

Approaching Doom

Part 1 of the Destiny of the Dwarves series

A One-round Living City Adventure

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Dwarves...Cannibals...Human Sacrifice...An Ancient Evil...A New Evil?!? How could this be boring? Part 1 of the Destiny of Dwarves Saga. A predominantly role-playing adventure for Tiers 1-5.

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This is a standard RPGA Network adventure. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM Background:

This event requires thorough preparation. There are multiple layers of plot and PC actions can have consequences within the event. The DM must be familiar with the event, DM aids, player handouts, and the information within the appendices to properly run the event

This adventure is Part One of the *Destiny of the Dwarves* series and draws extensively from the Menagerie series of the early years of Living City. It is

not necessary for the judges or players to be familiar with these events in order to run this adventure. **DM Aids 1-4** cover all of the historical information for this event.

The Dwarven community is charged with excitement by a string of portents and prophecies that point to momentous times of change in the near future. The Clans of the region are all scrambling to secure a place for their people in the new order to come. Some of the prophecies point to the realm of the UhuBreen, a clan of xenophobic dwarves whose home was destroyed by the actions of Ravens Bluff's heroes eight years ago. Teams of dwarves from all of the clans have been assembled to investigate the ruins. Earthquakes buried the original entrance, but the dwarves have just finished carving a new entrance and now are ready to begin their investigations.

Fearing that inter-clan rivalry will interfere with the work and threaten security, yet unable to forbid any of the clans' participation, a compromise was reached to hire a band of adventurers and heroes to serve as security for the dig.

Unbeknownst to the dwarves the forces of the Underdark have also recently come upon the scene and have begun their own excavation. In their case they seek the menagerie which was used to imprison the tarasque eight years ago.

Approaching Doom is a combination of a chronological series of events and encounter areas. The chronology is fluid, but what is provided here serves as a guideline. PC actions may require adjustment. The expected chronological series of events is summarized below and at the beginning of each encounter area.

Day 1:

PCs are contacted by Master Kelvin Delshir's messenger and invited to lunch the following day.

Day 2:

PCs meet Delshir for lunch. He will greet the PCs according to their past dealings and then move on to why they are all here. It has recently come to his attention that a team of dwarves is going to excavate the nearby dwarven ruins and are looking for guards. Delshir would like to hire the PCs to serve as guards for the project, and will pay them in advance.

The PCs have a full day and a half between lunch with Master Delshir and the time the dwarves approach them. They may desire to use this time to gather information, special equipment, or whatever. **DM Aids #1-4** contain the information they can gather and the skills they can use to get it. Each aid deals with a subject related to the ruins they are going to. Depending on the methods they use to gather information, a band

of dwarven thieves, the Beldarakin, may learn of the expedition and raid it.

Day 3:

PCs can continue to gather information and make preparations.

PCs are summoned to Stone Hall in the evening to meet with Barundar of Clan Boldenbar, High Old One of Dugmaren Brightmantle. He informs the PCs that the dwarves are beginning an archaeological dig in the region known as the Dwarf Kings tomb. Normally the dwarves would have kept the matter to themselves but he is concerned that friction between the clans will cause problems in this dig. To prevent this, he commissioned Delshir to seek a neutral party to provide protection against threats from the outside as well as within. He will introduce the project leaders Faernuu, Loremaster of Berronar Truesilver, and Askel, Seeking Scholar of Dugmaren. He will then leave them to make all arrangements. Faernuu and Askel will go over the contract with the PCs and tell them to be ready at the South gate by first light.

Day 4:

The expedition leaves for the area called "The Dwarf Kings Tomb" by some, the "Man in the Mountain" by others. The journey takes much of the day. Enroute, members of Clan Bladebite and Clan Waraxe will approach the PCs. PCs may also learn more about the UhuBreen who lived here less than a decade ago.

Bladebite will ask the PCs to search for some ancient tablets hidden in a Smithy located in the ruins of the Dwarven city nearby.

Clan Waraxe will merely talk with the PCs, asking about who they are, why they are here etc. They are looking for someone of a mercenary bent, or just plain greedy, that they can bribe to let them in tonight.

Base camp is established, dinner is served and the PCs are directed to guard the entrance while dwarves take watch over the camp.

If someone seemed receptive, Clan Waraxe will try to bribe their way in. Otherwise they will pick a fight with Clan Brightsword to create a distraction that might allow two of their numbers to sneak in.

Day 5

The team wends its way down the newly excavated tunnel to the burial chamber. The project leaders explain that the first thing they want to do today is map out the crypt. The PCs are asked to accompany them as guards.

If Clan Waraxe got in, and an investigation wasn't carried out the night before, there will be found dead in the second floor of the crypt. If non-dwarf PCs move to investigate, they will set off a *crypt ward* spell (4th Lvl

Specialty Priest of Dumathoin). After the battle Askel will recall the UhuBreen's strong hatred of all non-dwarves and will ask the PCs to scout the city below instead, and return after about 6 turns of the hourglass. He fears other magical traps, targeted at non-dwarves, may damage the site further.

A magical search of the main chamber can turn up a carefully concealed secret door. The PCs are not expected to learn of it until day 7 when the Ilithid and his minions use it to attack the dwarves. If located early, the alternate encounter write-up for the corridor on Day 7 should be used.

Throughout the ruins there are murals and tapestries depicting elves and humans as fiends worse than the goblinoid races. The City encounter area has write-ups of nearby locations for the PCs to investigate, each marked with 3 amounts of time: cursory search time, detailed search time, and thorough search time. These are to serve as a guideline for when the PCs need to return.

The expedition finds Delshir's mask, which is immediately packed and shipped back.

Mid-afternoon the project stops for the day and begins writing logs and cataloging the artifacts recovered. PCs should return to base camp with them. Askel will ask them for a report of what they found in the city ruins, and expects the PCs to turn over any items they have found. Refusal to turn over items will result in dismissal. Extreme tardiness in return, without acceptable explanation, could result in dismissal. **DM Aid #7** covers this. PCs remaining in the dwarves' employee will be assigned to guard the entrance as they did the night before.

If the PCs located the Chamber of Prophecy and discuss it with any of the dwarves, Cernd of Clan Boldenbar will eventually approach the PCs and ask them to escort him there the next day.

Day 6:

The project leaders ward the passage to the city against intruders and each PC is given an amulet that will allow them to pass unharmed. The PCs are directed to continue investigating nearby locations for another 6 hours.

If the Beldarakin were alerted to the dig (by the PCs gathering information in Ravens Bluff) they will raid the base camp, stealing most of the recovered artifacts. The dwarves left to guard the camp will be killed in the raid. If this happens the PCs will be asked to help track the criminals. Unfortunately about a mile from the camp they made a clean getaway with a dimensional fold.

Day 7:

Word reaches the camp in the morning that the dwarves funding the operation will arrive the following afternoon to check on progress. When they hear this, the project leaders announce that they intend to work twice as long today. The PCs are to continue their investigations, checking back every four hours to see how things are going.

Near the end of the day, a dwarf returns from the base camp announcing that a new red star can be seen in the sky. Most of the dwarves will travel to the surface to see this. PCs need to decide whether they stay with the project leaders or return to the surface. The project leaders will give their permission if asked.

While the dwarves are split up, Koratl's slaves will enter through the secret door and attack once he sees the dwarves. If the PCs remained below, run the battle. If not, a surviving dwarf will stagger out to the surface and tell the PCs (and dwarves) what happened. Koratl will retreat to his allies when his forces are almost wiped out by the dwarves. His function was to scout for threats to their operation and report back, not to attack. Displeased with him, Koratl's superiors order him to remain behind and deal with any pursuit, and collapse the corridor behind him so they can escape. When the PCs investigate they will encounter him and some slaves in front of a collapsed passage. When the battle is over, the remaining dwarves will announce that the tunnel must be carefully cleared to prevent further collapses. They will set to working on it through the night, and estimate they will get through the next day.

Day 8

The sponsors arrive with a small force of guards each; Master Delshir is with them. They will quickly inquire as to the state of the situation. Once they learn what occurred, the PCs will be thanked and informed that the dwarves will be handling security from now on. Master Delshir will thank the PCs and pay the bonus for the delivery of the mask.

A dwarf will announce that the collapsed tunnel has been cleared and it opens into a large cavern. If the PCs don't put it together from information gathered earlier, Coreline will recognize the place. She will point out several features and then, pointing to the recently excavated and now empty area near the middle of the cavern, he will say, "And there was where the menagerie was used to trap the tarrasque if the tales be true." A hush fell over the chamber as the young dwarf spoke. It is broken by a whispered oath, "By all the gods, if that's true whoever did this has the tarrasque!" Thus ends Approaching Doom!

Encounter Locations

Ravens Bluff:

- Mordaky's tavern, a combination tavern and club for the wealthiest trade consortiums.
- Assorted taverns, Sages, the temple of Oghma and the Bards Guild in search of information.
- Stone Hall, temple of the dwarven gods.

The Dwarf Kings Tomb:

- Base Camp
- The Preparation chamber
- The Crypt
- The Dwarven City
 - The Smithy
 - The Chamber of Prophecy
 - Dwarven residences
 - The Falls
 - The Lake
 - The Outposts
 - The Fungal farms
- The Secret passage
- The Temple of the UhuBreen

DM Note: This can be a very involved adventure. As the judge you need to carefully pace the event and move things along if the PCs are going to be able to finish. This event continues the use of the NPC, Master Delshir from the event Rightful Property. To run the introductory encounter properly, the Judge must ask the players which of their current characters participated in Rightful Property, and to whom they gave the machine. Their reward cert. will indicate who received the machine as well.

If they need a reminder the options were: Master Delshir, The City Government/ Military, The Temple of Gond, the thieves' guild or they turned it over to the courts to decide.

Have the players pick their spells before you read the introduction.

Area 1: The City of Ravens Bluff

In the first part of the adventure the PCs will go to Mordaky's tavern. They may also seek more information from taverns, sages, the temple of Oghma, the Bards guild or other locations I didn't think of. Finally they will be summoned to Stone Hall, temple of the Dwarven Pantheon before leaving the city.

Day 1&2: Introduction

This event begins with reference to the events of yesterday. After reading the following determine what other actions the PCs performed yesterday.

Yesterday afternoon you received a messenger from Master Kelvin Delshir of House Vesper inviting you to lunch today. The messenger didn't know why Master Delshir wanted to speak with you, though he did tell you that Delshir is a wealthy merchant with one of the most extensive collections of antiquities in the Vast. All that remained for you to do was to wait for the appointed hour, eat a free meal and hear his pitch.

At this point the PCs may choose to "pre-cast" any of the spells they have memorized and reselect their spells based on what they know so far. Preparation in this event isn't just a good idea, it is expected. The PCs will have plenty of time to prepare themselves before things get dangerous and proper preparation will reduce the danger.

PCs may decide to investigate Master Delshir. **Appendix A** has background information and role-playing tips for him.

When the PCs are ready, continue with the following.

The messenger told you to meet Delshir at Mordaky's tavern, a combination tavern and club for the wealthiest trade consortiums in Ravens Bluff, and you see that it has earned its reputation as one of the finest establishments in the city. The building stands at the corner of two major streets in the uptown district and has entrances on both sides. Two doormen in crisp uniforms stand ready to help guests from their coaches. Within the lobby the Maitre'd greets the patrons by name and summons waiters to seat them. The Maitre'd looks you over appraisingly and asks, "For whom are you here to see?" When you tell him Master Delshir, he summons a waiter who leads you to a table. A second floor balcony is set above the kitchens and can only be accessed by a roped off staircase, obviously an area for members only. The table you are led to is near those stairs.

The PCs will all gather at the table. Have each PC describe their character at this point. They may introduce themselves to each other at this time. After a few moments Master Delshir will join them.

The waiters are almost all bright young men and women seeking to join the august company of merchants they currently serve.

The interior of the establishment is a large room warmed during cold weather by three large fireplaces. The roof of the tavern is forty feet overhead.

A few minutes after the last of you is seated a short slender man, probably in his early thirties, descends the stairs. While not ostentatious he is tastefully garbed, and his reddish mustache and goatee are neatly trimmed.

Master Delshir will greet each of the PCs by name. He will shake hands with individuals who gave him the machine in *Rightful Property* and thank them again for their assistance the last time he hired them. He will shake hands with those who haven't worked for him before and say he is looking forward to working with them. To those who gave the machine to someone else, he will nod and say, "I hope this time works out better than the last time I hired you." Once he has greeted everyone he will continue with the following.

"I would like to thank you all for joining me today. I have invited you here today because I seek to hire some capable individuals for a task and believe you fit the bill. A team of dwarves, made up of representatives of various clans in the area, is beginning an archeological dig up near the "Old Man in the Mountain." They have asked me to recruit a group of individuals to work as security for the project. Do you think you can manage?"

If any of the characters don't feel this mission is appropriate for them Delshir will ask if they know anyone else who might serve. This allows the players one chance to change characters to one that is more appropriate.

Delshir has the following information he can share based on questions from the PCs.

- What will we be paid for this? *I am willing to offer each of you your choice of a potion of cure moderate wounds, a potion of cat's grace, or a potion of bull's strength* (see treasure summary for what these do). Delshir is willing to offer up to 500 gp per PC in addition if the PCs negotiate. He will start at 100 each and will increase in increments of 50 gp. He will not pay the money in advance. **He will ask for them to sign a receipt. Player Handout #1.** If the PCs agree he will tell them that final preparations are still being made and they should hear from the dwarves in a day or two. He then hands them their potions and recommends they make any preparations they feel appropriate.
- What do you mean "various clans"? I thought Clan Brightsword was the only one in the area. *While it is true that our city has had extensive dealings with Clan Brightsword they are far from the only local*

clan. Many clans were driven off centuries ago, only to return within the last hundred years. Believe it or not many dwarves have no use for humans, elves, halflings or gnomes. To my knowledge there are at least six other dwarvish clans within two days travel of Ravens Bluff and more further away.

- What are the dwarves looking for? *Well, the region used to be home to a group of isolated dwarves, the UhuBreen, until about eight years ago. It is said those dwarves hated all non-dwarves, but I can't confirm that. I was told that they are trying to learn about the culture of this lost clan of dwarves.*
- What happened to the lost clan of dwarves? *Eight years ago a band of adventurers from Ravens Bluff went there to investigate the source of a series of earthquakes... earthquakes that killed my father and many others. The adventurers released an ancient Red Dragon, which collapsed the cavern. A few of the dwarves escaped, but since then they have disappeared. No one is sure where they went.*
- Why aren't the dwarves hiring us? *Do you want what they told me or what I believe? They told me that the details of the project were too time consuming to worry about that. I believe they are worried about problems between the clans and are looking for a neutral party to keep an eye on things.*
- What's in it for you? *The dwarves have promised me the Mask of Kelta-Dorn.*
- What can you tell us about the mask? *(Warming to the subject) The Mask of Kelta-Dorn was crafted by Emerant Durath of Clan Warhammer in -3248 DR. According to my research it was made for a prince of Delzoun who was hideously scarred in battle w/ orcs. He later wed Aloranth Goldthrone, whose clan claimed dominion of the Vast. It is said he fell to one of the Orc Hoards that plagued the Vast about thirty years later. The mask, it seems, resurfaced millennia later when an ancient red dragon began attacking a local dwarven clan. A great warrior in a golden mask rallied the clan against the dragon. According to the legend he and his band of warriors fell when the dragon was defeated. This was called into question eight years ago when the dragon was freed from its prison. I believe that warrior's clan were the dwarves who called themselves the UhuBreen, the dwarves who were driven from their homes eight years ago. And I believe the mask can be found in the burial vaults of that clan.*
- Why do you want the mask? *I am a dealer in antiquities. It is an ancient work of art with a rich history I have researched. Call me sentimental.*

“So, what do you say? Are you interested?”

Day 2 and 3: Encounter 1 The Quest for Information (Optional)

Smart parties will try to glean some extra information about their mission or their boss. **DM Aids 1-4** list the additional information they can learn about the job and what they need to do to learn it. **Appendix A** has information about Master Delshir. Do not suggest this course of action to them. They may also want to acquire some extra equipment for a trek beneath the mountains. The following is a list of some specific places they could go for information:

- Any tavern in the city.
- The Bards Guild
- The Sage Reldin Griffonwing
- Gwensylla the Sage

Certain proficiencies and skills the PCs possess can also reveal information on the DM Aids.

If the PCs openly ask questions at the Bards Guild or taverns the Beldarakin will learn of the dig and will plan to raid the base camp while most of the dwarves are below. Beldarakin in dwarvish means "treacherous beings", a title this band of dwarven thieves wear as a badge of honor. If the PCs make their inquiries discretely in those places, the Beldarakin will not learn of the dig.

