

DUNGEONS & DRAGONS[®]

THE TOMB OF THE IRON WARLORD

BY KRISTINE CHESTER

SENTINEL SHIELDS AND THEIR CHAMPIONS CREATED BY CHRIS PERKINS
FORGOTTEN REALMS BY ED GREENWOOD

Background:

The Merlairkyn clan of dwarves began mining for mithral thousands of years ago, long before there was a city of Waterdeep. The Merlairkyns' faced danger from all sides and several of their kinsmen rose up as champions to protect the clan. Among them were the sentinels, the Orc Slayer, the Iron Warlord, and the Heartless Dwarf. Each champion was gifted with a magnificent shield, which together could unlock a vault deep within Undermountain.

Khalgren Stonefist, an adopted son of the clan, led an army against the many enemies of the Merlairkyn's; Drow, Duergar, and other horrors of the Underdark, but after decades of battle, his body was failing, yet the dangers to the clan had not relented.

Refusing to surrender to old age, Khalgren sought the help of Torek Ironmantle, a dwarf smith and engineer without equal. Torek's task was to extend Khalgren's life by building him a body made of iron and transferring Khalgren's soul into it in a manner similar to how a Dwarvfen Ancestor was created.

But everything has its price. While Torek brought life to Khalgren's new iron body, the process had stripped the dwarf of his mind and transformed him into a monster exuding necrotic energy, corrupting everything it came in contact with. Anyone who died inside the temple walls would rise and turn on his fellows.

Unable to reverse the procedure, Torek and Khalgren's followers, sought to contain the Iron Warlord. Torek prepared traps and brought in creatures to slow or hopefully destroy the Warlord if he ever attempted to escape.

Millennia later, the halfling Trillian Galloway has started collecting the Sentinel Shields on the behalf of a mysterious benefactor. Her gold purse weighed down, she cares not to further explore her employer's motives. She has already acquired one shield, that of the Orcslayer, and has now tracked down the resting place of the Iron Warlord's. Trillian has put out another call for adventurers to plunder the temple, promising them riches in exchange for the shield.

Adventure Synopsis

The PC's are hired by Trillian Galloway to look for one of the three Sentinel Shields, which is hidden in a section of Undermountain in a converted Temple of Dumathoin. Once there, they must find a way around the traps and guardians left by Torek Ironmantle to contain the Iron Warlord, ultimately leading up to a confrontation with the Warlord and recovering his sentinel shield.

Starting the Adventure

The adventure begins in the city of Waterdeep. The heroes have taken note of a posting promising riches for an adventuring group willing to brave a little "underground excursion." If the heroes have plundered the Tomb of the Orc Slayer, it's possible that Trillian has called upon the party to help her once again.

Just outside the city, at a ramshackle campsite, the PC's meet Trillian Galloway, a halfling woman who is all smiles. She looks a little worse for wear with several small cuts along her face and her right arm in a sling. If asked, she assures them that she's quite alright.

"Just had a bad run-in with some old friends is all," she says.

An Insight check DC 18 will reveal that beneath her cheery disposition, she is worried. If pressed further, she'll admit that she is not the only one with an interest in the shield, but then will try to get down to business.

By Trillian's side is Zarko, a dwarf mercenary who is armed to the teeth. He carries a greatsword on his back, a heavy flail in his belt, no fewer than six swords about his person, daggers in his boots, and a sheath of javelins over his shoulder. He also wears a tremendous amount of armor, in fact, it may be compromised of two suits of armor. Zarko is relatively unscathed except for a big, black eye.

Trillian will introduce her bodyguard and then try to get right to business. She asks them what they know about the Merlairkyn clan and the Sentinel Shields. A DC 16 History check reveals the following:

- The Merlairkyn clan were mithral miners in this area, many centuries ago.
- The Sentinel Shields were given to three Dwarven Champions of the Clan.

Trillian will go on to inform them that the shields together can be used to unlock a vault inside Undermountain. The shield down below belonged to a dwarf named Khalgren Stonefist, who was known as the Iron Warlord for his use of iron soldiers on the battlefield.

