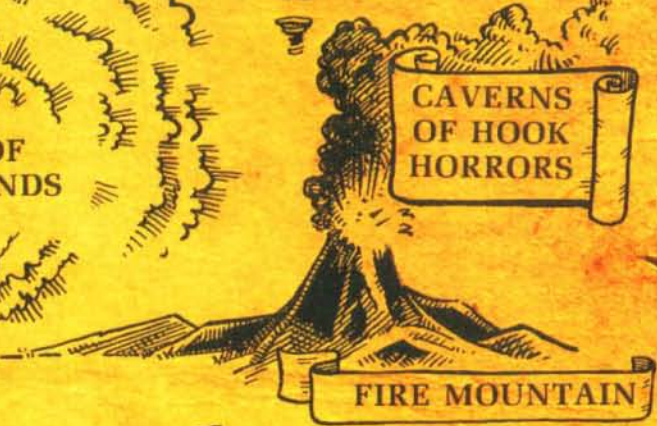
SINGING SANDS



EYE OF THE WINDS



CAVERNS OF HOOK HORRORS



LAIR OF BRONZE DRAGON



FIRE MOUNTAIN



BOTTOMLESS BOG



BLACK LAKE



SNAKE PASS

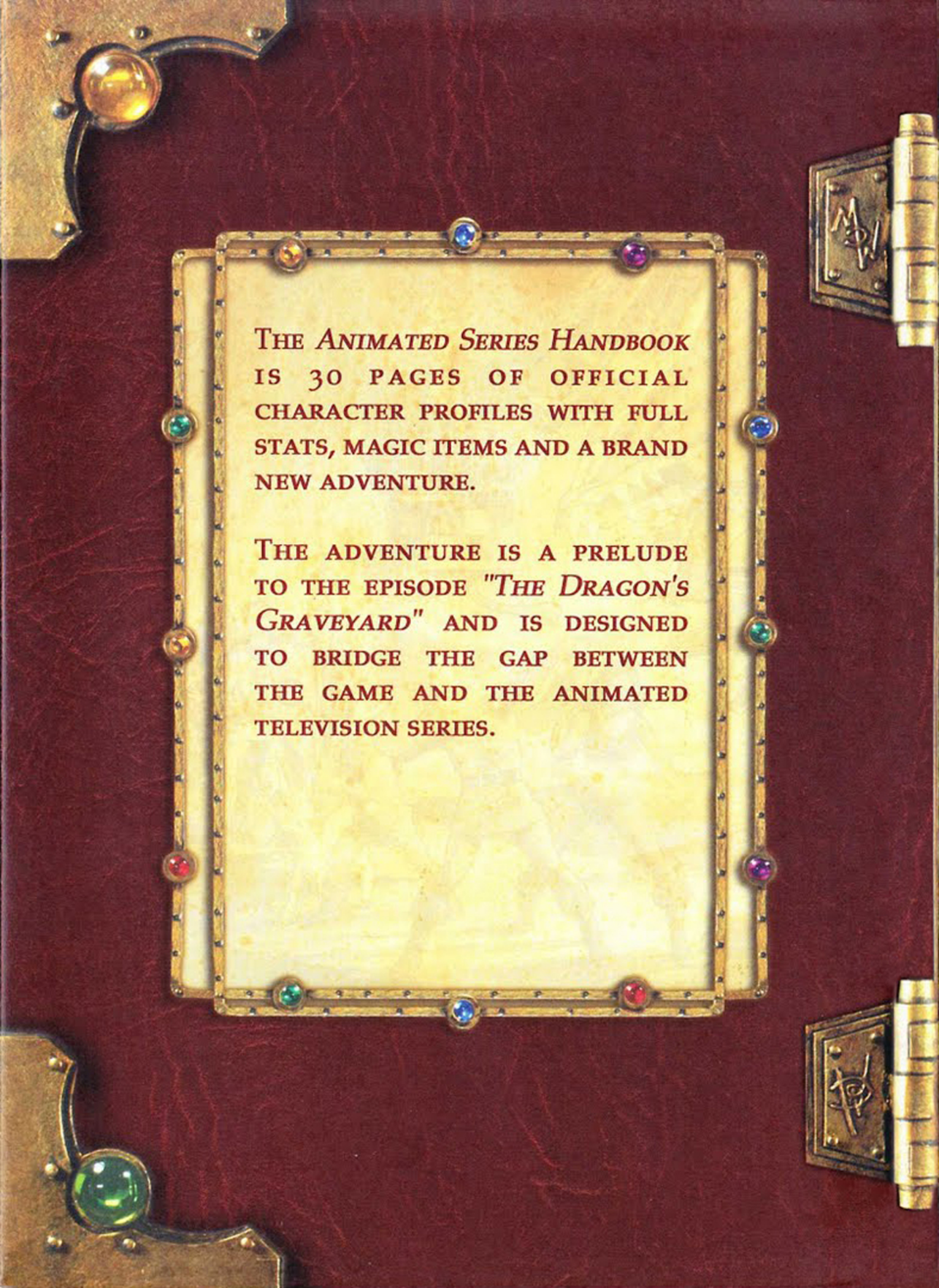


GARDENS OF EVIL



DUNGEONS & DRAGONS
WORLD MAP





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