Day 3: Encounter 2 Stone Hall

The morning of the third day the PCs will receive a message from Stone Hall asking them to come to Stone Hall that evening.

The temple of the dwarvish gods in Ravens Bluff stands near the Temple of Gond. The doors of the Temple are closed.

The doors of the temple are not locked. If the PCs knock, a dwarf wearing a flowing, shining robe of woven electrum wire. About his neck is a platinum pendant in the shape of a Warhammer.

The doors open onto a cavern-like chamber. The stone of the walls and ceiling, which were dressed outside, are rough-hewn and pillars like stalagmites and stalactites grown together are spaced throughout the room. Carved stone pews line the back half of the chamber facing a large stone altar at the far end. You are greeted by a young dwarf, who has barely begun to grow his first beard. "Well met, I am Durl Dornson,

Adept of the Anvil. Welcome to Stone Hall, how may I help you?"

If the PCs tell him they were asked to come he will say, " Ah, yes. Barundar of Clan Boldenbar is expecting you. If you will come with me." He will then lead the PCs to a small meeting room beneath the temple proper. In it are three dwarves. If the PCs don't say why they are there, Durl will invite them in to worship and then leave them alone.

Durl leads you down a flight of stairs and stops by a doorway on the left side of the corridor. Within the room you see three dwarves patiently awaiting your arrival. A dwarven female is standing by the left-hand wall as you enter and seems to be contemplating something. The other two are male, both standing by a small table covered with a map. The younger one seems to be pointing things out on the map as you enter. The older male speaks. "Thank you for coming. Master Delshir told us you have agreed to serve as security for this little venture. I am Barundar of Clan Boldenbar, High Old one of Dugmaren Brightmantle. This beauty to my right is Faernuu, Loremaster of Berronar Truesilver, and this young scalawag is Askel, Seeking Scholar of Dugmaren. Faernuu and Askel are going to be the project leaders for this expedition".

"I must admit our motives in recruiting you are mixed. Normally the Folk would have kept the matter to ourselves but I am concerned that frictions between the clans will cause problems on this dig. To prevent this, I asked Delshir to seek individuals from outside the Clans. I told him it was to provide protection against threats from the outside. I hope he has done as I asked and no clan has any influence over you. (Barundar looks hard at each of you.) Well you probably have a few questions so I'll leave you with Faernuu and Askel."

After he departs Faernuu will hand the PCs a paper (**Player Handout #2**) which is a contract of their expected duties. After the PCs have read and signed it she will ask if the PCs have any questions about their job.

If the PCs try to negotiate payment from the dwarves, they will ask if Master Delshir paid the PCs. If the PCs say so, the dwarves will tell them that is the only payment at this time. If the PCs lie, the dwarves will tell them to wait while they send a message to invite Master Delshir to explain his failure to fulfill his commission. When the PCs admit their lie or are caught in the lie, Askel and Faernuu will express their displeasure. *"This is not a good beginning. Do you swear by your name on the contract?"*

If Master Delshir has to come there and present his receipt, he will be angry. *"I offer you an opportunity and you insult me and the esteemed dwarves of Stonehall!"* The PCs will be told their services are no longer needed and that they should leave. **DM Aid #8** explains what happens if the PCs are fired.

If anyone looks at the map on the table give them **Player Handout #3** which is a map of the area based on the journals of someone who had been there. Beneath it is a second map indicating where the Base camp is in relation to the burial vault.

When the PCs are finished Askel will tell them they are leaving at first light and suggest they get some rest.

Day 4: Encounter 3 The Expedition departs.

As the first rays of the sun peak above the mountains to the east the expedition sets forth. The company is composed of Faernuu, Askel, two dozen mules loaded with provisions and equipment, and nearly two score dwarves. As the long march begins you notice that the dwarves seem to cluster into groups of four or five, until there are seven such groups in all. As the day progresses Faernuu and Askel move among the groups, trying to draw them into a single team instead of their current factions.

The clans present are Clan Trueforger, Clan Boldenbar, Clan Brightsword, Clan Waraxe, Clan Goldthrone, Clan Duruth and Clan Bladebite. There are 5 dwarves present from each clan, including the project leaders. Faernuu is from Clan Brightsword and Askel from Clan Goldthrone. **DM Aid #5** has a summary of relations between the clans and a brief philosophical outlook for each. Further, **Appendix A** has role-playing notes on all of them.

Give the PCs the chance to interact as they desire. If the PCs try to draw the different clans together they can achieve some success that Askel and Faernuu cannot achieve without the PCs' help. **Appendix B** has guidelines for bringing the Clans together on this project.

Everyone involved in the project is here out of curiosity and a desire to learn; though many have hidden agendas as well. **DM Aid #6** contains a list of rumors and theories that the dwarves will discuss with the PCs (they will discuss them with each other if drawn together). Keep in mind whether the Clans were brought together in encounters 13 and 14.

Somewhere along the way Daggan from Clan Waraxe will seek out individual PCs and strike up a friendly conversation with them. Questions such as: what's your name, are you married, do you have any

children, (what are their names?), what do you do for a living, why are you here? This last question can be most important to him. He is looking for PCs of a greedy or mercenary bent. Daggan will further ask what the PCs are being paid for this and what kind of payment they prefer (i.e. coin, gems, minor magic items?) He wants to discover if any PCs seem susceptible to a bribe to let Waraxe into the ruins tonight, before the rest of the expedition, while the rest of the dwarves are sleeping.

Blodkuir Fardelver of the Bladebite Clan will also approach the PCs. He will ask one or more of them for a moment in private with him so he may ask them a favor. He will tell the PCs that he joined this group to follow up on a rumor he once heard. He has since learned that the dwarves will only be allowed to investigate the burial chambers of the UhuBreen. He would like the PCs to search for a weapons smithy in the outer wall of the City of the UhuBreen. He met an UhuBreen refugee eight years ago who told him of a series of tablets hidden in the smithy. If what he was told is true the tablets contain the secret for making a strong, lightweight alloy. He is willing to pay the PCs 3,000 gp or a flail specially enchanted to kill undead if they will recover the tablets for him. If Detect Lie or similar magics are used everything he tells the PCs is true. (There are no carefully scripted statements to beat a detect lie, it is all true.)

If the PCs inform Askel of Faernuu about the offer they will call Blodkuir over and ask about it. They will demand the tablets be brought to them. (After examining them they will give the tablets to Blodkuir since they are useless.) If this occurs the **characters will not receive the favor of Clan Bladebite.**

DM Aid #6 Covers what Blodkuir Fardelver knows about the UhuBreen.

Day 4: Encounter 4

The reflected image of the sun glares off the Sea of Fallen Stars as you climb the final switchback and reach the valley that will serve as the base camp. Approximately a score of dwarves await your arrival. Like the dwarves with whom you traveled here, they are clustered in small groups. Scrapes, bruises and black eyes lead you to believe that relations here haven't been cordial and the groups haven't always stayed apart.

Faernuu introduces you to the dwarves already here then asks you to set up your guard on the entrance. Soon the smell of cooking stew fills the air and another ten tents are erected. As twilight falls Askel and a few dwarves join you, bringing with them bowls of stew for you.

"You'll probably want to break your watch on the entrance into shifts." Askel says around mouthfuls of stew. "Don't worry about setting a watch for the entire camp. We have that covered." You have noticed that all of the dwarves are now armed with crossbows and a variety of melee weapons. "The dwarves who carved the tunnel to the burial vault will be returning to Ravens Bluff in the morning, which will leave us with 35 dwarves and yourselves. That should be more than enough to handle any threats we expect to encounter. So enjoy your dinner then get some rest. We go in early tomorrow to get started."

If the PCs have any questions about how they plan to go about things use the Chronology as a guideline.

Day 4: Encounter 5

If someone seemed mercenary or greedy enough, Clan Waraxe will try to bribe their way in tonight, ahead of the rest of the expedition. Based on what they were told by the character, they will offer them either 5,000 gp in gems, or 2,000 gp in gold. *"We want to send two of our people in, for just an hour, to have a look around."*

If none of the PCs seemed greedy, or they refuse to accept the bribe, the three Waraxe dwarves going home in the morning will pick a fight with Keldorn of Clan Trueforger to create a distraction while two of their numbers try to sneak in.

The fight will begin with one of the Waraxe dwarves shouting, *"Return my property Beldarakin or I'll take it back."* Another Waraxe clansman will watch, cracking his knuckles. Keldorn will quietly claim ignorance but halfway through his reply, the Waraxe dwarves will jump him and start pummeling him. Clan Trueforger dwarves will come to his aid, and Clan Boldenbar might join with Waraxe turning it into a mass brawl till Askel and Faernuu can break it up. In the tussle, one of the Waraxe dwarves will drop a ring that they are claiming was stolen. They will insist it fell out of Keldorn's pouch. If this brawl occurs the PCs may need to do some further mending between these two clans to get them unified. Askel and Faernuu will bandage and heal any injuries.

The PCs can help break up the brawl. If they ask what "beldarakin" means, someone will tell them it means "treacherous one".

If the PCs report the bribe or raise a fuss about it, the Waraxe dwarves will claim they were testing how honorable the "security" was. Askel and Faernuu will try to smooth over the situation, discretely if possible.

If Clan Waraxe does bribe their way in, Askel and Faernuu will be suspicious of the PCs so that their attitude towards the PCs will be harsher, which will affect their interactions and their decisions later in the

expedition. Also, the PCs will have another problem. When the Waraxe infiltrators try to take from the crypt the sword wielded against Jafara Raveentungue (the red dragon), they will activate a Crypt Ward and they will be killed by the animated UhuBreen dead. As a result they won't come back out in an hour as they promised. The PCs can alert the camp, go in themselves, or just let it wait till morning.

If the camp is alerted Askel and Faernuu will immediately rouse the camp and lead the entire expedition into the ruins to look for the missing dwarves. Regardless of when they go in, Encounter 7 will detail the grisly remains.

Note: If Waraxe sneaks in during the distraction Askel and Faernuu will not suspect the PCs of wrongdoing (though they will begin to doubt their competence.)

Area 2: The Dwarven Ruins

Chronology:

In this part of the adventure the PCs will enter the UhuBreen ruins. The entrance tunnel connects to the preparation chamber, where the bodies were prepared before interment. Askel and Faernuu will split the dwarves into five teams, each consisting of one member from each clan. Two teams will be assigned to this chamber: one group to map and catalog this chamber while the other stands guard. The rest of the dwarves will proceed into the crypt. The PCs will be asked to enter as well. (If Askel and Faernuu suspect or know the PCs accepted a bribe they will not ask, they will tell the PCs what to do from now on.)

The Crypt. Since the UhuBreen hated all non-dwarves they have warded their crypts against all non-dwarven intruders. The PCs' presence, unless all dwarves, will activate a Crypt Ward spell. If two from the Waraxe clan got in, their bloody remains will be found dead in the warded area.

DM Note: Askel, Faernuu and Barundar discussed the possibility that Crypt Wards would be present, but they know that the presence of dwarves usually prevents them from activating. However, because of the UhuBreen hatred of all non-dwarves, these wards are set to trigger in the presence of any non-dwarf. It will take Askel and Faernuu a few minutes to get past their surprise and realize UhuBreen wards will be atypical and that all non-dwarves must leave the crypt to deactivate the spell.

The Dwarven City: After getting out of the crypt, Askel will ask the PCs to survey the nearby city and take note of any locations which might deserve further examination.

DM Aid #10 is a map of the ruins. The following locations are marked on it: the Smithy, the Chamber of Prophecy, 3 dwarven residences, the Falls, the Lake, the Outposts, the Fungal farms, and the Temple of the UhuBreen. A comprehensive search of these areas will take several days.

A number of pests have taken up residence in the ruins and encounters with some of them are quite possible.

Day 5: Encounter 6 Into the Ruins

With the coming of the new day the dwarves prepare and eat a quick breakfast before shouldering their gear. The miners prepare to return to Ravens Bluff. Most of the dwarves with whom you came from the city get ready to enter the ruins, while a few arm themselves to remain and guard the camp. Even with these preparations you are entering the tunnel with them before the sun crests the peak. As you walk through the miles of tunnel you are amazed by the effort the dwarves have gone to. A two-mile long shaft, fifteen feet wide and twelve feet high is a massive undertaking. The fact that they have done this to study the ruins of an isolated dwarven culture is hard to believe.

The tunnel ends in the north wall of a large cavern, near the northwest corner. An 8' high sculpted head of a beast, complete with horns, set in the middle of the east wall grabs your attention. Its wide-open maw opens into a corridor about 5' tall and 6' wide. Sections of the cavern's ceiling have cracked, dropping some debris in the room but for the most part it is intact. Small stone tables, about two and a half feet high, five feet long and three wide are placed in three rows of three in the room. The rotted remains of wooden shelving line the west wall, under which broken glass is mixed into the rubble. Faernuu explains that this should be the mummification chamber where herbs, oils and other materials were stored. A much larger corridor exits through the south wall.

Anyone who played the event Greater of Two evils will know the "Beast head" is a likeness of the tarrasque. If anyone asks about the tarrasque Corleine will tell what she knows about it. **(DM Aid #6)**

There is a very well made secret door to the left of the tarrasque. It can only be detected by magical means. Spells like detect invisibility or true seeing will reveal it. If the PCs find it before the illithid opens it on the 7th day, you will have to modify the text for encounter 13

Askel will assemble all the dwarves, (If Waraxe got in last night, then two of the Clan Waraxe dwarves scheduled to return home today will join the group instead.) and assign them to teams, selecting one member from each clan for each team. Once they are assigned to their teams Askel will lead them in an oath to the Morndinsamman, swearing them to set aside all clan prejudices and politics and dedicate themselves to the quest for knowledge while on this project.

Once this is done he assigns two groups to stay here: one to map and catalog, the other to guard. The rest of the dwarves and your group he asks (tells if Waraxe got in) to follow into the tarrasque head which he feels should lead into the crypts.

Day 5: Encounter 7 The Crypt

DM Aid # 9 is a map of the second floor of the crypt. The general layout of the crypt is uniform and the Crypt Wards are present on the second, third and fourth levels. Also, Glyphs of Warding are placed in the tunnels that connect the second, third and fourth floors. They are set to trigger if non-dwarves enter them. The one on the 2nd floor is Fire and the 3rd floor is Cold damage. The Glyphs do 2d4 damage per tier of the party.

The crypts are not detailed beyond this because the PCs are not expected to remain in them. The Crypt Ward spell can only be removed by Limited Wish or the Remove Crypt Ward spell cast at 13th level or higher (and requiring a 10,000 gp sacrifice.)

When the PCs follow Askel, read the following.

Anyone over four and a half feet tall has to crouch a little to enter the tarrasque mouth but the corridor beyond increases to a height of about eight feet as it climbs up and curves to the right. After doubling back on itself it opens into a corridor running from left to right. Thirteen passages exit through the opposite wall, separated by ten-foot sections of wall. From where you stand you can see that niches have been cut into the walls of the passages and the remains of dwarves have been placed within. The dwarves near where you entered are all reduced to bones, obviously amongst the first dwarves interred here. At first glance it is apparent that something is wrong with the bodies. Askel is the first to voice the problem, "They are all upside down, they lie face down on their stomachs rather than on their backs. I wonder what this means?"

This sets off a brief animated discussion about dwarven burial rites and practices. PCs can join in. Theories that will be put forward will include "The UhuBreen must

have believed the gods lived at the center of the world," "They were buried this way so they could watch over their descendants," "They were buried this way to show they had turned their backs on the surface," and make similar speculations. Faernuu reigns it in by saying, "That's all well and good but does it hold true? I suggest we walk through the entire crypt, seeking the newest sections and work our way back."

A quick walk through the place reveals the crypts are laid out in a twelve by twelve grid, with two columns of three niches carved into the long walls of the grid. At the opposite end of the crypt Askel locates another passage sloping up to a second floor.

If the PCs move to investigate the second floor they will set off a Crypt Ward spell (4th Lvl Specialty Priest of Dumathoin). One round will pass after the PCs enter before the dead start moving. The Crypt Ward does not create undead and thus they **cannot** be turned, are not affected by wands of illumination, sun blades or Lathanderite spells. If all non-dwarves leave the area of effect, the remains will return to their niches. They only attack non-dwarves and a maximum of 4 can approach and attack from any given corridor. Special note: there is no true intelligence governing the Cryptward animated dwarves. They **will not** overbear the PCs.

Dwarven Remains (240): Int Non; AL N; MV 6; HD 4 hp 20; AC 7; THAC0 18; #AT 1; Dmg 1-6; SA None; SD Can't be turned; MR; Nil; SZ S; ML Special

Dwarves (21): Int Average (8-10); AL N; MV 6; HD 3; hp 26; AC 5; THAC0 18 (17); #AT 1; Dmg 1-6 (Assorted melee weapons) or 1d4 (Crossbow); SA None; SD Dwarven; MR; Nil; SZ S; ML Elite (13).