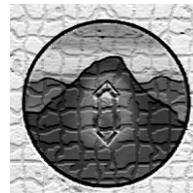
Trillian will pay the group 100gp each and promise another 300gp each for handing over the shield. Anything else they find in the tomb, they can keep.

After answering any more of their questions, Trillian will show the heroes the entrance to Undermountain hidden in the center of their campsite. She and Zarko discovered it several days ago through a fortuitous turn of events.

The walk down is long, but uneventful. The tunnel appears to be an old mining shaft, with its walls stripped bare of any valuable minerals. At the bottom is a large, open cave, with a temple built into the side of one of the walls. The temple looks very old and bears an embossed symbol of a gem inside of a mountain, which can be identified with a Religion check as the symbol of Dumathoin, dwarven god of mining.

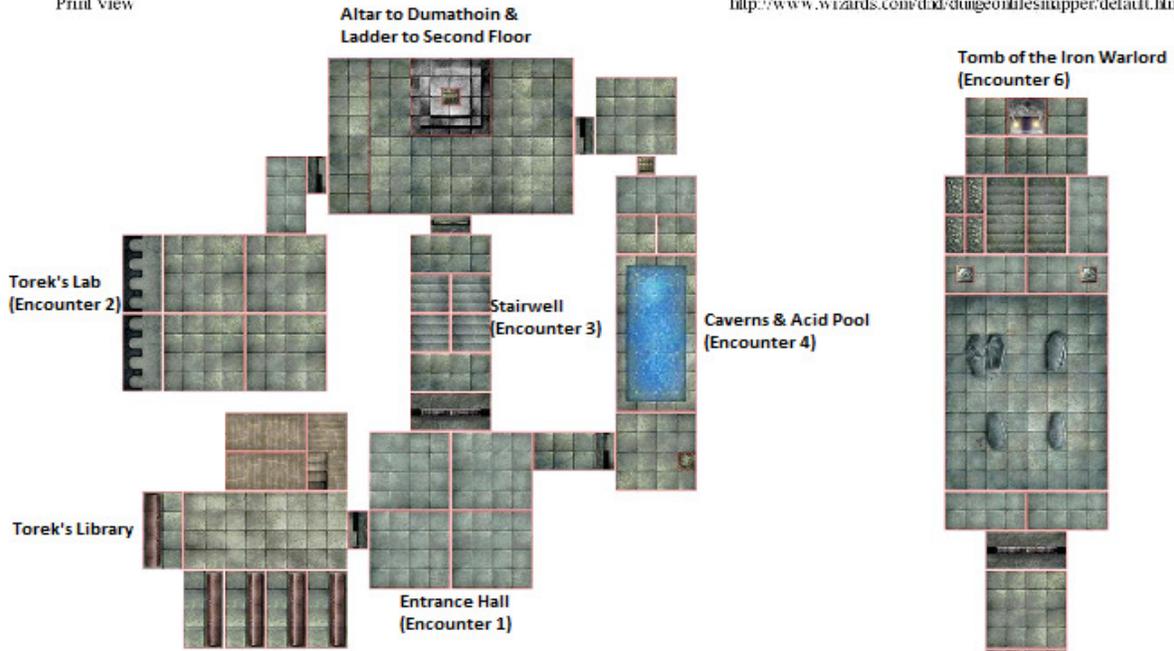
The Temple's front doors have been destroyed, granting access to the temple.

Major Quest: The PC's are rewarded 1,000XP for successfully defeating the Iron Warlord and retrieving the Sentinel Shield.



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FIRST FLOOR

SECOND FLOOR

Encounter 1: The Abandoned Guardian

Setup:

-1 Rusted Dwarven Ancestor

Part of the entrance hall has collapsed, broken stone litters the ground and through the debris is a damaged section of the temple. Two doors remain intact, a small one to the side that leads to Torek's library and a large set of rusted metal doors straight ahead that led to Dumathoin's altar.

In the center of the room is a badly damaged dwarven ancestor made of iron. The guardian is rusted all over, with large holes punched through his legs and his entire left arm missing from his elbow down, though the large maul that rests at his feet is only minimally rusted. This damage was caused by some of the rust monsters Torek loosed before his escape.

Despite being no match for the intruders, the guardian still maintains that his task is to prevent defilers of the temple from entering. He talks to the PC's in a low, slow voice and will ask questions regarding Dumathoin's faith. If they answer correctly, he will let them pass freely and will try to answer any questions they have about the temple and its defenses. If they fail, he will attempt to attack them but fall apart quickly during the struggle.

The guardian isn't familiar with the entire temple. He does know that Torek trapped Khlagren inside the temple on purpose and left a variety of traps and monsters in order to ensure he did. The guardian is also keenly aware that there are rust monsters on the loose in parts of the temple. He killed one some time ago, but was badly damaged by it. It was the guardian who knocked down the front doors to the temple during an attempted raid by a small group of Drow. This, too, was some time ago. No dangers have come from the damaged area, but otherwise the guardian knows nothing about them.

Encounter Level 2 (XP: 675)

Questions About Dumathoin (Skill Challenge)

Religion or History DC 15 (4 successes needed before 2 failures)

Insight DC 10 to grant a +2 bonus to the next Religion or History check.

- What is Dumathoin best known for saying?
A: Trick question, he is also known as the Silent Keeper and never speaks.
- What are Dumathoin's holy days?
A: New Moon, also known as the Deepstone Triad.
- What spheres does Dumathoin guard?
A: Earth, Knowledge, Protection, Cavern, Craft, Dwarf, and Metal.
- What is Dumathoin's Maccok made of?
A: Magma.
- Who is Dumathoin's Greatest Rival?
A: His brother Abbathor, Dwarven god of Greed.

Rusted Dwarven Ancestor Level 4 Brute

Large Native Outsider XP: 175
 HP: 39 Bloodied: 19
 Str: 22 (+9) Dex: 8 (-2) Wis: 13 (+4)
 Con: 24 (+10) Int: 8 (+2) Cha: 14 (+5)
 AC: 18 Fort: 17 Ref: 11 Will: 13
 Speed: 4 Init: +1 Perc.: +6 (Darkvision)



Warhammer Strike: Melee 2, +7 vs. AC; 1d10+6



Ringing Shield: Close Burst 1, +5 vs. Fortitude; 1d6 +4 Thunder damage and the target is deafened until the end of the ancestor's next turn.



Crushing Blow: Melee 2, +7 vs. AC; 2d10 + 13

Encounter 2: The Dwarven Tinkerer

Setup:

- 1 Rusted Dwarven Ancestor
- 2 Rust Monsters

Torek's Library

The first level is Torek's library. Bookcases line two of the walls and there is a large desk against another. There are books written in Common, Dwarven, Elven, and a host of other languages on a wide variety of topics, most notably metallurgy, alchemy, engineering, and arcane theory. On the desk are papers written in Dwarven, which are notes on rituals regarding lives and souls. There is also a badly damaged journal (see handout, pg. 14.)

The room is remarkably preserved, as is everything inside, but is covered in what appears to be a thin layer of dust. A closer inspection reveals it's not dust, but a layer of iron filings covering everything. There is the body of a dead dwarf in between two bookcases. He appears to have been killed by a crossbow bolt to the back. Torek prepared a protective spell inside his library and lab so anyone inside possesses Resist 5 Necrotic.

There is a wooden platform, not unlike a loft, in one corner of the room, away from the bookcases and the desk and near the door. On top is an old chest with two potions left inside, a Gravespawn Potion and a Potion of Healing. A DC 20 Perception check will discover a secret door built high onto the wall that leads to Torek's Lab.

Encounter Level 4 (XP: 850)

Torek's Lab

The lab is cluttered with a small forge in one corner with a badly rusted dwarven ancestor beside it. Scattered around the room are empty chests and several tables filled with damaged notes and books. There are two overturned cages on the opposite side of the room and a dead dwarf who has been eviscerated. The lab is similarly covered in iron filings but any along the floor and flat surfaces are rusted.