Askel, dm P (Sp) 5 Dugmaren: AL NG; AC 5 (Chain Mail); MV 6; hp 30; THAC0 18 #AT 1; Dmg 1d6+1 (Exceptional Mace); SA Spells; SD Spells; Str 13, Dex 11, Con 18, Int 15, Wis 17, Cha 15; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds* x2, *command*, *thought capture*, *detect magic*; 2nd lvl—*hold person* x2, *silence 15 ft. radius*, *brightmantle*, *lighten load*; 3rd lvl—*dispel magic*, *glyph of warding*

SP Powers (Innate): *mending* or *brightmantle* 1/day, *augury* or *idea* 1/day, *Alimir's fundamental breakdown* or *tongues* 1/day.

Faernuu, df P (Sp) 4 Berronar: AL LG; AC 7 (Studded Leather); MV 6; hp 24; THAC0 18 #AT 1; Dmg 1d6+1; SA Spells; SD Spells; Str 16, Dex 15, Con 14, Int 12, Wis 16, Cha 17; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds* x2, *detect poison*, *light*, *remove fear*; 2nd lvl—*hold person* x2,

silence 15 ft. radius, charm person or mammal, messenger

SP Powers (Innate): *cure light wounds 1/day, aid or spiritual hammer 1/day, cure disease or detect lie 1/day, cure serious wounds or neutralize poison 1/day.*

If Clan Waraxe got in, they will be found dead in the second floor of the crypt. Use the text in [] to describe the scene of their death.

The second floor is laid out in the same manner as the first. [Your attention is immediately drawn to the blood soaked remains of two dwarves. Their scattered remains seem to indicate that whatever did this to them didn't stop when they died.]

The dwarvish skeletons and mummies begin to rise up from their niches.

Askel will immediately try to turn them and call out for everyone to be careful not to damage them too much. The turning will have no effect. By round 3 Faernuu will notice that they are only attacking non-dwarves and will order the expedition to crowd around such PCs and escort them out. Once the PCs return to the entrance the battle will be over, and the remains that are still animated will return to their niches.

After the battle Askel will recall the UhuBreen's strong hatred of all non-dwarves and will ask the PCs to begin investigating towards the dwarven city instead. He will give the PCs an hourglass and ask them to return after about 6 turns of the glass.

Breaking free of the dead dwarves you all make your way back to the first level of the crypt. "I'm sorry my friends," Askel says after catching his breath. "I should have realized the UhuBreen's hatred for Thorkin, that would be their word for surface dwellers, that their hatred of Thorkin would cause them to modify the Crypt Ward enchantment. Normally if any one of the Folk is present the spell wouldn't activate, unless someone tried to steal something."

"I can't further risk your lives, and the site by having you come back in. Could you perform another service for us?" He pulls out an hourglass. "Take this and journey down to the UhuBreen city. We will eventually be journeying down there as well. If you could scout the area out and pick out any sites of note, I would appreciate it. Please return about the time the sand runs out of the glass for the sixth time."

Faernuu, who had been listening, cuts in at this point. "That means be back here in six hours. At six hours if you haven't returned I will send a small animal messenger to remind you. Our contract obliges us to tend to your funerals if necessary. Don't make us come looking for you."

Askel clears his throat, "Hmm, yes, well keep in mind that we intend to be here a full tenday. If you find something interesting you can return to it on the morrow. May Dugmaren guide you." With that Askel and Faernuu start to rejoin the others.

Day 5: Encounter 8 Entering the Dwarven City

The city cavern is dimly illuminated by sunlight that diffuses down through a deposit of crystal in the ceiling. The light is equivalent to starlight.

Throughout the ruins the PCs will encounter murals and tapestries depicting elves and humans as fiends worse than the goblinoid races. The PCs will also find the skeletal remains of hundreds of UhuBreen, dwarves who failed to escape the city as the ceiling crashed down on them. Each dwarf bears some sort of weapon and wears a golden amulet stamped with the image of a bipedal beetle-like creature with two horns and a long tail in profile. The amulets are worth 25 gold pieces each. If the PCs collect these amulets Askel and Faernuu will ask the PCs to turn them over as artifacts of the site.

Some PCs may try to gather the dead and properly send them on to the afterlife. Such actions do not go unnoticed. The Morndinsamman will reward anyone who puts a substantial effort into it. **Each five-hour shift** spent doing so will increase the reward they receive. This will reduce the time PCs have to investigate other sites however, which may dramatically reduce the time necessary for this event. Realistically I don't see this happening. The dwarven gods will also notice if the PCs are looting the dead and will likewise punish such actions. If the PCs turn over what they find to the excavation project, even involuntarily or reluctantly, they will not suffer the disfavor of the dwarven gods.

When the PCs enter the main cavern give them **Player Handout #4**. After reading the description of the cavern, mark the locations with open passages on the players' map based on **DM Aid #10** and have them use it to indicate their actions.

What follows are write-ups of nearby locations for the PCs to investigate, each marked with three amounts of time: cursory search time, detailed search time, and thorough search time. These are to serve as a guideline for when the PCs need to return. As noted later the PCs will probably be moving at a rate of 3 per round. (30 feet / minute), use this to get a general idea of how long it takes PCs to get places. (Count the squares and divide by two.)

As you begin your journey towards the dwarven city below, your light illuminates eerie frescoes, making

their figures appear to move and dance. The frescoes depict a great dwarven army fighting foes twice their size. Closer attention reveals that the war is with great men of human, elf and orcan race, with the humans and elves depicted in the most sinister of acts. They are shown making pacts with dragons, stealing gold from children, slaying dwarven merchants, and enslaving their families. The effect is unsettling. You were told of the UhuBreen's antipathy towards elves and humans, but seeing these images endlessly repeated gives you the feeling that nothing but hatred of all elves and humans could have emerged from this place.

A sound of the waterfall is your first clue that you are nearing your destination. Almost half the sand in the first hourglass has reached the bottom before you reach the lost city of the UhuBreen.

The sight is breathtaking. The broken city lies below you glistening under starlight, still.

The cavern is quite large; a good bow shot in length and width. The roar of the waterfall to your left is somewhat muted by distance but it is certain that subtle sounds will be lost in here. The dim light is actually sunlight diffused through a deposit of crystal in the ceiling above, and it glistens off surfaces dampened by mist from the waterfall. The passage by which you've entered leads out to a ramp down to a ground floor.

It is obvious that a major catastrophe befell this place. Huge pieces of stone from the ceiling have leveled most of the buildings in the cavern. Even from here, scavenger-picked bones peek through the rubble, rubble that looks dangerously unstable. You are sure you will have to carefully pick your way through it or risk injury.

From where you stand you can see that a number of passages were carved into the sides of the cavern, with stone ramps and walkways providing access to entrances on second and third tiers of the cavern. Those entrances and some of the ramps did not escape damage when the cataclysm struck. Many of the tunnels are sealed by fallen rock, though a number still appear to be open. Further visual survey of the area reveals a trio of twenty-foot tall bronze doors set in the ground level wall to your right.

Base movement rates are reduced to 3" if the PCs wish to move through the cavern safely. Warn PCs of this as they first start moving through, have a partial collapse cause a hp of damage to the lead character if necessary. Attempts to move faster will result in damage.

- Move 4-6 — 1 hp/round
- Move 6-9 — 2 hp/round
- Move 9-12 — 4 hp/round
- Move 12-15 — 8 hp/round
- Move 15-18 — 12 hp/round

- Move 19-21 — 18 hp/round
- Move 22-24 — 24 hp/round.

Naturally flying will avoid this damage.

Throughout the city, the PCs will find the skeletal remains of hundreds of UhuBreen who failed to escape the city as the ceiling crashed down on them. Each dwarf bears some sort of weapon and wears a golden amulet stamped with the image of a bipedal beetle-like creature with two horns and a long tail in profile. The amulets are worth 25 gold pieces each. If the PCs decide to gather the amulets they can collect 60 per hour if they do so exclusively, 15 per hour as they wander or 8 per hour gathering the dead.

The rubble is coated with paste. The paste is the powdered bone of enemies that the UhuBreen used as mortar thickened by the damp air.

The PCs have 5 hours to explore before they should head back. Depending on how the event is running while the PCs are in the cavern you can run a skirmish or two with some vermin. None of these battles should last more than a round or two at best. The pests will flee, seeking easier prey. **DM Aid # 11** has the stats for the type of creatures that may be encountered.

Because of the noise of the waterfall, surprise rolls will be at a -1 penalty. This works both ways for any encounter in this area.

DM Note: These combats are not meant to be anything more than a nuisance for the PCs. They are not put here to wipe them out or make them late in returning.

If the PCs don't return in the allocated time, Faernuu use a messenger spell to tell them to return. If the PCs don't return within the next hour and a half the dwarves will go looking for them. **DM Aid #7** should be consulted to determine if the PCs are searched and/or fired for their tardiness. **DM Aid #8** explains what happens if the PCs are fired.

Locations:

A) **The Smithy**, 2nd tier. Cursory search time: 5 rounds, detailed search time: 5 turns, thorough search time: 12 turns.

An axe crossed by a sword is etched in the stone above this passage. Clearing some loose rubble you make your way in. After about fifteen feet the passage opens into a moderately sized chamber. You see a dozen weapons standing in weapon racks and hung on the walls. A counter in the back right corner leads you to believe this was some sort of weapons shop. There are doors located on the right and back walls.

A search of this room will reveal rusted weapons: 4 daggers, 2 short swords, 3 hand axes, a long sword and two battle axes. The weapons are finely crafted, and if the blades are polished and sharpened, they are worth the same as such typical weapons even though the woody (fibrous fungus) handles and leather grips are rotted. There is also a strongbox behind the counter with 56 gp worth of coins in it.

The door on the right wall opens into the smithy. A large forge dominates the back right hand corner of the room. A natural chimney above it looks like the exit for any smoke. Three anvils of various sizes are arranged efficiently around the room. It looks like the smith's tools were once hung on the wall but the tremors spilled them to the floor.

Set in the back of the forge is a loose section of stone. Behind it are the tablets Clan Bladebite asked the PCs to find. Finding them requires a thorough search (12 turns).

When the forge was in use only someone protected from fire could have reached them. The smith owned a ring of fire resistance that was in his family for generations. The tablets are written in dwarvish runes and seem to contain instructions for creating an alloy. Unfortunately any smith will recognize that the metals listed, if prepared following these instructions would be useless.

The door in the back wall opens into what appears to be a storage room. Stock iron has been carefully stored, though rust has begun to take a toll on it. Spare tools are stored neatly in a crate by the back wall. A workbench along the left wall is set up for a smith to do detail work.

B) **The Chamber of Prophecy**, 3rd tier. Cursory search time: 15 rounds, detailed search time (12 for a dwarf or Bard): 15 turns (12 for a dwarf or Bard), thorough search time: 12 days (10 for a dwarf or Bard).

A pair of statues of the tarrasque flanks the entrance to this cavern, each standing ten feet tall. The statues and the ornate scrollwork carved around the entrance indicate this place was important to the UhuBreen. The passage burrows back into the mountain for nearly a mile before opening into a spherical room, about 100' in diameter. A two-foot wide ledge runs around the center of the room where the passage enters. From this rim four paths descend to the bottom of the sphere. With the exception of these paths every inch of the remaining space is covered with images painted onto the walls. A cursory examination doesn't reveal any common subject of the pictures, except that they all include dwarves. Further inspection reveals

that the pictures are carved reliefs, which were then painted.

A detailed search will reveal that the pictures are clustered into groupings that, taken together, seem to tell some story. There are hundreds of such groupings amidst the images on these walls. A few, particular stories catch the attention of the PCs. Give PCs **Player Handout #5**. Dwarves and bards are faster at identifying the pictographic symbols.

One set of images depicts a mountain with a red star hanging over it and the sun off to the left. The next image depicts dwarven warriors and priests flying into the heavens towards the red star. The third image shows the red star as a flaming hammer in the hand of a giant one-eyed human with a lightning bolt in his left hand. The fourth image depicts the dwarves fighting the giant, and in the fifth they destroy the hammer.

While similar to encounter 10, this series of pictures has nothing to do with the new red star in the sky.

These images show a mighty dwarven warrior armed with a massive flaming sword. In the second image he is shouting and the mountain he faces is leveled. In the third a stroke of his sword has torn a swath in the heavens leaving blackness where there were once stars. The fourth depicts him kneeling before another dwarf, offering him a crown.

The pictures before you are particularly grisly. They depict dwarves, all mortally wounded, yet unable to die. The first three scenes show the dwarves' injuries and their agony. The fourth shows a prone dwarven woman with a needle wreathed in flame hanging over her while she is surrounded by midwives. The fifth depicts the woman holding a child and the suffering dwarves laid to rest.

Near the bottom of the chamber you find images of friendly looking humans and elves meeting with some dwarves. Small horns and reddish tails give their friendly aspect a fiendish, deceptive cast. The second image has the same elves and humans speaking with a red dragon. The third has the dragon attacking the dwarves while the humans and elves steal their gold. The fourth shows a warrior in a golden mask, wielding a flaming sword rallying the dwarves. The fifth shows him driving forth the dragon, elves and humans despite horrible wounds. The final scene is of him being laid to rest.

These images depict dwarves worshipping the tarrasque. As the story progresses the beast awakens, destroying all elves and humans in the region. It then shows the dwarves rising up and claiming all the lands.

C) **Dwarven Residence**, 2nd tier far wall. Cursory search time: 2 Turns, detailed search time: 25 turns, thorough search time: 12 hours.

The entrance to this passage is blocked by a pair of iron banded doors. A quick check reveals they are locked.

The lock is well made and pick locks attempts are at a -15% chance. An open doors roll vs. locked/ wizard locked doors can also open it.

It is quickly apparent that this was the home of a well-to-do family of dwarves. A quick walk through the complex revealed thirty rooms, half of those bedrooms. Even with four of those given over to servants dwarves just aren't prolific enough for the remaining eleven rooms to be filled by a single family in a single generation. Rather this seems to have been home to at least three generations of dwarves, probably stone masons judging from the equipment you found in one of the rooms.

Most of the family's wealth that remains consists of large, bulky items; Tapestries, statues, furnishings and the like. The PCs can reasonably find and pocket portable things, like silverware, but Askel and Faernuu will want anything sizable left here. (Remind the PCs that the expedition is here to learn about a culture, not to plunder people's homes. They were hired as guards for the project.)

Regardless of the time spent there is nothing of particular note here.

D) **Dwarven Residence**, 2nd tier far wall. Cursory search time: 5 rounds, detailed search time: 5 turns, thorough search time: 12 turns.

Home to a miner and his young family this home is not particularly affluent. They do have an interesting history however, and if the PCs take the time they can learn a bit about them.

A simple wooden door hangs half off its hinges, yet another victim of the earthquakes. Inside is a trio of chambers. The main room served as kitchen, dining room and as a social setting for visiting with guests. The second and third as bed chambers, the third room containing a small bed and a cradle. The left hand wall of the main room is covered by a particularly offensive mural of the atrocities attributed to elves and humans by UhuBreen. If anything these images paint both in a far more evil light than any of the representations you've already seen. The slaughter of innocent women and children and some sort of sacrifice to fiends form the center of the image.

A detailed search of the place will reveal a secret door concealed in the mural, opening into a fourth room.

Searching the room you realize that a carefully hidden door, about two-foot square, is concealed in the mural. It takes a while to find the mechanism to open it but you manage without undue difficulty.

Beyond the small door is a narrow room with a table stacked with copper tablets covered with dwarvish runes. The oldest of the tablets is green with age and barely readable. The others seem to be newer and are in much better shape.

If a PC can fit through –

On the inside wall you see a second mural. This one depicts a group of UhuBreen meeting with elves and humans. It shows them working together to defeat a dragon. Finally there are images of dwarves that have a mark or tattoo in the form of a golden mask on their shoulders, meeting in secret.

Bards can make bardic lore checks at +10% to interpret the interior murals' five symbolic meanings. For every accurate check, the bard adds +10% to subsequent checks. First, the mural belies the mural on the outer wall. Second, the shared tattoos indicate a secret society or conspiracy. Third, the tattoo's placement on the shoulder indicates a burden. Fourth, the color golden indicates truth. Fifth, the tattoo's shape of a mask indicates secrecy. If a bard learns the text of the oldest tablet, he can recheck once at +50% to understand all the symbols.

If a PC correctly interprets the symbols regarding of rolls, allow it, and award the bonus to the subsequent checks.