Once the heroes enter the room, the dwarven ancestor comes to life. It lumbers towards the party and tries to attack the closest one. Unlike the guardian, this ancestor was an early attempt of Torek's and does not speak or display knowledge of tactics.

Along with the ancestor, two rust monsters attack, darting in and out from underneath the furniture. The Rust Monsters will target the creatures wearing the most metal, who seem like a feast to them, and will try to escape if given an opportunity.

Once the fight is over, the party can scour the room. Most items have been damaged by the rust monsters over the years but a few items are still recoverable. The forge is in fact a Silent Forge, which was gifted to Torek so he would comply with the tenants of Dumathoin's temple. Parts from the forge can be recovered and repaired for use elsewhere. Some designs have been preserved in one of Torek's journals including an Arcane Ballista, a collapsing ceiling trap, and a psionic shield. The dwarf's body holds a large emerald that is the key to Dumathoin's altar.

Rusted Dwarven Ancestor Level 4 Brute

Large Native Outsider XP: 175
 HP: 39 Bloodied: 19
 Str: 22 (+9) Dex: 8 (-2) Wis: 13 (+4)
 Con: 24 (+10) Int: 8 (+2) Cha: 14 (+5)
 AC: 18 Fort: 17 Ref: 11 Will: 13
 Speed: 4 Init: +1 Perc.: +6 (Darkvision)



Warhammer Strike: Melee 2, +7 vs. AC; 1d10+6



Ringing Shield: Close Burst 1, +5 vs. Fortitude; 1d6 +4 Thunder damage and the target is deafened until the end of the ancestor's next turn.



Crushing Blow: Melee 2, +7 vs. AC; 2d10 + 13

Starving Rust Monsters Level 6 Skirmisher

Medium Natural Beast XP: 250 each
 HP: 66 Bloodied: 33
 Str: 8 (+2) Dex: 20 (+8) Wis: 15 (+5)
 Con: 10 (+3) Int: 2 (-1) Cha: 12 (+4)
 AC: 20 Fort: 16 Ref: 21 Will: 17
 Speed: 8 Init: +10 Perc.: +5 (Low-Light Vision)



Bite: +9 vs. AC; 1d10 + 5 damage and if the target is wearing heavy armor, the armor is now rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to a maximum penalty of -5.

Rusting Defense: At-Will; when the monster is hit by a weapon; The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, up to a maximum penalty of -5.



Dissolve Metal: Targets a creature wearing or wielding a rusting magic item of 10th level or lower or any non-magic rusting item; +7 vs. Reflex; the rusting item is destroyed.

Residuum Recovery: The rust monster consumes any item it destroys. The residuum from any magic items the monster has destroyed can be retrieved from its stomach. The residuum is worth the value of the market value of the item.

Encounter 3: You Shall Not Pass

Setup:

- False Floor Pit Trap w/ Spikes
- Sliding Staircase
- Rockslide

The locks on the large iron doors are relatively easy to open, requiring a DC 15 Thievery. The stairway looks unprotected; however, a DC 22 Perception will reveal that the floor directly below is designed to give way when enough force is applied. A DC 26 reveals that the stairs are designed to turn into a slide. Lastly, a DC 20 Nature or Dungeoneering notices that there is a loose rock formation at the top of the stairs.

The idea is was the rock slide would trap the Warlord and if he managed to still get through, then the stairs would deposit him into the pit, which would slow his escape.

False Floor Pit Trap (Elite)

Level 1 Warder XP: 200

Trap: A 2x2 section of floor hides a 10-foot deep pit filled with spikes.

Perception: DC 22, the character notices the false stonework.

Attack: Immediate Reaction; +6 Reflex; Target falls into the pit and takes 3d10 damage.

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The false floor opens and the pit is no longer hidden.

Countermeasures:

- An adjacent creature can trigger the trap with a DC 12 Thievery check. The floor falls into the pit.
- An adjacent character can disable the trap with a DC 26 Thievery check. The floor becomes safe to cross.
- A character can make an Athletics check (DC 13 or DC 22 without a running start) to jump over the pit.
- A character can climb out of the pit with a DC 15 Athletics check.

Encounter Level 1 (XP: 500)

Sliding Staircase Trap

Level 1 Obstacle XP: 100

Trap: A 4 x 4 staircase that flattens and turns into a slide, depositing any creatures into the spiked pit below.

Perception: DC 26 to spot that the stair gives way.

Attack: +8 vs. Reflex **Hit:** Target slides to the bottom of the staircase.

Miss: The target catches themselves on part of the wall and can start climbing from that position with an Athletics check.

Effect: The staircase is flattened, exposing a slide.

Countermeasures

- A character can attempt to climb up the slide with a DC 20 Athletics check using part of the wall to climb up. Once at the top, a rope may be thrown down and others can climb up with a DC 10 Athletics check.

Rock Slide

Level 1 Lurker XP: 100

Hazard: Rocks tumble down to a target square and makes a burst 3 attack.

Perception: Characters can't use Perception to detect .

Additional Skills: A DC 20 Nature or Dungeoneering check notices a rock formation is unstable.

Trigger: Weight on the upper level of the stairs.

Attack: Standard Reaction; Close Burst 3; +4 vs. Reflex; 2d6 + 2 damage.

Miss: Half damage.

Countermeasures

- A character can take advantage of natural openings with a Nature or Dungeoneering DC 25 check. Half damage on a hit, no damage on a miss.

Encounter 4: A Way Around

Encounter Level 5 (XP: 1,075)

Setup:

-Acid Pool -1 Undying Warrior
-4 Undying Dwarves -2 Undying Scouts

If instead of exploring Torek's library or the staircase, the heroes investigate the broken section of wall, they find themselves in a badly damaged section of the temple. There is a collection of rubble and bones a little further in, including the thick, metal door that used to lead to this hallway. There are also a dwarven body remarkably well preserved.

Connected to this section is a large pool of acid that even now is continuing to grow larger as acid drips from a crack in the wall near the center. There's still enough of the hallway left to stand on the other side and there's a stone ladder built into the wall there along with several bones and two preserved dwarven bodies.

As soon as the first person reaches the other side, the dwarven bodies on either side stand and begin to attack.

An inspection of the bodies following the fight will reveal that they were carrying mostly useless weapons, except the Dwarven Warrior, who was wearing Whiteflame Chainmail.

Acid Pool

Level 3 Warder XP: 300

Trap: An 8 x 4 bubbling pool of acid.

Skills: Acrobatics DC 20 to cross by balancing on the sliver of remaining floor against one of the walls. Acrobatics or Athletics DC 15 can be used to jump from object to object if items like doors, shields, etc. are laid in the acid to provide a jumping base.

Attack: When submerged; 2d6 + 3 damage at the start of each turn. Ongoing 5 damage (save ends.)

Undying Dwarf Level 3 Minion

Medium Natural Animate (Undead) XP: 75 each
 HP: 1; a missed attack never damages a minion
 Resist 10 Necrotic, Vulnerable 5 Radiant
 Immune to disease and poison
 Str: 15 (+3) Dex: 15 (+3) Wis: 14 (+3)
 Con: 15 (+3) Int: 3 (-3) Cha: 3 (-3)
 AC: 18 Fort: 16 Ref: 15 Will: 15
 Speed: 5 Init: +3 Perc.: +2 (Darkvision)



Battleaxe: +8 vs. AC; 4 damage

Stand Your Ground: When pulled, pushed, or slid, reduce movement by 1, make a saving throw to resist being knocked prone.