The oldest tablet is an account of Babras Therlarnson. It tells another story of the UhuBreen. In his account a group of heroes came to warn the elders of Clan Gold Axe that an ancient red dragon was on the way to plunder their wealth. The elders scoffed at their warnings and offers of help, believing that no dragon could harm them. Within two weeks of his arrival though the Dragon had wiped out half of the clan's outposts in the nearby mountains.

Babras recorded that he challenged the dragon on two occasions in those early days but the protective powers of his flaming sword Rak-hiel were not enough to save him from being hideously burned. While he recovered, the dragon continued to worry away the Clans defenses till just the clan's main hold survived. Babras was approached by the heroes who had tried to warn the elders with a plan. They had created an item, a magical menagerie, which could imprison the dragon but needed it in an enclosed space so it couldn't flee

before the enchantment took hold. Babras took arms once more, donning the Mask of Kelta-Dorn, passed down for generations through his family. He opened the gates of the Clan hold, letting the beast in so the menagerie could be used on it. He rallied the dwarves and led a final assault on the dragon as the magic was activated.

The Clan elders blamed the humans and elves who had saved them for everything and attacked them, driving them from the hold. Babras was mortally wounded in the fight and told the true tale to his son on his death bed. But the elders needed to blame someone besides themselves, and they incited the people's prejudices so that they refused to listen when Babras' son tried to tell his father's tale.

The other tablets contain generations of notes showing a slow development of a group believing the tale. At the final count nearly one hundred dwarves had secretly embraced the "truth" and were working to reestablish contact with the outside world.

To Master Delshir or a Dwarvish sage the original tablets are worth 1,000 gp. Delshir or a sage will pay 50 gp for a copy.

E) Dwarven Residence, 2nd tier far wall. Cursory search time: 5 rounds, detailed search time: 5 turns, thorough search time: 12 turns.

Set near the passage leading to the fungus farms, this was home to a family of fungus farmers. Three generations of dwarves lived here, all working the farms.

A wood door blocks entrance to this passage. Coupled with the five foot ceiling height it seems likely the people who lived here were not very wealthy. Beyond the door is a passage about five feet wide. Just inside the door to the right is a small room. Set around the room are pegs to hang clothes on, and in the left hand corner is a half cask with a pair of boots stained by dried muck next to it.

Continuing through the place you conclude it was probably home to about a dozen dwarves. The simple clay dishes and jars, while not very valuable, were obviously made with care. In fact the entire place has a very homey, cozy feel to it.

A detailed search will turn up some weapons and farm tools, but not much of any interest or value.

F) The Falls, ground floor. Cursory search time: 10 rounds, detailed search time: 6 turns, thorough search time 12 turns with appropriate protections. These times do not include the time it will take for the PCs to cross the river to search around the other side. The nearest intact bridge takes 10 minutes to reach and cross.

The noise is deafening near the water falls. The water plunges from the wall above, eighty feet into the pool below with crushing force. Spumes of water obscure the base of the falls from sight turning the water in the pool into a churning, seething torrent. Scattered along the shore of the pool are the chunks of stone and debris that are common throughout the city. You see a 12' long bone washed halfway onto the shore from the pool.

The bone is a piece of a rib from a reptilian gargantua that died upriver in the quakes. While interesting it has no value.

A detailed search of the area will turn up half a dozen dead UhuBreen buried in the rubble near the pool. Besides their gold amulets they are carrying nothing of value. A thorough search of the Waterfalls area would require that the PCs be protected by free action, allowing them to pass through the crushing force of the water without undue difficulty. They will also need a way to breathe under water. An Airy water spell can also work. There is nothing in the pool or falls to reward such efforts though.

G) The Lake, ground floor. Cursory search time: 2 rounds, detailed search time: 2 turns, thorough search time: 12 turns and the ability to breath under water.

The water from the falls flows steadily across the cavern before feeding into this small lake (or large pool). A clever series of pumps draws water from here, distributing it throughout the city. Even without someone to care for them for the last eight years, two of the five pumps are still running. Two of the three that aren't working were crushed by falling rocks during the cataclysm.

In the pipes and twisted debris are the remains of over a dozen dwarves. It seems likely that they fell into the river when hit by falling debris and got caught up in the pumps.

If the PCs wish to plunder the dead, the amulets are still on 5 of the dwarves. In addition in the lake bed there are 200 gp worth of coins and items but recovering it all will take 10 turns. (Assume approx. 20 gp/ turn.)

H) Outpost, ground floor. Cursory search time: 2 rounds, detailed search time: 2 turns (requires magic to get through.), thorough search time: 15 turns. (requires magic to get through.)

The set of doors closest to the crypts stand before you. These towering bronze doors look like they could hold off a giant for days if necessary. Heavy steel bars hold the doors closed, an elaborate set of counterweights to

the left look like they would be used to remove the bars.

The fact that something on the far side hit the doors with enough force to bend back the left hand door near the top and distort the doors to the point that the bars can no longer be removed, makes it unlikely you will be getting through here.

Most of the ceiling has collapsed beyond the door. For a character to get beyond them they would have to shrink to six inches tall, become gaseous, ethereal, or cast a *wraithform* spell. Two score UhuBreen were crushed when the ceiling collapsed and they are now buried under tons of stone. There is no longer anything here that the PCs can use.

I) **Outpost**, ground floor. Cursory search time: 5 rounds, detailed search time: 5 turns, thorough search time: 10 turns.

The middle set of doors stand before you. These towering bronze doors look like they could hold off a giant for days if necessary. Heavy steel bars hold the doors closed, an elaborate set of counterweights to the left look like they would be used to remove the bars.

The counterweights still work smoothly. A character with a Strength of at least 12 can work the mechanism and open the doors.

Beyond the doors you see a dressed stone chamber about seventy-five feet long and sixty wide. At its highest the ceiling reaches a height of about sixty feet. Four forty-foot-high walls cross the room from left to right, the three closest to you set with gates in them. Nearly a third of the chamber, in the far left corner, is buried under tons of rock. The walls in that area are demolished beyond recognition.

One of three such outposts, this room was the dwarves' last line of defense before their city. Each of the four walls was built with a parapet behind it, allowing the dwarves to patrol it with some cover. There was no gate in the outermost wall because the UhuBreen didn't want anyone coming in or leaving for the surface. There are 7 barrels in the room, each with a score of spears in them. There were more but most of them were destroyed by the earthquakes.

J) **Outpost**, ground floor. Cursory search time: 2 rounds, detailed search time: 5 turns, thorough search time: 12 turns. (requires gaseous form, wraith form or similar magic to search under the rubble.)

The set of doors furthest from the crypts stand before you. These towering bronze doors look like they could

hold off a giant for days if necessary. Heavy steel bars hold the doors closed. An elaborate set of counterweights to the left look like they would be used to remove the bars.

The counterweights still work smoothly. A character with a Strength of at least 12 can work the mechanism and open the doors part way.

The doors swing open about two feet before catching on the rubble behind them. Looking in you can see that almost the entire back half of the place is collapsed. The rubble slopes down, ending about two feet from the doors when they are closed.

There is nothing of interest or value in this room.

K) **The Fungal Farms**, ground floor. Cursory search time: 12 Turns, detailed search time: 48 turns, thorough search time: 120 turns.

About a quarter mile from the main cavern down this wide passage are the Fungal farms. The farms are set in a number of chambers off one central passage. The UhuBreen cultivated a variety of edible mushrooms and weeded out hazardous and poisonous fungi. Each chamber is used to grow a different type of fungus. The third was used to grow shriekers (a particularly savory dish when properly prepared). In the chamber are 46 shriekers. If the PCs get within 30 feet with light or 10 feet without light, the shriekers will start shrieking. In the past eight years without tending, three violet fungi have grown in the area. If the PCs explore the room despite the shrieking, and aren't specifically looking for dangers like violet fungi, they will run into one or more of them. PCs with **Herbalism Proficiency** can make a check at -2 to see if they remember violet fungi often live near shriekers. If they are successful you can warn them. A normal check will reveal the effects of their attacks and what is needed to treat it. (i.e. *cure disease* spells) Faernuu can cast *cure disease* 1/day. If necessary, Askel can memorize it twice the following day.

Tier 1

Violet Fungi (3): Int Non; AL N; MV 1; HD 3 hp 15; AC 7; THAC0 17; #AT 1; Dmg 1; SA Rotting Disease; SD None; MR Nil; SZ M; ML 12

The excretion from their branches rots flesh in one round for 1d4 points of damage unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The disease will inflict an additional 1d4/ successful hit per 12 hours until cured.

Tier 2

Violet Fungi (3): Int Non; AL N; MV 1; HD 3 hp 18; AC 7; THAC0 17; #AT 2; Dmg 1; SA Rotting Disease; SD None; MR Nil; SZ M; ML 12

The excretion from their branches rots flesh in one round for 1d4 points of damage unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The disease will inflict an additional 1d4/ successful hit per 12 hours until cured.

Tier 3

Violet Fungi (3): Int Non; AL N; MV 1; HD 4 hp 30; AC 7; THAC0 16; #AT 4; Dmg 1; SA Rotting Disease; SD None; MR Nil; SZ M; ML 12

The excretion from their branches rots flesh in one round for 1d4 points of damage unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The disease will inflict an additional 1d4/ successful hit per 12 hours until cured.

Tier 4

Violet Fungi (3): Int Non; AL N; MV 1; HD 6 hp 45; AC 6; THAC0 15; #AT 4; Dmg 1; SA Rotting Disease; SD None; MR Nil; SZ M; ML 12

The excretion from their branches rots flesh in one round for d4 points of damage unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The disease will inflict an additional 1d4/ successful hit per 12 hours until cured.

Tier 5

Violet Fungi (3): Int Non; AL N; MV 1; HD 8 hp 55; AC 5; THAC0 13; #AT 4; Dmg 1; SA Rotting Disease; SD None; MR Nil; SZ M; ML 12

The excretion from their branches rots flesh in one round for 3d4 points of damage unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The disease will inflict an additional 1d4/ successful hit per 12 hours until cured.

Day 5: Encounter 9 Done for the Day

Mid-afternoon the project stops for the day and the dwarves begin writing logs and cataloging the artifacts recovered. PCs should return to base camp with them and resume guarding the entrance as they did the night before.

Askel will ask them for a report of what they found and to turn over any items they have removed from the city, including any UhuBreen coins. The PCs will not be searched unless there is reason for suspicion. **See DM Aid #7** to determine if the PCs are searched or fired.

If there are no problems Askel tells them that they found the Mask of Kelta-Dorn and immediately sent it off to Master Delshir.

If the PCs provide a very good map of the ruined city, Askel and Faernuu will be grateful. If the PCs describe or produce the tablets of Babras, the expedition leaders will be grateful and excited. If the PCs located the Chamber of Prophecy and discuss it with any of the dwarves at base camp, Cernd Turbaern of Clan Boldenbar will approach the PCs and ask them to escort him there the next day. Askel and Faernuu will authorize such a trip for up to three hours. If the PCs turn the Smithy tablets over to Blodkuir he will either give them his flail or give them a writ to produce for the High Old One of Gorm at Stone Hall to receive their 5,000 gp.

Any PCs who are caught with unvolunteered plunder will be denied access to the site on Day 6. Askel and Faernuu will order them to guard the entrance and camp. Day 6 will be uneventful for any such PCs, or could result in an encounter with the Beldarakin (see Day 6 below).

Note – only those individual PCs caught with unvolunteered plunder will be denied access on Day 6.

Day 6:

If the PCs haven't earned the disfavor of their employers, day 6 is just more of what they did on day 5. The PCs are directed to continue investigating nearby locations for another 6 hours then return to camp once more. The project leaders will ward the passage to the city and give each PC an amulet that will allow them to pass unharmed. If the PCs suggest the camp be moved inside the tunnel entrance within the protection of a ward, it will be done. Cernd may make a trip in with the PCs to see the Chamber of Prophecy if events of the day before lead to that.

If the Beldarakin were alerted to the dig (by the PCs gathering information) they will raid the base camp during the day, stealing most of the recovered artifacts. The dwarves left to guard the camp will be killed in the raid. If the PCs were limited to the camp today they will be present when the Beldarakin raid and the dwarves may not die.

If the PCs were inside when the camp was attacked they will be asked to help track the criminals. Unfortunately about a mile from the camp they made a clean getaway via Dimensional Fold spell.

After the Beldarakin raid, Askel and Faernuu will relocate the base camp to just inside the tunnel entrance and ward it in the same way they warded the passage to the city.

Day 6: Encounter 9 The Fun Continues

After an uneventful night the camp rouses itself once more. The sky has grown overcast as you make your preparations to go in. The two-mile trek into the mountain passes much quicker this time. When you reach the outer chamber of the crypt Askel tells everyone to hold back and then moves to the passage leading to the city. Carefully marking out a section of the tunnel in chalk he starts chanting in dwarvish. (He is invoking Dugmaren to ward the passage.) While he is doing this, Faernuu begins telling the teams their assignments for today. When she comes to you, she asks that you continue your exploration of the city ruins. A few minutes later Askel finishes his chanting and returns. He hands each of you an amulet with an image of an open book on it. "Wear this as you journey through the tunnel and you will pass my wards unharmed. Since you will not be here, and we are done cataloging this chamber I don't want any surprises sneaking up on us while we are in the crypt. We are planning to stop at about the same time today so please return again in about six turns of the glass.

Use the information from day 5 for the locations within the dwarven city. When the PCs have used up their six hours have them return to camp

Day 6: Encounter 10 (Conditional) With the night comes word of trouble

Run this encounter only if the PCs openly asked questions at the Bards Guild or in taverns about the UhuBreen, the tarrasque, the Dwarf Kings Tomb, the Man in the Mountain or the menagerie (anything remotely associated with this dig). 10A is if the PCs are banished to the camp for the day, 10B if they went into the ruins.

10A

The Beldarakin thieves will try to sneak into the camp and backstab the guards. With the first cry of pain the warriors will charge in. If the camp is moved inside of a glyph of warding, the first thief will sustain 5d4 hp of cold damage, and the Beldarakin will lose surprise. Stats for the Beldarakin and dwarves follow:

Dwarves (6 per tier): Int Average (8-10); AL N; MV 6; HD 3; hp 26; AC 5; THAC0 18 (17); #AT 1; Dmg 1-6 (Assorted melee weapons) or 1d4 (Crossbow); SA None; SD Dwarven; MR; Nil; SZ S; ML Elite (13).

Tier 1

Beldarakin Warriors (16): Int Average (8-10); AL NE; MV 6; HD 1; hp 4; AC 8; THAC0 20; #AT 1; Dmg 1d4 (Dagger); SA None; SD Dwarven; MR; Nil; SZ S; ML Average (10).

Beldarakin Thieves (4): Int Average (8-10); AL NE; MV 6; HD 1; hp 6; AC 7; THAC0 20 (16); #AT 1; Dmg 1d4 (Dagger); SA Back Stab 2X Damage; SD Dwarven; MR; Nil; SZ S; ML Average (10).

Tier 2-3

Beldarakin Warriors (16): Int Average (8-10); AL NE; MV 6; HD 2; hp 12; AC 7; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD Dwarven; MR; Nil; SZ S; ML Average (10).

Beldarakin Thieves (4): Int Average (8-10); AL NE; MV 6; HD 4; hp 20; AC 5; THAC0 18 (14); #AT 1; Dmg 1d6 (Short Sword); SA Back Stab 2X Damage; SD Dwarven; MR; Nil; SZ S; ML Average (10).

In Tier 3 the thieves have quaffed *potions of invisibility* and Backstab whomever they feel is the greatest threat (spell casters, etc.)

Tier 4-5

Beldarakin Warriors (15): Int Average (8-10); AL NE; MV 6; HD 4; hp 24; AC 5; THAC0 17; #AT 3/2; Dmg 1d8 (Battle Axe); SA None; SD Dwarven; MR; Nil; SZ S; ML Average (10).

Beldarakin Thieves (4): Int Average (8-10); AL NE; MV 6; HD 7; hp 36; AC 4; THAC0 16 (12); #AT 1; Dmg 1d6 (Short Sword); SA Back Stab 3X Damage; SD Dwarven; MR; Nil; SZ S; ML Average (10).

In tier 4 the thieves have quaffed *potions of invisibility*, for tier 5 they quaffed *potions of improved invisibility* (duration 7 rounds).

Beldarakin Priest (1): Int Average (8-10); AL NE; MV 6; HD 6; hp 36; AC 4; THAC0 16; #AT 1; Dmg 1d6+1 (Flail); SA Spells; SD Spells, Dwarven; MR; Nil; SZ S; ML Average (10).

Spells Memorized: 1st lvl—*bless, detect magic, cure light wounds, cure light wounds, command*; 2nd level- *silence 15 ft. radius, hold person, hold person, chill metal*; 3rd level- *prayer, dispel magic*

If PCs help to drive off the Beldarakin Faernuu and Askel will allow them access to the ruins on Day 7.

Askel and Faernuu will relocate the base camp to just inside the tunnel entrance and ward it in the same way they warded the passage to the city.

10B

At the end of the day:

Faernuu leads the team back towards camp. Spirits are high and the factionalism of the dwarves fades with each new speculation and discovery. Everyone is chattering about their latest find and speculating about what tomorrow will bring. Just as you are emerging into the light of the setting sun Faernuu stops dead in her tracks. The camp is a shambles, the tents torn down, the equipment and artifacts scattered. At first you wonder if a storm blew up while you were in the mountain, but the thought quickly passes when Askel spots one of the dwarves left to watch the camp laying face down in the mud. As you draw near you can clearly see the blood stain on the back of his shirt.

All of the tents have been torn down and the equipment scattered. The journals left here have been shredded and trampled in the mud. It looks like it was all done for spite. A survey reveals that many of the artifacts brought up so far were stolen as well, including the equipment of the golden masked warrior.

Faernuu and Askel are devastated and stand mute, staring at the destruction. Keldorn of Clan Trueforger, after a glance at Faernuu and Askel, quickly organizes the teams. He instructs Askel and Faernuu's teams to stay here to clean the site and remake camp. He directs the other three teams to come with him to track down the miscreants and avenge their comrades. The PCs are asked to join them.

Burdened with their loot, the raiders left a very clear trail for the PCs to follow. They will be able to track them for three miles before all trace of them disappears. A successful tracking roll will reveal the following:

- **Made the check:** At least twenty individuals were involved in the raid
- **By 2 or better:** Based on the size of the footprints and their depth it is likely that they were made by dwarves.
- **By 4 or better:** Four of the sets of tracks were very faint, the mark of someone skilled at stealthy movement.
- **By 6 or better:** At the point where the tracks vanish another pair of tracks are visible, as if someone were waiting here for the group. The tracks start two paces beyond where the raider's tracks end.

There is no way to track the miscreants at this time (they used a *dimensional folding* spell to escape). The players will have the chance to deal with this bunch later in the *Destiny of the Dwarves* series.

When the PCs return to camp, everything is cleaned up and Askel and Faernuu have recovered from

their shock. Askel sets everyone trying to recreate yesterday's journal entries and inventorying the remaining artifacts. Askel and Faernuu will relocate the base camp to just inside the tunnel entrance and ward it in the same way they warded the passage to the city. The rest of the night passes uneventfully.

Day 7:

Word reaches the camp in the morning that the dwarves funding the operation will arrive in the morning to see how things are going. When they hear this, the project leaders announce that they intend to work twice as long today. The PCs are to continue their investigations, having 12 hours today, but they are told to check back every four hours to see how things are going.

Near the end of the day, a dwarf returns from the base camp announcing that a new red star can be seen in the sky. Most of the dwarves will travel to the surface to see this, PCs need to decide whether they stay with the project leaders or return to the surface. The project leaders will give their permission if asked.

While the dwarves are divided, Koratl's slaves will enter through the secret door. When he sees the dwarves he will direct his slaves to attack. If the PCs remained below, fight the battle through normally. If not, a surviving dwarf will stagger out to the surface and tell the PCs (and dwarves) what happened. Koratl will retreat to his allies when his forces are almost wiped out by the dwarves. His function was to scout for threats to their operation and report back, not to attack. Displeased with him, Koratl's superiors order him to remain behind and deal with any pursuit, and collapse the corridor behind him so they can escape. When the PCs investigate they will encounter him and some slaves in front of a collapsed passage. When the battle is over, the remaining dwarves will announce that the tunnel must be carefully cleared to prevent further collapses. They will set to working on it through the night, and estimate they will get through the next day.

Very clever players might cross reference **Player Handouts #3 and 4**, and correctly assume that the secret passage that has been collapsed leads to what was the Temple of Braven. If they do so, the dwarves will work with urgency.

Day 7: Encounter 11 With the dawn, (more) bad news.

If the base camp is moved into the tunnel after the Beldarakin raid, you'll have to modify the descriptions below.

The clatter of hooves reaches your ears as the dawn begins to light the sky. [Following the incident yesterday you aren't surprised when all the dwarves emerge from their tents with crossbows cocked and loaded.] It's another five minutes before the pony and dwarf crest the final switchback and ride into the valley. Upon sighting him many of the dwarves relax and start calling out questions about his family. Whoever he is he's all business. Stopping before Askel and Faernuu he dismounts. Then after a few softly spoken words, he follows them into a tent.

The camp begins making preparations for the day's work while Faernuu and Askel speak with the stranger. They emerge a few minutes later. Faernuu's face wrinkles in a thoughtful frown and there is a look of concern in Askel's eyes. The stranger doesn't follow.

Everyone quickly joins the project leader and once all have gathered Askel clears his throat. "Well, a rather unexpected development has come up. For those of you who didn't recognize him, that was Citadel Urn, one of the Elders of Clan Brightsword. He came up here to let us know that our backers from the various clans will be arriving tomorrow morning to see how things are progressing. [In light of the incident yesterday] Faernuu and I have decided that today we are going to double our normal shift. [With any luck we can recover from our losses and come out about where we expected.] We'll work in shifts: three teams in, two teams out. Every two hours we'll swap a pair of teams. Those of you out here will catalog the finds and store them." He then turns to you. "You have been making some progress inside the city as well. I would ask that you continue the good work. Come out at least every four turns of the hourglass to bring out your finds, to eat if you get hungry, or in case we need you." Regarding everyone once more he says, " We are counting on each and every one of you. May the Morndinsamman guide all of us in our endeavors today."

Once more use the encounter areas from day five to work the PCs through their explorations. When the day is almost over go to encounter 12.

Day 7: Encounter 12

All in all today has been a good day for the expedition. Most of the crypt has been mapped and the artifacts of the place cataloged. A number of the dwarves were speaking excitedly about the secret crypts found on the third floor of the place as you returned to the preparation chamber.

In the center of the room Askel and Faernuu are making notes about the remaining artifacts that need to go up to the camp.

Suddenly a dwarf comes running in from the tunnel up to the camp. "You gotta see it." He pants, " red -- star -new -in sky -sun hasn't -even set -yet." There are murmurs of "portents" and "prophecies". A number of the dwarves start up the tunnel. Askel, Faernuu and five others stay to finish up their work, calling out, "We'll be up in a bit."

The events that follow depend on the actions of the PCs. No one will explain to the PCs anything about portents or prophecies, but if they ask the project leaders if they can go to see the red star, Askel and Faernuu will tell them they can go on up. If the PCs go up they will not be here when the Mind Flayer and his slaves attack. Read **12 A** to the PCs when they reach the surface. (This is the author's expected occurrence.) If they stay you will have to run the actual combat between the dwarves and Koratl's slaves. In this case read **12 B** to the PCs.

12 A

You rapidly ascend to the surface with most of the dwarves. The sun has nearly set when you leave the tunnel. There, in the sky above the mountain you see it, a red point of light where there never was one before. As you watch, it seems to pulse and throb. It hangs there like a bloody omen, foretelling some hidden doom as yet unseen.

Watching it for a while the PCs will realize that whatever it is, the threat is not imminent. It glows like a star in the heavens but doesn't move like they do across the night sky. [It does move, just slower]

About fifteen minutes after the PCs reach the surface a bloody dwarf staggers out of the tunnel and collapses. He is pierced by four crossbow bolts and has a number of cuts as well. He will manage a single word before passing into unconsciousness. "Attacked." The dwarf is unconscious with -1 hp and his wounds are still bleeding. Any magical or mundane attempt to heal him will stop the bleeding.

Most of the dwarves will immediately gather their weapons to go back in. If the PCs have helped unite the clans, they will organize themselves by their working assignments with 1 or 2 groups remaining up here to guard the camp. If the PCs did not, the dwarves will organize separately by clans. The PCs can influence which dwarves come down if they successfully encouraged cooperation earlier and if they say something now. But if the expedition is still divided by clan lines, Brightsword and Goldthrone will not be denied vengeance on whoever attacked their clansmen, Askel and Faernuu.

Clan Waraxe will stay up here and steal the sword they wanted to take the first night unless the PCs have improved Waraxe's attitude towards Brightsword to neutral or better.

Racing back down into the ruins your worst fears are confirmed. The six dwarves who remained below are dead, including Askel and Faernuu. Their lives were not bought cheaply though. Twelve others fell trying to take them, their mixed composition telling a fearful story. Of the twelve, two are drow males, three are Pech, one Svirfneblin, two Duergar, two halflings, a human and an elf. One of the dwarves jammed his hand into a section of wall, preventing a hidden door to the left of the tarrasque head from closing before dying. Beyond the dead there is no sign of the attackers.

The bodies of the dwarves have not been plundered. If the PCs search bodies of Koratl's slaves, there will be no special items, only their normal weapons. However, PCs can recognize that all the bodies have scars on their wrists from manacles, and several have scars of whips on their backs from time in the slave trains of the duergar from whom Koratl gets most of his slaves.

When the PCs go through the secret door run encounter 13.

12B

After another ten minutes or so of work Askel and Faernuu start on the final piece. One of the other dwarves has taken up one of the relics and is just about to enter the tunnel to the surface when chaos erupts. A large section of wall to the left of the tarrasque head opens and out swarm elves, dwarves, halflings, gnomes, drow and other creatures. All seem to have a lust for your blood!

Koratl does not emerge from his position 50 yards down the corridor. He directs his slaves telepathically from there. A friendly dwarf nearest the exit tunnel is struck by several crossbow bolts and a sword but immediately runs for the surface and reinforcements. Though the slaves come from a number of races, for simplicity's sake they are listed here collectively unless they have special powers that are used in this combat.

Dwarves (4): Int Average (8-10); AL N; MV 6; HD 3; hp 26; AC 5; THAC0 18 (17); #AT 1; Dmg 1-6 (Assorted melee weapons) or 1d4 (Crossbow); SA None; SD Dwarven; MR; Nil; SZ S; ML Elite (13).

Askel, dm P(Sp)5 Dugmaren: AL NG; AC 5 (Chain Mail); MV 6; hp 30; THAC0 18 #AT 1; Dmg 1d6+1 (Exceptional Mace); SA Spells; SD Spells; Str 13, Dex

11, Con 18, Int 15, Wis 17, Cha 15; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds* x2, *command*, *thought capture*, *detect magic*; 2nd lvl—*hold person* x2, *silence 15 ft. radius*, *brightmantle*, *lighten load*; 3rd lvl—*dispel magic*, *glyph of warding*

SP Powers (Innate): *mending* or *brightmantle* 1/day, *augury* or *idea* 1/day, *Alimir's fundamental breakdown* or *tongues* 1/day.

Faernuu, df P(Sp)4 Berronar: AL LG; AC 7 (Studded Leather); MV 6; hp 24; THAC0 18 #AT 1; Dmg 1d6+1; SA Spells; SD Spells; Str 16, Dex 15, Con 14, Int 12, Wis 16, Cha 17; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds* x2, *detect poison*, *light*, *remove fear*; 2nd lvl—*hold person* x2, *silence 15 ft. radius*, *charm person or mammal*, *messenger*

SP Powers (Innate): *cure light wounds* 1/day, *aid* or *spiritual hammer* 1/day, *cure disease* or *detect lie* 1/day, *cure serious wounds* or *neutralize poison* 1/day.

Tier 1:

Slaves (18): Int 8; AL N; MV 6; HD 1 hp 7; AC 5; THAC0 18; #AT 1; Dmg 1d6 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Tier 2

Slaves (16): Int 8; AL N; MV 6; HD 2 hp 14; AC 5; THAC0 17; #AT 1; Dmg 1-6; SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 4 HP 24, AC 3, THAC0 18, #AT 1, Dmg 1d6+1 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bles*, *detect magic*, *cure light wounds*, *darkness*; 2nd lvl- *silence 15 ft. radius*, *hold person*, *chant*

Tier 3

Slaves (16): Int 8; AL N; MV 6; HD 4 hp 32; AC 3; THAC0 15; #AT 1; Dmg 1d6+1 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 6 HP 42, AC 3, THAC0 18, #AT 1, Dmg 1d6+1 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bles*, *detect magic*, *cure light wounds*, *cure light wounds*, *darkness*; 2nd lvl- *silence 15 ft. radius*, *hold person*, *hold person*, *heat metal*, *chill metal*; 3rd lvl- *dispel magic*, *bestow curse* (random ability to 3) *random causality*

Tier 4

Slaves (14): Int 8; AL N; MV 6; HD 6 hp 42; AC 1; THAC0 13; #AT 1; Dmg 1d6+1 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 9 HP 54, AC 2, THAC0 16, #AT 1, Dmg 1d6+2 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bless, detect magic, cure light wounds, cure light wounds, cure light wounds, darkness*; 2nd lvl- *silence 15 ft. radius, hesitation, hold person, heat metal, chill metal, withdraw*; 3rd lvl- *dispel magic, bestow curse* (random ability to 3) *random causality, prayer*; 4th lvl- *free action, cure serious wounds*; 5th lvl- *flame strike*

Mages (2): Int 16, AL N; MV 12; HD 8, hp 30; AC 2 (*armor* Spell); THAC0 18; #AT 1; Dmg 1d4; SA Spells; SD Stone Skins (7) Spells; MR None; SZ M; ML 12.

Spells Memorized: 1st lvl—*burning hands, armor, shield, color spray*; 2nd lvl- *ray of enfeeblement, scare, Sniloc's snowball swarm*; 3rd lvl- *spectral force, invisibility 10 ft. radius, fly*; 4th lvl- *wall of ice, stone skin*.

The mages do not carry spellbooks. Koratl retrieves them by plane shift when necessary.

Tier 5

Slaves (14): Int 8; AL N; MV 6; HD 7 hp 49; AC 1; THAC0 11; #AT 3/2; Dmg 1d6+2 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 11 HP 66, AC 0 (-7), THAC0 14, #AT 1, Dmg 1d6+2 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bless, detect magic, cure light wounds, cure light wounds, cure light wounds, darkness, create water*; 2nd lvl- *silence 15 ft. radius, hesitation, hold person, heat metal, chill metal, withdraw*; 3rd lvl- *dispel magic, bestow curse* (random ability to 3) *random causality, prayer, protection from fire*; 4th lvl- *free action, cure serious wounds, poison*; 5th lvl- *flame strike, dispel good*; 6th lvl- *reverse time*

Mages (2): Int 16, AL N; MV 12; HD 9, hp 33; AC 2 (*armor* Spell); THAC0 18; #AT 1; Dmg 1d4; SA Spells; SD Stone Skins (9) Spells; MR None; SZ M; ML 12.

Spells Memorized:; 1st lvl—*charm person, sleep, armor, color spray*; 2nd lvl- *ray of enfeeblement, Melf's acid arrow, web*; 3rd lvl - *fireball, protection from normal missiles, flame arrow*; 4th lvl- *fumble, stone skin*; 5th lvl - *chaos*

The mages do not carry spellbooks. Koratl retrieves them by *plane shift* spell when necessary.

Day 7: Encounter 13 Through the secret door

The secret door was very well made and swings open with little effort. Beyond the door is a small room, approximately 15' square. Set in the opposite wall is a ten foot wide corridor.

Get the PCs' intentions and a marching order. Take the dwarves that may be with the PCs into consideration when doing this. The corridor is 10' wide so three people can stand abreast in it with moderately sized weapons. If the PCs collected any of the spears from **Area I** in the UhuBreen city or brought their own, the second rank in the passage can attack as well. About 300 yards down the passage, Koratl and some additional slaves await their approach. The passage behind them is collapsed. Koratl will use his powers to plane shift in behind the PCs on round two and unleash a Mind Blast on them. Anyone who succeeds in the save won't be affected by further Mind Blasts.

Use the stats on page 20 for the dwarves that accompanied the PCs, if any.

The passage is long and straight. As you proceed down it, you hear a deep rumbling followed by a deafening crash in the distance ahead. Somewhere ahead the corridor has collapsed and the shock waves nearly knock you from your feet.

After another hundred or so yards you catch sight of some movement ahead. A motley mismatched group waits in front of the collapsed end of the tunnel. An elf and a human stand with a pair of orc, two duergar, a svirfneblin and a dwarf. All have weapons at the ready.

Koratl, mind flayer PS10 AL LE; AC 0; MV 12; hp 52; THAC0 11; #AT 4; Dmg 2; see below; SA Mind Blast; see below; SD Psionics; MR 90%; SZ M; ML 15.