Equipment: Heavy Shield, Battleaxe

Undying Warrior Level 4 Soldier

Medium Natural Animate (Undead) XP: 175 each
 HP: 53 Bloodied: 26
 Resist 10 Necrotic, Vulnerable 5 Radiant (Armor negates)
 Immune to disease and poison
 Str: 15 (+4) Dex: 15 (+4) Wis: 14 (+4)
 Con: 15 (+4) Int: 8 (+1) Cha: 3 (-2)
 AC: 20 Fort: 16 Ref: 17 Will: 16
 Speed: 5 Init: +5 Perc.: +3 (Darkvision)



Longsword: +11 vs. AC; 1d8 + 2 damage and the target is marked until the end of the warrior's next turn.

Speed of the Dead: When making an opportunity attack, the Undying gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Stand Your Ground: When pulled, pushed, or slide, reduce movement by 1, make a saving throw to resist being knocked prone.

Equipment: Whiteflame Chainmail +1
 Heavy Shield, Longsword

Undying Scout Level 3 Artillery

Medium Natural Animate (Undead) XP: 150 each
 HP: 37 Bloodied: 18
 Resist 10 Necrotic, Vulnerable 5 Radiant
 Immune to disease and poison
 Str: 15 (+3) Dex: 15 (+3) Wis: 14 (+3)
 Con: 15 (+3) Int: 8 (+0) Cha: 3 (-3)
 AC: 17 Fort: 14 Ref: 15 Will: 14
 Speed: 5 Init: +6 Perc.: +3 (Darkvision)



Crossbow: +7 vs. AC; 1d10 + 4 damage, Minor Action to reload.



Handaxe: +7 vs. AC; 1d6 + 2 damage

Shake the Mark: At-Will; Immediate Reaction when the scout is marked; The undying scout is no longer marked.

Stand Your Ground: When pulled, pushed, or slid, reduce movement by 1, make a saving throw to resist being knocked prone.

Equipment: Crossbow, 10 Bolts, Handaxe

Encounter 5: It's a Trap!

Encounter Level 5 (XP: 1,000)

Setup:

-Crushing Ceiling Trap -Earth Warden
 -8 Earth Guardians -Shardstorm Vortex

Regardless of what path the heroes take, they wind up in the same room, faced with a set of stone walls and an altar bearing Dumathoin's likeness and encased in magical runes. Anyone who attempts to approach the altar is compelled to turn away with an attack +12 vs. Will. Closer examination reveals that there are ways to override the runes with Arcana or Thievery DC 18. If the party has access to Torek's design for the shield located in his Lab (Room 03) then they can review them for a +4 bonus.

The altar itself appears to be unremarkable but examining it (Perception DC 15) reveals that there is a trap door built into the top of it. The trap door is locked but the gem from the dead dwarf in Torke's Lab can unlock it, otherwise the lock can be broken through or picked with a DC 20 Thievery check.

The trap door opens into a 20-foot drop. At the bottom are bits of loose rock and some crushed bone. A stone ladder built into one side but it is broken off about halfway down.

The room itself is unremarkable except for a set of secured double doors on one side and a pile of glowing rocks in one corner. If the rocks or the door are disturbed than the elementals left here awaken.

The crushing ceiling trap activates under two conditions; one of the three locks on the door is broken or unlocked or there is enough weight present to trigger the trap (roughly 2/3rds to all of the party.)

Ceiling Trap Level 5 Obstacle XP: 200

Door: DC 18 Dungeoneering or Thievery to open (3 successes needed.)

Additional Skills: DC 10 Athletics grants +2 bonus to next Dungeoneering or Thievery check.

Round 1-3: Normal conditions

Round 4: -2 penalty to attacks as it becomes more difficult to maneuver.

Round 5: -4 penalty to attack, creatures speeds are slowed.

Round 6: All creatures are forced prone.

Round 7: Ceiling fully descended.

Earth Guardians Level 2 Minion

Medium elemental magical beast (earth) XP: 35 each

HP: 1; a missed attack never damages a minion

Str: 17 (+4) Dex: 6 (-1) Wis: 11 (+1)

Con: 18 (+5) Int: 5 (-2) Cha: 6 (-1)

AC: 17 Fort: 15 Ref: 12 Will: 13

Speed: 5/Burrow 5 Init: +1 Perc.: +1 (Tremorsense 5)



Slam: Melee 1; +7 vs. AC; 5 damage and the target can't shift until the end of the guardian's next turn.

Earth Glide: The earth guardian can pass through earth and rock as it were phasing.

Shardstorm Vortex Level 5 Skirmisher

Medium elemental magical beast (air, earth) XP: 250

HP: 64 Bloodied: 32

Immune to disease and poison

Str: 10 (+2) Dex: 19 (+6) Wis: 16 (+5)

Con: 16 (+5) Int: 5 (-1) Cha: 6 (+0)

AC: 19 Fort: 17 Ref: 18 Will: 17

Fly: 8 (hover) Init: +7 Perc.: +6



Abrasive Slam: +10 vs. Fortitude; 2d6 + 2 damage



Whirling Blast: The shardstorm vortex shifts 4 squares and makes an attack; close burst 1; + 10 vs. Reflex; 3d6 + 3 damage and the vortex pushes the target 1 square.

Earth Warden Level 5 Brute

Large elemental magical beast (earth) XP: 270

HP: 100 Bloodied: 50

Str: 19 (+6) Dex: 6 (+0) Wis: 11 (+2)

Con: 20 (+7) Int: 5 (-1) Cha: 6 (+0)

AC: 17 Fort: 17 Ref: 12 Will: 14

Speed: 5 Init: +0 Perc.: +4 (Tremorsense 5)



Granite Punch: Melee 1; +8 vs. AC; 1d10 + 5 damage and if the target is bloodied, they are knocked prone.



Grab: Melee 1; +6 vs. Reflex; once grabbed, the warden receives a +2 to its Granite Punch attack vs. the target and may make an immediate attack. The target may escape the grab on its turn as a DC 16 Athletics or Acrobatics check.



Quake Stomp: Close burst 2; +6 vs. Fortitude; 1d8 + 5 damage and the target is knocked prone. Recharges once when bloodied.

Earth Glide: The earth warden can pass through earth and rock as it were phasing.

Brittle Skin: Whenever the earth warden takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

Encounter 6 The Iron Warlord Encounter Level 7 (XP: 1,500)

Setup:

-The Iron Warlord (Elite) -2 Undying Scouts
-4 Undying Dwarves -2 Corrupted Dwarven Ancestors

The hallway leading to the Warlord's tomb is mercifully untrapped due to a lack of time on Torek's part. The warlord's tomb looks more like a battlefield than a mausoleum. While there are several coffins in the center of the room and a large sarcophagus up on a pedestal, there are also dwarven bodies strewn about, many as well preserved as others seen in other sections of the temple.

The coffins contain the bones of dwarven heroes, which the Warlord will rise as Undying Dwarves. They will not react to any disturbances. The room has six points that form a gem around the main floor and act as sort of a barrier against the Warlord's necrotic energies. The lines between each gem pass through each of the four coffins, which is what keeps the skeletons from rising.

There are three notable statues in this room. Two similar to the iron ancestral guardian the party encountered at the temple's entrance, though these statues are not rusted.

The third statue is dwarf sized and sitting directly in front of the sarcophagus. The iron dwarf has a raised warhammer and on his arm is the sentinel shield.

The pedestal has its own elaborate barrier which passes through the iron dwarf and can be broken through with an Arcana, Religion, or Thievery check of DC 15. Anyone attempting to make contact with the statue is immediately buffeted away by the barrier.

Once the barrier is broken, the statute comes to life. The Iron Warlord will begin by trying to fight his way off the pedestal and back to the main chamber of the room where he will awaken his army, namely the bones of the dwarven champions and two of the dwarves who gave their lives trying to contain the Warlord.

When bloodied, the Warlord unleashes a wave of necrotic energy that envelops the two dwarven statues and brings them to life. Having used much of his energy, the Warlord is unable to continue resurrected his minions once he does this.