Combat: A mind flayer's preferred method of attack is the mind blast, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw vs. wands or be stunned and unable to act for 3d4 rounds. The illithid tries to grab one or two stunned victims (requiring normal attack rolls if others try to prevent this) and escape with them.

The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it inserts its tentacles into the victim's skull and draws out its brain, killing the victim in one round. A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim. A tentacle which

hits causes 2 hp damage and holds the victim. A tentacle does no damage while holding, and can be removed with a successful bend bars/lift gates roll. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in one round. If preferred, the DM can simply roll 1d4 for the number of rounds required to kill a struggling victim.

A mind flayer can also use the following arcane powers, one per round, as a 7th-level mage: *suggestion*, *charm person*, *charm monster*, *ESP*, *levitate*, *astral projection*, and *plane shift*. All saving throws against these powers are made at a -4, due to the creature's mental prowess.

If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows. Koratl is no exception. If things go badly he will plane shift away. Koratl will not directly engage the PCs beyond the initial Mind Blast. If his slaves **cannot** handle them he doesn't want to risk his life.

Note: Do not use Koratl and his slaves to Kill PCs. As an Illithid Koratl would rather acquire more slaves, or at least fresh food, rather than bodies.

The other beings are slaves and live with a slave mentality. They fear Koratl more than they fear death. They also fear retribution from Koratl's fellows if Koratl falls. Roll on the following chart for each slave if the PCs kill Koratl.

Die Roll Result

1	Slave collapses in terror
2-3	Slave surrenders
4-5	Slave fights on
6	Slave goes into a frenzy

A slave in a frenzy will attack Melee only, despite any spell like abilities. They gain a +2 to hit and damage beyond what is listed. They also suffer a 2 point penalty to AC. They will fight to the death, no Morale checks.

Tier 1:

All dwarves will make their save vs. the Mind Blast attack. If the PCs enter alone 14 allied dwarves will join them on round 3.

Slaves (8): Int 8; AL N; MV 6; HD 1 hp 7; AC 5; THAC0 18; #AT 1; Dmg 1d6 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Tier 2

At least half of the dwarves will make their save vs. the Mind Blast. If the PCs enter alone 14 allied dwarves will join them on round 3.

Slaves (4): Int 8; AL N; MV 6; HD 2 hp 14; AC 5; THAC0 17; #AT 1; Dmg 1d6 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 4 HP 24, AC 3, THAC0 18, #AT 1, Dmg 1d6+1 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bles*s, *detect magic*, *cure light wounds*, *darkness*; 2nd lvl- *silence 15 ft. radius*, *hold person*, *chant*

Mages (2): Int 16, AL N; MV 12; HD 3, hp 12; AC 6; THAC0 20; #AT 1; Dmg 1d4; SA Spells; SD Spells; MR None; SZ M; ML Special.

Spells Memorized: 1st lvl—*burning hands*, *sleep*; 2nd level- *ray of enfeeblement*

The mages do not carry spellbooks. Koratl retrieves them by plane shift when necessary.

Tier 3

Roll save vs. the Mind Blast normally for the dwarves, they receive a +3 from their Constitution bonus. If the PCs enter alone 14 allied dwarves will join them on round 3.

Slaves (6): Int 8; AL N; MV 6; HD 4 hp 32; AC 3; THAC0 15; #AT 1; Dmg 1d6+1 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 6 HP 42, AC 3, THAC0 18, #AT 1, Dmg 1d6+1 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bles*s, *detect magic*, *cure light wounds*, *cure light wounds*, *darkness*; 2nd lvl- *silence 15 ft. radius*, *hold person*, *hold person*, *heat metal*, *chill metal*; 3rd lvl- *dispel magic*, *bestow curse* (random ability to 3) *random causality*

Mages (2): Int 16, AL N; MV 12; HD 6, hp 24; AC 6; THAC0 20; #AT 1; Dmg 1d4; SA Spells; SD Spells; MR None; SZ M; ML Special.

Spells Memorized: 1st lvl—*burning hands*, *sleep*, *shield*, *color spray*; 2nd level- *ray of enfeeblement*, *scare*; 3rd level- *haste*, *invisibility 10 ft. radius*

The mages do not carry spellbooks. Koratl retrieves them by plane shift when necessary.

Tier 4

Slaves (6): Int 8; AL N; MV 6; HD 6 hp 42; AC 1; THAC0 13; #AT 1; Dmg 1d6+1 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 9 HP 54, AC 2, THAC0 16, #AT 1, Dmg 1d6+2 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bless, detect magic, cure light wounds, cure light wounds, cure light wounds, darkness*; 2nd lvl- *silence 15 ft. radius, hesitation, hold person, heat metal, chill metal, withdraw*; 3rd lvl- *dispel magic, bestow curse* (random ability to 3) *random causality, prayer*; 4th lvl- *free action, cure serious wounds*; 5th lvl- *flame strike*

Mages (3): Int 16, AL N; MV 12; HD 8, hp 30; AC 2 (*armor Spell*); THAC0 18; #AT 1; Dmg 1d4; SA Spells; SD Stone Skins (7) Spells; MR None; SZ M; ML 12.

Spells Memorized: 1st lvl—*burning hands, ~~armor~~, shield, color spray*; 2nd lvl- *ray of enfeeblement, scare, Sniloc's snowball swarm*; 3rd lvl- *spectral force, invisibility 10 ft. radius, fly*; 4th lvl- *wall of ice, ~~stone skin~~*.

The mages do not carry spellbooks. Koratl retrieves them by plane shift when necessary.

Tier 5

Slaves (6): Int 8; AL N; MV 6; HD 7 hp 49; AC 1; THAC0 11; #AT 3/2; Dmg 1d6+2 or 1d4 (cross bow); SA None; SD None; MR; Nil; SZ S / M; ML Special

Clerics (2): Int 12, AL N, MV12 HD 11 HP 66, AC 0 (-7), THAC0 14, #AT 1, Dmg 1d6+2 SA Spells, SD Spells, MR Nil, SZ M, ML Special

Spells Memorized: 1st lvl—*bless, detect magic, cure light wounds, cure light wounds, cure light wounds, darkness, create water*; 2nd lvl- *silence 15 ft. radius, hesitation, hold person, heat metal, chill metal, withdraw*; 3rd lvl- *dispel magic, bestow curse* (random ability to 3) *random causality, prayer, protection from fire*; 4th lvl- *free action, cure serious wounds, poison*; 5th lvl- *flame strike, dispel good*; 6th lvl- *reverse time*

Mages (2): Int 16, AL N; MV 12; HD 9, hp 33; AC 2 (*armor Spell*); THAC0 18; #AT 1; Dmg 1d4; SA Spells; SD Stone Skins (9) Spells; MR None; SZ M; ML 12.

Spells Memorized:; 1st lvl—*charm person, sleep, ~~armor~~, color spray*; 2nd lvl- *ray of enfeeblement, Melf's acid arrow, web*; 3rd lvl - *fireball, ~~protection from normal missiles~~, flame arrow*; 4th lvl- *fumble, ~~stoneskin~~*; 5th lvl - *chaos*

The mages do not carry spellbooks. Koratl retrieves them by *plane shift* spell when necessary.

The collapsed passage is impassable. The dwarves, fearing further collapses and possible damage to dwarven relics of stone, will not allow PCs to use magic to clear the tunnel. They will set to clearing the obstruction after making arrangements for any dead or injured. The dwarves will work in shifts through the night to clear the obstruction.

If Askel and Faernuu died, Keldorn of Clan Trueforger assumes leadership to deny the PCs use of magic to clear the collapse. The dwarves will want to preserve the site, even if the project leaders are dead, because the backers are on their way.

If the PCs find the secret door early and kill Koratl before he can retreat to his superiors, drop all reference to the Backers in encounter 14 that describes the dwarves clearing the collapse. They do still find the temple. Since his superiors are in telepathic contact with him the passage will still need to be cleared. This will take 24 hours of continuous work to accomplish.

Day 8 Encounter 14 Wrapping it all up

The sponsors arrive near noon, each with a small armed personal force. Master Delshir is with them. They will immediately inquire as to the state of the situation. Once they learn what occurred, they will be saddened by the deaths of dwarves, especially Askel and Faernuu. The PCs will be thanked and informed that the dwarves will be handling security from now on. Master Delshir will also thank the PCs and reward them.

A dwarf will announce that the collapsed tunnel has been cleared and it opens into a large cavern. If the PCs don't put it together from the information that was gathered earlier, Corleine will recognize the place. Pointing out several features and then, pointing to the recently excavated area near the middle of the cavern, she will say realize that it is the Temple of Braven and the Menagerie is gone.

Modify the following based on where the PCs are when the backers arrive at camp: outside or in the tunnel, the preparation chamber, the secret passage...

It has been an incredibly long night, the heroic efforts have continued non-stop to clear the passage where you fought the mind flayer's minions. Everything halts and you see a new crowd of dwarves approaching you. It takes a moment to recall that the project's backers were coming out to the site to see how things are progressing. You see Master Delshir towering above the dwarves.

If Askel and/ or Faernuu still live the clan elders will approach them for a report. If not they will seek out the PCs.

(Askel) (Faernuu) (You) quickly recount the events of the last few days, starting with the attack last night. Looks of concern and sorrow cross many faces as the tale unfolds. Once finished an older dwarf clears his throat and addresses you. "You have our thanks for your efforts. We should have foreseen the perils that

would be faced here." Looking to his fellows for confirmation he continues. "I believe we will directly take the matter in hand now, your contract is fulfilled. The Folk will watch over these matters now."

He looks like he is ready to continue with a long drawn out speech but he is cut off by one of the workers. "Pardon me elder, but the passage is nearly cleared. Would you care to join us to see what lies beyond?" The elder nods his assent and follows the worker.

Master Delshir waves you over as the dwarves file in. "That can take a moment, let's let the passage clear a bit before we follow. I would like to personally thank each of you for your efforts. I was most pleased to acquire the mask; it will make a fine addition to my collection. Here, I have a bonus here for each of you, a small token of my appreciation." At that he hands each of you a pouch of gemstones. He then gestures towards the tunnel.

Also at this time, Delshir will pay off 100-500 gp to each PC if they negotiated for such a bonus in the Introduction.

When the PCs reach the chamber continue with the following.

The disaster which devastated the dwarven city seems to have been much worse here. From the look of it this chamber appears to have been circular, about seventy feet around. A raised platform stands in the northeast portion of the room. Miraculously a marble throne stands untouched by the destruction though the rest of the platform was buried in the collapse. Glints of green can be seen around the throne. The twisted remains of a huge brazier lay to your right. Stones of all sizes and shapes cover most of the chamber except for a twenty foot wide path starting from the south of the chamber and proceeding north to the base of the platform. In that area the debris has been cleared. You can see where it has been carefully stacked along the east wall of the chamber. The pattern of the remaining rocks indicate that that central region was buried deepest by the stone from above.

Above and behind the platform with the throne on it you can see where a passage, some twenty feet around, was located. It too was collapsed when the events of eight years ago brought doom to the UhuBreen.

Give the PCs a few minutes to consider the room. If none of them put it together with the tarrasque one of the dwarves will.

After looking around a few moments you hear a gasp from one of the dwarves. Turning, you see Corleine,

her eyes wide with fear. Pointing to the south wall she speaks in a trembling voice. "They would have come in there, the dwarves standing guard around them. They would have been escorted before the platform. Three thrones were up there, the marble one to the left, the emerald throne in the middle and the granite throne to the right. And up there in the passage was the tarrasque. The menagerie they used to trap it would have been right there." As she says the last she points to the cleared area in the center of the room. If the menagerie was there before it is gone now. A hush fell over the chamber as the young dwarf spoke. It is broken by a whispered oath, "By all the gods, if that's true whoever did this has the tarrasque!"

Thus ends *Approaching Doom*.

Note, nothing of value remains in the room. The Shards of emerald on the platform are too small to work.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Introduction:

Questioning Delshir 25 xp

Encounter One:

Seeking alternate info sources 100 xp

Encounter Two:
Bringing the factions together 75 xp

Encounter Eight:
Vermin Encounters (max 100 xp) 25 xp each

Eight A
Finding Smithy tablets 25 xp

Eight D
Finding tablets 25 xp

Encounter Ten:
Driving off Beldarakin 50 xp

Encounter Twelve B
Defeating Slaves 50 xp

Encounter Thirteen
Defeating Slaves 50 xp

Driving Koratl away 50 xp

OR
Killing Koratl 100 xp

OR
Capturing Koratl 200 xp

Total Experience for Objectives: 700 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

For Tier 2: 2,400 xp

For Tier 3: 3,600 xp

For Tier 4: 4,800 xp

For Tier 5: 6,000 xp

After multiplication, add:

Encounter Seven:
Defeating Crypt Ward dwarves flat 1,000 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure

summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Introduction:

Potions from Master Delshir: each PC receives one of their choice: *cure moderate wounds* (cures 2d8+3 points of damage, value 300 gp) or *cat's grace* (add 1d4+1 Dex for 3 hours, value 300 gp) or *bull's strength* (add 1d4+1 Str for 3 hours, in 2E each 10% counts as a point, value 300 gp)

Encounter 5

If a PC accepts the bribe.

- 3,000 gp in Gems
or
- 2,000 gp

Encounter 8

- Amulets of the Dead: The PCs can find up to 1,200 amulets if that is all they are doing. They are worth 25 gp each. (Total value 30,000 gp, but the value that they keep affects the amount of curse they receive.)
- Blessing and Curse of the Dwarven Gods: If the PCs spent at least 5 hours burying the dead UhuBreen the dwarven gods will bless them. If they looted the UhuBreen Dead the gods will curse them. If they did both each level of blessing earned reduces the curse level by one.

Blessings: For 5 hours of effort the gods will grant the effects of a *prayer* spell for their next adventure. For 10 hours of work, *prayer* lasts for

the next two adventures. For 15 hours' work, the *prayer* spell lasts for the next three adventures. For 20+ hours' of work burying the dead, the prayer effect lasts until the start of Gen Con 2001.

Curses: The Curse is based on the values of amulets kept by individual PCs at the end of the adventure and will probably not be uniformly assigned.

Under 100 gp	No Curse
100-249 gp	Curse -1 on attacks, damage, and saves, remove curse at 14th level needed to remove it
1,000-5,000	Curse -2 to Hit, Dmg and saves, remove curse at 18th level needed to remove it
Over 5,000	Curse -3 to Hit, Dmg, AC and saves, remove curse at 20 th level needed to remove it
Over 10,000	Curse -3 to Hit, Dmg, AC and saves, Divine remove curse needed to remove it

Encounter 8A

- 56 gp in coins

Finding and delivering Smithy tablets to Clan Bladebite

- 5,000 gp
or
- *Flail +0, +2 of undead slaying* (medium, value 4,200 gp, unusual): This flail has a clever storage compartment that can hold one flask of holy water. On the first successful strike the vial breaks and the target (if undead, takes +2d6 points of damage). The vial can be replaced, but not during combat (the operation is too delicate).
- These PCs also get the favor of Clan Bladebite if they gave the tablets without informing Askel or Faernuu.

Favor of Clan Bladebite: The character's actions have been noted by the Elders of Clan Bladebite. In future events their favor will be shown. This favor is not tradeable.

OR

Delivering the tablets to the Project

- 500 GP

Encounter 8D

Selling tablets of Babras to Master Delshir or a Sage of Dwarves

- 1,000 gp

Selling copies of the tablets to Delshir or the sages

- Up to 3 buyers at 50 gp ea.

Delivering the tablets to the Project

- 500 gp

Encounter 8F

- Six UhuBreen amulets worth 25 gp each.

Encounter 8G

- 200 gp in coins
- 12 UhuBreen amulets worth 25 gp each.

Encounter 14:

- Bonus from Master Delshir: 500 gp each
- An additional 100 to 500 gp if the PCs negotiated a bonus with Delshir

Fame

There is no fame. Instead, for this series, the notice of various dwarven clans will be certified. These certs are only useful during the *Destiny of the Dwarves* series.

DM AID #1: Tavern Talk

For the price of a few mugs of ale the PCs can learn the following:

- About eight years ago the city was plagued by a rash of earthquakes, something that hadn't happened before or since. Some blamed Talos, others blamed the elves or dwarves that were marching on the city, and still others blamed the Red Dragon from the Earthfast Mountains. A very small group claim that some ancient terror trapped in the mountains was trying to break free. As suddenly as they began the earthquakes ended.
- An ancient red dragon came out of the mountains about eight years ago and fought an army of elves and dwarves surrounding the city and a bronze dragon that was hiding in the city. Opinions differ as to who the bad guys were. Thousands of elves and dwarves died, the bronze crashed to the ground and the red, grievously injured, flew away.
- Hundreds of dwarves showed up in the mountains about eight years ago, killing everyone that they met. Finally the lords sent the army after them and wiped them out.
- UhuBreen is another name for Dark Dwarves.