Undying Dwarf Level 3 Minion

Medium Natural Animate (Undead) XP: 75 each

HP: 1; a missed attack never damages a minion

Resist 10 Necrotic, Vulnerable 5 Radiant

Immune to disease and poison

Str: 15 (+3) Dex: 15 (+3) Wis: 14 (+3)

Con: 15 (+3) Int: 3 (-3) Cha: 3 (-3)

AC: 18 Fort: 16 Ref: 15 Will: 15

Speed: 5 Init: +3 Perc.: +2 (Darkvision)



Battleaxe: +8 vs. AC; 4 damage

Stand Your Ground: When pulled, pushed, or slid, reduce movement by 1, make a saving throw to resist being knocked prone.

Equipment: Heavy Shield, Battleaxe

Undying Scout Level 3 Artillery

Medium Natural Animate (Undead) XP: 150 each

HP: 37 Bloodied: 18

Resist 10 Necrotic, Vulnerable 5 Radiant

Immune to disease and poison

Str: 15 (+3) Dex: 15 (+3) Wis: 14 (+3)

Con: 15 (+3) Int: 8 (+0) Cha: 3 (-3)

AC: 17 Fort: 14 Ref: 15 Will: 14

Speed: 4 Init: +6 Perc.: +3 (Darkvision)

**Crossbow:** +7 vs. AC; 1d10 + 4 damage, Minor Action to reload.**Handaxe:** +7 vs. AC; 1d6 + 2 damage**Shake the Mark:** At-Will; Immediate Reaction when the scout is marked; The undying scout is no longer marked.**Stand Your Ground:** When pulled, pushed, or slid, reduce movement by 1, make a saving throw to resist being knocked prone.**Equipment:** Crossbow, 10 Bolts, Handaxe**Corrupted Dwarven Ancestor** Level 4 Brute

Large Native Outsider XP: 175

HP: 78 Bloodied: 39

Str: 22 (+9) Dex: 8 (-2) Wis: 13 (+4)

Con: 24 (+10) Int: 8 (+2) Cha: 14 (+5)

AC: 18 Fort: 17 Ref: 11 Will: 13

Speed: 4 Init: +1 Perc.: +6 (Darkvision)

**Warhammer Strike:** Melee 2, +7 vs. AC; 1d10+6**Ring of Thorns:** Close Burst 1, +5 vs. Fortitude; 1d6 +4 Thunder damage and the target is deafened until the end of the ancestor's next turn.**Crushing Blow:** Melee 2, +7 vs. AC; 2d10 + 13**The Iron Walord** Level 6 Controller (Elite) (Leader)

Medium Natural Animate (construct) XP: 500

HP: 166 Bloodied: 83

Immune to disease, poison, and sleep

Saving Throws: +2 Action Points: 1

Str: 20 (+8) Dex: 8 (+2) Wis: 15 (+5)

Con: 18 (+7) Int: 17 (+6) Cha: 22 (+9)

AC: 22 Fort: 19 Ref: 12 Will: 21

Speed: 5 Init: +6 Perc.: +10 (Darkvision)

**Shield and Strike:** Two Attacks; +11 vs. AC; 1d10 + 8 damage; slides the target(s) 1 square.**Command the Strike:** Lets an ally within 10 squares make a basic attack against an adjacent target.**Shield Bash:** can be used as a charge, +10 vs. Reflex; 1d10 + 8 damage; the target is pushed 1 square and knocked prone.**Hammer & Anvil:** +11 vs. Reflex; one adjacent ally gets to make a basic attack; +11 vs. AC; +6 to damage; and the target is dazed (save ends.)**Terror Warhammer:** Free action; hits with weapon, target takes a -2 penalty to all defenses (save ends.)**Stand the Fallen:** +11 vs. AC; 2d10 + 8 damage; all minions within 10 squares rise.**On Your Feet:** Minor action; revives one minion; up to a maximum of four.**Stand Your Ground:** When pulled, pushed or slid, reduce movement by 1, make a saving throw to resist being knocked prone.**Equipment:** Terror Warhammer +1 (+1d8 damage on a critical hit), Sentinel Shield