* Using this method to gather information alerts the Beldarakin

DM Aid #2: History

Ancient History (Vast, Dwarven, Military...)

With a successful check the PCs remember the information listed. Adjustments to the check begin each piece of information. A separate check is needed for each piece of information. It is possible PCs will know something harder but miss something easier.

- AH at -6: Clan Brightsword was not the first group of Dwarves to settle in this regions. Thousands of years earlier other clans settled in the region.
- AH at -8: Over two thousand years ago a joint force of elves, dwarves and humans fought "The Devourer of Worlds" driving and luring it to the Earthfast mountains so it could be defeated.
- AH at -2: A dwarven clan, whose name is lost to history, lived in the Vast a thousand years ago. An ancient Red dragon learned of their wealth and attacked them. The dragon was defeated but at great cost. A memorial was built in honor of the fallen called the menagerie.
- AH at -14: Jafara Raveentungue, an evil and powerful crimson dragon, journeyed from his native Calimshan north to the Vast to claim dwarven treasure for his own over a thousand years ago. Adventurers learned of Jafara Raveentungue's plans, and tried to forewarn the dwarves. The dwarves believed this to be part of a conspiracy to rob them of their wealth, and so the dwarven council refused the heroes aid and went about their business. Not willing to abandon the dwarves the adventurers created a way to entrap the dragon. And so the Menagerie was built. When the dragon came the dwarves were unprepared for its might. Its fury blasted the dwarven colony, and all seemed lost until the heroes tricked the dragon into pursuing them into the mountain. The Menagerie was located within the cave, and there it was activated. The creature fought hard, but it was no use. Its entirety was consumed by the Menagerie, and held there in stasis for all time. The battle was won. The Clan was decimated and its tattered remnants left the Vast. Over one hundred years passed before dwarves returned.

Local History or Information Gathering*: (Vast, Ravens Bluff, Earthfast Mountains)

With a successful check the PCs remember the information listed. Adjustments to the check begin each piece of information. A separate check is needed for each piece of information. It is possible PCs will know something harder but miss something easier.

- LH at +6: The Tavern Talk listed above.
- LH at +0: Eight years ago over twenty dwarven clans and twelve noble houses of Evermeet, and

their troops, converged on Ravens Bluff to fight a great evil stirring in the mountains. Five thousand dwarves and thirty-six hundred elves made the journey, less than half survived a battle with a red dragon from the mountains.

* Information Gathering alerts the Beldarakin unless the PCs specifically pay their informants to keep quiet.

Local History or Information Gathering*: (Vast, Ravens Bluff, Earthfast Mountains)

With a successful check the PCs remember the information listed. Adjustments to the check begin each piece of information. A separate check is needed for each piece of information. It is possible PCs will know something harder but miss something easier.

- LH at -2: When the dwarven and elven armies fought an ancient red dragon they would have been wiped out if the Treasures Dragon, Eormennoth, hadn't joined the fray. The red dragon was driven off.
- LH at -4: Adventurers from Ravens Bluff located and reassembled something called the Menagerie to destroy an ancient evil in the mountains.
- LH at -4: A creature called a tarrasque, also known as the "devourer of worlds" lived in the mountains. About eight years ago, before it could rampage across the Vast, a band of heroes was sent with powerful magic into the mountains to defeat it.
- LH at -6: A group of dwarves, calling themselves the UhuBreen lived in the mountains near the "Dwarf King's Tomb", which is also called the "Man in the Mountain." They hated all non-dwarves and killed them on sight. The earthquakes drove them from their homes onto the surface. From there they raided the area, killing merchants and wiping out small communities until the Ravens Bluff army hunted them down.
- LH at -7: On a mission from the "Vulture" heroes from Ravens Bluff entered the city of the UhuBreen, a clan of insane dwarves, and released an ancient Dragon to destroy them before the UhuBreen freed a fiend from the lower planes.
- LH at -9: The Heroes of Ravens Bluff freed an ancient red Dragon so they could use the item imprisoning him to trap a tarrasque that was awakening. Its stirrings caused the earthquakes at the time.

* Information Gathering alerts the Beldarakin unless the PCs specifically pay their informants to keep quiet

DM Aid #3: Bardic Lore

Bardic Knowledge:

Bards may make a % roll to determine if they know anything about these events. Bards have a base 5%/ level of knowing something. Add or subtract 5% for every 2 points of adjustments from Local History and Ancient History checks to see if they know the information.

e.g.: Tavern Talk is a LH at +6, this means the bard adds 15% to their base bardic knowledge roll.

Bards Guild*:

If the PCs go to the Bards Guild for information they can ask an Apprentice (4th Level 20% base), Journeyman (8th Level 40% Base) or Master (12th Level 60% Base) for information. The Apprentice will cost 5 gp/ piece of information, Journeyman 20 gp per piece of information and the master 50 gp per piece of information Members of the bards guild receive a 50% discount.

*Using this method to gather information alerts the Beldarakin unless the PCs try to be discreet.

DM Aid #4: Sages

The Sages, Reldin Griffinwing and Gwensylla, can also be consulted on these matters. Gwensylla specializes in demi-human lore and automatically knows everything listed in **DM Aid #2** up to a -4 on the checks. Reldin specializes in Dwarvish Lore and as a result knows everything up to a -8 penalty. PCs can get other information from them as well. Just make the Gwensylla's checks with a 22 proficiency and Reldin's with a 26 proficiency for matters beyond what they automatically know. All of this material will cost the PCs 500 gp.

For an extra 1,000 GP, and a day to research, either sage can also present the following:

UhuBreen Speech recorded from an adventurer magically gifted with perfect recall:

“As prophesied! Long ago, when our brethren walked above, and traded freely with the surface walkers, evil was brought to us! We were prosperous! We were abundant! They were jealous. And so they plotted in their evil hearts, black and cold as the onyx stone, plotted our ruin. The ruin of what was once Sarbreenthal!

“They conspired with the dragons, with the goblins, and with the orcan tribes. All were to gain from our loss! They came to us, proclaiming that they were to help us against our enemies! They would help us fight the winged worm! Fight the green-skinned maggots of the earth. But no! I tell you no! They came to fill their own purses! And so after filling our heads with their sweet words, they led the red worm to our hearth! He ravaged us! We cried for aid from our supposed allies, but they ran instead! Our own brethren, betrayed us and fled, leaving us to fend off the flames of the worm alone.

“But we were victorious! We sealed ourselves from the betrayal of the surface-walkers, and our brethren who forsook us in our time of need. The beast-god called to us, and we came. Came here, to the Cave of Revelation. Here we rebuilt. Here we prospered again under the guidance of the Beast-god Braven.

“But the surface dwellers learned of our survival, and so plotted again our devastation! They knew of our peace, and our tranquility here. No longer did we wish to be a part of their evil world. For here with the Beast-god, we were happy and content. They knew this and so hating us planned our ruin! They decided to awaken the beast-god, and by so assuring our destruction! They could not take what was ours honorably by force! So they would take it by cowardly guile!

“They sent their brethren orcan tribes against us! To weaken us! Time and time again we have fended these green maggots of the earth off. But their attacks grow bolder. Their numbers grow, while ours diminish. So we must be diligent! And pray more for the beast-god's aid!

“And now, they grow bold enough to enter our hearth themselves! Thinking us weak! Thinking us cowardly! They have come to enslave us! To shatter our culture! And to awaken the beast-god to destroy us! This they have done! And by the mighty beast-god Braven, WE..SHALL..NOT..LET..THEM!”

Attempted divinations about the elvish and dwarvish armies and the earthquakes:

Vernon Condor approached the Mages Guild in request for a divination, to better understand what we are up against. Eight Diviners were commissioned. Seven fell into madness, screaming of unstoppable hunger and destruction. The eighth most powerful Diviner, one Thadeus Micheal Finch, managed to babble something about ancient hatreds, and the completion of prophecy before he too succumbed to the madness.

An eyewitness description of the Menagerie:

The statue consists of a black onyx raven sitting inside a deep red marble nest. Three white quartz baby chicks cry up to her for succor. The entire collection rests atop a carved pillar of granite. The raven's eyes glow a dull red, pulsating slowly like the beat of a heart.

Divination attempts on the Menagerie results in visions of flaming red death, winged worms, and the fall of the dwarven nation. No madness, but very disturbing.

Words of "Elder," an ancient Dwarf who came with the clans:

But again peace was not to be for the children of the earth. The ages were filled with conflicts, with orcs, and drow, and other fell beasts. Finally, in my father's, father's, fathers' age (about 1000 years), an ancient worm heard of their wealth and chose to make it his own. And so, spewing flaming death, he swept down upon the colony and ravaged it. The dwarves managed to destroy the worm, although at great cost. Their population depleted and defenses weakened, they were easy prey to the orcs who swept from the mountains and crushed them. The Menagerie was created to honor the fallen. The visage of the raven chosen for the black birds that feasted well amongst the fields. The chicks to represent the promise of birth.

Words of "Elder," an ancient Dwarf who came with the clans:

A time ago, in my fathers' fathers' fathers' fathers' fathers' fathers' age (about 2000 years). A great tragedy fell to the land. The Beast. The Devourer of worlds came to our land and threatened our very existence. It ravaged the land, destroying everything in its path. Nothing could stop it. Many died fighting the devourer. Dwarf, Man, Elf. None could stand against it. Finally, to the Elder of my fathers', fathers' fathers' fathers' fathers' fathers' age a vision came. The races of the land were to

band together and fight the Devourer, herding it to the coast. There was the magical Cave of Dreams. Into this cave the Beast was to be forced. Only then could the land be free of it.

So, the great armies of the time banded together and fought the creature. Many heroes were made in the journey to the coast. Many more were made driving the beast into the Cave of Dreams. There it fell into a magical slumber. The Elder prophesied that it would remain there, never to awaken until the gods walked upon the land. And so it has been, 'Lo these many ages.

Until the Age of the Avatars. What humans call the Time of Troubles. The passage of the gods upon the land has woken the Devourer of worlds from his centuries old sleep. The vision came to me, instructing me to gather the clans together and march to the coast. There we will wait for the beast to appear and do battle. Perhaps in our passage, we will wound the beast, the tarrasque, enough to allow others to slay it.

Words of Freeling, an elven diviner from Evermeet:

Many moons ago, the dwarves of the Vast were a prosperous race. Their mines were rich in gems and ore. Their affluence was known far across the land. So far that it came to the ears of the great worm Jafara Raveentungue. An evil and powerful crimson dragon, he began the journey from his native Calimshan north to the dwarven coast. To claim their treasure for his own.

An adventuring party learned of Jafara Raveentungue's plans, and raced across the land using powerful magic to forewarn the dwarves. But their counsel fell upon deaf ears. The dwarves believed the young group of heroes to be part of a conspiracy to rob them of their wealth, and so the dwarven council refused the heroes' aid and went about their business. They had grown secure in the strength of their coffers and mistrustful of others.

But there were some who listened to the heroes, and went to them seeking their counsel. The ancient dragon was too powerful for them to fight directly. So they created a way to entrap it instead. And so the Menagerie was built.

The form of the Raven was chosen to represent the worm's namesake. Created of onyx as black as his heart, its power was to entrap the soul of the beast. The Nest was chosen to represent the home of the dwarves. It is made of marble, deep red like the bloody land they fought upon. And was given the power of Binding the entrapped soul, much like the dwarven vows to protect their own bound them here. The Baby Chicks were made of the purest white quartz, their beaks upstretched for succor from their mother. They represented the youth of the land, and were given the power to summon. Finally, the entire collection stood firm atop a granite Pillar, a foundation of strength, as strong and hard as the dwarven belief in community, and their steadfast conviction. It was imbued with the strength to hold fast whatever was entrapped inside.

Then the dragon came. The dwarves were unprepared for its might. Its fury blasted the dwarven colony, and all seemed lost until our heroes with their dwarven allies tricked the dragon into pursuing them into the mountain. Unable to fly, it felt the mighty blows the dwarves fell upon it. But Jafara Raveentungue's might was strong, and many of the heroes and dwarves fell before his fury. But the trick was done, for the Menagerie was located within the cave, and there it was activated. The creature fought hard, but it was no use. Its entirety was consumed by the Menagerie, and held there in stasis for all time. The battle was won.

Description of Menagerie tapestry:

The tapestry measures approximately three feet by five feet, with the long side on the horizontal axis. The scene depicted is that of a dwarven battle. Maybe 50 dwarves are in close combat with a red dragon. The setting is in a cavern, the ceiling too low for the dragon to take flight. While some dwarves have been bloodied, many more lie scorched about the ground, their muscles contracted to a fetal position from the flames. They are led by a dwarf wearing a golden mask and wielding a fiery sword.

Still, it looks as though the dwarves have instigated the battle, as their backs are to the cavern's entrance. There is no chaos to the melee, as the dwarves fight in proper formation. They wield axe and shield in the front rank, polearms in the second, crossbowmen in the third. Behind the battle sits a dwarven commander in plate mail atop a war pony with a lone human wizard casting a spell nearby. Before the wizard on a pedestal sits a nest containing a large black bird with three baby chicks. The chicks' necks are stretched upward, as if wanting to be fed.

Overlaying the center of the tapestry, and only covering ten percent of the entire depiction is a blowup view of the chicks, bird, nest, and pedestal.

DM Aid #5: Clan Summaries

Relates to... (Read this table across:)

Clan	Trueforger	Boldenbar	Brightsword	Waraxe	Goldthrone	Duruth	Bladebite
Trueforger	--	Dislike	Neutral	Dislike	Neutral	Neutral	Like
Boldenbar	Animosity	--	Neutral	Neutral	Like	Animosity	Dislike
Brightsword	Neutral	Like	--	Animosity	Neutral	Like	Neutral
Waraxe	Animosity	Neutral	Hate	--	Neutral	Animosity	Like
Goldthrone	Neutral	Like	Neutral	Neutral	--	Neutral	Neutral
Duruth	Like	Dislike	Like	Dislike	Like	--	Neutral
Bladebite	Neutral	Dislike	Dislike	Neutral	Dislike	Dislike	--

Range of associations in descending order: Allied, Like, Neutral, Dislike, Animosity, Hate, Big trouble
 Example: Clan Trueforger dislikes Waraxe, while Clan Waraxe holds animosity for Trueforger.

Clan Trueforger- Once Kings of all of the Vast they were eventually driven out by humanoid depredations. They feel that the time is at hand for their influence to be felt once more. They style themselves benevolent rulers and feel they can restore the Dwarven people to greatness.

Clan Boldenbar- Once the rulers of the City of Hammers (Alternate name for the Dwarven city of Sarbreen which RB is built over.) in all but name they are seeking to reestablish their clans power and authority in the region. They have reopened many of their old clan halls in recent years. Those on the expedition heard tales of the Lost Clan as children and welcome the chance to walk their halls.

Clan Brightsword- At every crux in the history of Sarbreen there have been Brightsword dwarves and heroes of Ravens Bluff. Destiny seems to have tied them together and as a result the dwarves of the clan feel a deep abiding union with the people of Ravens Bluff.

Clan Waraxe- Driven off by Clan Gemsplitter (Now Brightsword) , now centuries later they have returned and settled in the region. As a result of past relations they hate Clan Brightsword and the descendants of the King that supported them.

Clan Goldthrone- They returned to the Vast 80 years ago hoping to recover some of the lost mines of Clan Goldthrone. Cynical to a fault they do not believe in anything that they ca not see and touch. They just want to do their own thing and let the other clans do the same.

Clan Duruth Once proud and strong Clan Duruth has fallen upon hard times. They have been calling upon other Dwarven clans for assistance in establishing themselves. They have received aid from Brightsword, Goldthrone and Trueforger, Silence from Bladebite and derision from Waraxe and Boldenbar.

Clan Bladebite- True Gold Dwarves they reunited with other families allied w/ Clan Bladebite before it first moved to the Vast. Unlike the other clans that fled south they freely mingled with the dwarves of the Great Rift. As a result they have taken on the xenophobic personality of the Southern Realms. The rich mineral deposits have drawn them back to the Vast. They view all the other clans with varying degrees of derision, considering them weak and foolish for involving themselves with the other races rather than living with dwarves. Those on this mission are amongst the individuals most tolerant of other races and will cooperate with the PCs. They will actively snub PC dwarves who don't live amongst the dwarven people or worship non-dwarven gods.

DM Aid #6: Dwarven rumors

If it doesn't say it's true it isn't.

1. The ghost of the dragon, Jafara Raveentungue, haunts the ruined city, destroying all who enter.
2. Jafara laid eggs in the cavern before destroying the UhuBreen and departing, surely they have hatched by now.
3. The UhuBreen were under continuous attack by orcs, they have surely overrun the place. (First half is True)
4. When the UhuBreen disappeared they returned to their home, killing everyone who enters so their secret never gets out.
5. The spirits of the dead UhuBreen wander the caves, restless, thirsting for the deaths of those who caused their deaths.
6. The UhuBreen were working with the Duergar.
7. Sunlight blinds an UhuBreen and the open sky terrifies them. (True when first exposed but they can adapt.)
8. You can tell an UhuBreen from another dwarf because they shave their beards
9. The UhuBreen abandon their children in an uninhabited part of the underdark, those who survive and return are made members of the clan.
10. The UhuBreen powder the bones of their victims and use it to mortar their homes. (True)

11. Two Part rumor

- A. The UhuBreen didn't really worship the tarrasque, they worshiped a fiend that appeared as the tarrasque. It was this fiend that caused the UhuBreen to hate all surface dwellers. It was using them to gain enough power to escape its prison
- B. The Fiend hates the city of Ravens Bluff because of the adventurers who ruined its hopes of freedom. It stalks the ruined city now destroying everything it encounters.

12. Three Part rumor, Not for tables with young players:

- A. I heard that the UhuBreen sacrificed all non-dwarves to the tarrasque by cutting out their hearts and burning them in a brazier
- B. I was told the UhuBreen were cannibals. They believe that by eating their foes they gain their strength
- C. I heard they did both, after sacrificing the heart they consumed the rest, sharing it with their god.

Blodkuir Fardelver of Clan Bladebite about the UhuBreen: (all true)

- They hated all non-dwarves and felt animosity towards most dwarves. They believed the elves, humans and those dwarves who allied with them betrayed their clan.
- They worshiped the tarrasque and called it Braven or Draven.
- For at least eight centuries, Priest-Kings of the tarrasque ruled them. Their last ruler, Carktul Braventol, was insane. He blamed the people of the surface world for the raids by Orcs. He was actually inciting the UhuBreen to attack the people of Ravens Bluff (the nearest surface community).
- Rahaer, the UhuBreen Blodkuir met, came to trust him because Blodkuir found him injured, bathed him, treated his wounds and cared for him. Rahaer eventually told him of the tablets because he felt he owed Blodkuir a blood-debt. The next morning he was gone.
- The UhuBreen were in a continual state of warfare with orcs living in the mountains. It is possible the orcs have moved in since the UhuBreen fled.

Corleine of Clan Brightsword about the tarrasque: (All substantially true)

- The tarrasque has many names: the ravager, the devourer of worlds and many others. Once awakened, it feeds, consuming all living things within a hundred miles.
- The tarrasque cannot be killed. According to myth if so much as a piece of scale remains, it will reform and feed once more.
- Magical attacks are reflected back on the caster.
- Its bite can tear the mightiest warrior in two.
- It is said even a flight of Dragons fears the awesome hunger of the tarrasque.
- According to the ancient myths the tarrasque was trapped in the cave of Dreams thousands of years ago.

DM Aid #7: Body Searches and Disciplinary Actions up to firing

Notes: If Clan Waraxe bribe their way into the crypt on the fourth night, Askel and Faernuu treat all PCs as bribe suspects, whether they know or not. If they know that some PCs are innocent but do not know about all, they will treat all as bribe suspects if only for appearances to the other clan representatives.

If the PCs are ½ hour late, Faernuu will send a bat messenger with a note attached to its leg: “Return immediately.” An hour after that, Faernuu and Askel will lead a dwarven party into the city ruins to find the PCs if they haven’t returned.

Askel will ask (or demand) from the PCs a report of what they found, and ask them to turn over any items they have removed from the city, including any UhuBreen coins or small objects.

Acceptable reasons for being late more than ½ hour is that at least one PC is incapacitated.

It is also possible for PCs to fast-talk their way out of trouble with Askel and Faernuu. This requires at least 2 PCs have the proficiency as Faernuu checks on the "story"

Unacceptable reasons are “No reason”, “lost track of time”, “lost/broke the hourglass”, “got lost”, “couldn’t get back in time”, “it wasn’t enough time”.

A PC is not body searched if:

- No more than ½ hour late with no visible plunder, sneaky behavior, or bulging pockets
- Late any amount of time and/or found by dwarves with at least one PC incapacitated
- Late between ½ hour and 1.5 hours for first time and
 - Not bribe suspect + acceptable reason for late
 - Bribe suspect + unclear reason for late + mention of Chamber of Prophecy or tablets of Babras, a good map of ruins, or burying dead UhuBreen
 - If PCs tell them about the Chamber of Prophecy or the tablets of Babras, or provide a good map of ruins, or say that they buried UhuBreen bodies.

Even if the PCs never really give a clear reason for lateness, the above info will distract the dwarves from suspicion. In this case, an unclear answer is better than no answer or a clear, unacceptable answer.

All PCs body searched if:

- Visible plunder
- Bulging pockets
- Sneaky behavior
- Late > 1.5 hours
- Late between ½ hour and 1.5 hours first time
 - Not bribe suspect + unacceptable reason for late
 - Bribe suspect + convincingly spoken acceptable reason for late, but no mention of significant discovery
- Bribe suspect + between ½ hour and 1.5 hours late second time + unclear reason, conflicting stories or stammering when explaining reason for late + mention of Chamber of Prophecy or tablets of Babras, a good map of ruins, or burying dead UhuBreen

A PC will be denied access to the UhuBreen city the next day (Day 6, or Day 7 until Encounter 12) if:

- PC submits to body search and caught with unvolunteered plunder
- Bribe suspect + between ½ hour and 1.5 hours late first time + unacceptable reason for late

A PC is dismissed if:

- Delshir has to come to Stonehall with receipt
- > 1.5 hours late (more than an hour after bat messenger)
- PC refuses to return any known UhuBreen items
- PC refuses a demanded body searched
- Bribe suspect + between ½ hour and 1.5 hours late second time + unacceptable reason for late
- Bribe suspect + between ½ hour and 1.5 hours late second time + unclear reason, conflicting stories or stammering when explaining reason for late
 - Can be avoided if PCs tell them about the Chamber of Prophecy or the tablets of Babras, or provide a good map of ruins, or say that they buried UhuBreen bodies.

Even if the PCs never really give a clear reason for lateness, the above info will distract the dwarves from suspicion. In this case, an unclear answer is better than no answer or a clear, unacceptable answer.

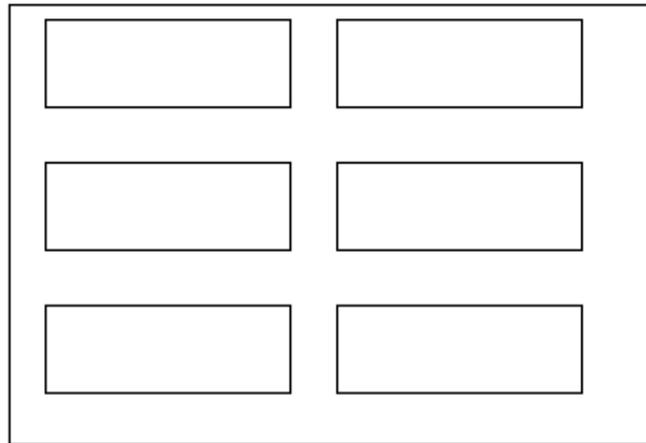
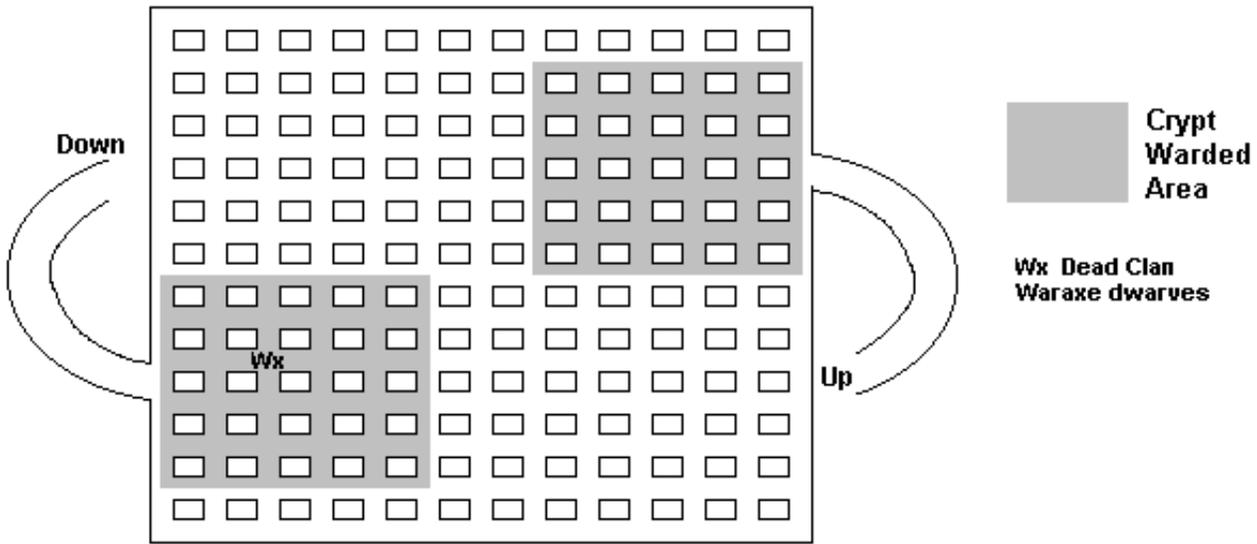
DM Aid #8: Effects of being fired

If the PCs are fired, Master Delshir will be forced to recompense the dwarves. Each PC will receive 1 infamy point in merchant class and Master Delshir will demand the PCs return their pay or compensate him their value. (1,000 gp for each potion, 2,000 if they gave him the machine in Rightful Property and they got “super” potions.) If the PCs fail to do so they will be brought up on charges and sentenced to pay the fines plus an extra 25% or work 6 months in the Shrine of Honest Toil (36 Time Units) to repay the debt.

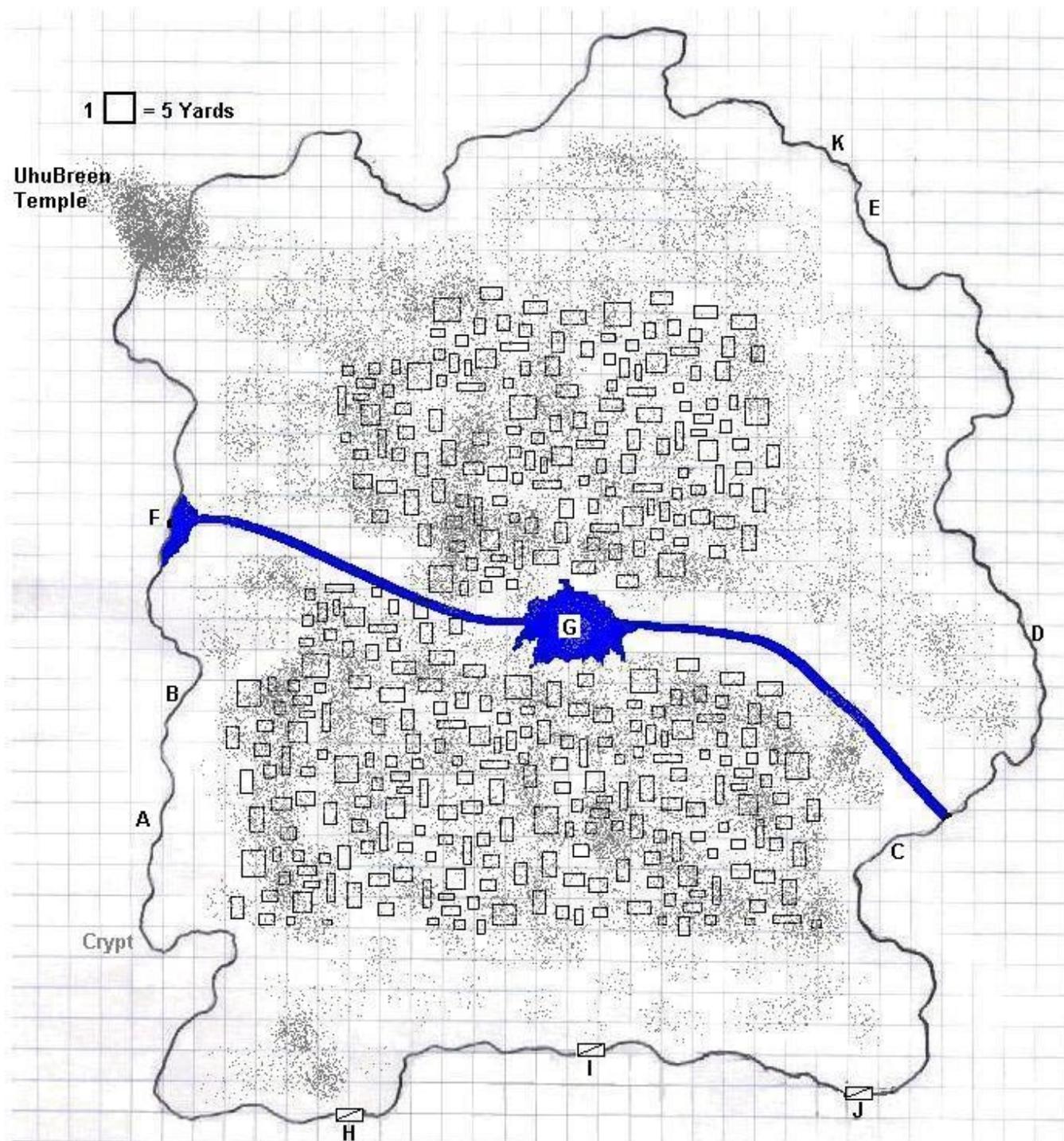
The Shrine of Honest Toil is a work release program of sorts. The PCs will be sentenced to work at a minimal wage for anyone who contacts the Shrine of Honest Toil with jobs. Anything from cleaning out clogged sewers, to serving as laborers, to serving drinks at a high society party. The owner and operator of the shrine of honest toil offers better meals, better housing and drinks for a nominal (translation outrageous) addition to the total fines.

The adventure is over for these people.

DM Aid # 9: The Crypts



DM Aid #10
UhuBreen City Ruins



DM Aid #11

The noise of the waterfall puts all surprise rolls at a -1 penalty, for both sides in an encounter.

Beetle, Bombardier (1/tier, 14 total): Int 0; AL N; MV 9; HD 2+2; hp 12; AC 4; THAC0 19; #AT 1; Dmg 2-12; SA Acid Cloud; SD None; MR Nil; SZ S; ML 13

Combat: If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

Carrion Crawlers (1/tier, 12 total): Int 0; AL N; MV 12; HD 3+1; hp 16; AC 3/7; THAC0 17; #AT 8 or 1; Dmg Special or 1-2; SA Paralysis; SD None; MR Nil; SZ L; ML 20

Combat: When attacking, the monster lashes out with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2-12 turns. A save versus paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite which inflicts 1-2 points of damage. The monster will always attack with all of its tentacles.

Centipede, Giant (4/tier, 36 total) Int 0; AL N; MV 15; HD 1/4; hp 2; AC 9; THAC0 20; #AT 1; Dmg nil; SA Poison; SD None; MR Nil; SZ T; ML 6

Combat: When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foes and injecting a paralytic poison. The poison can paralyze a victim for 2d6 hours, but is so weak that victims are permitted a +4 bonus to their saving throw. Due to its small size, the giant centipede is less likely to resist attacks and receives a -1 penalty to all its saving throws. Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.

Lizard, Subterranean (2/tier, none at tier 1 or 2): Int 0; AL N; MV 12; HD 6 hp 36; AC 5; THAC0 15; #AT 1; Dmg 2-12; SA See Below; SD None; MR Nil; SZ H; ML 10

Combat: This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4-24 points). The victim automatically suffers an additional 2-12 points of damage each round thereafter

Rats, Giant (5/tier, 50 total): Int 2; AL N; MV 12; HD ½; hp 3; AC 7; THAC0 20; #AT 1; Dmg 1-3; SA Disease; SD None; MR Nil; SZ S; ML 15

Combat: Rats attack with their sharp front teeth and often carry diseases, so that a rat bite has a 5% chance of infecting its victim with a serious disease unless the victim makes a successful saving throw vs. poison.

Stirges (3/tier 30 total): Int 1; AL Nil; MV 3, Fl 18 (C); HD 1+1 hp 5; AC 8; THAC0 17; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MR Nil; SZ S; ML 8

Combat: Due to an instinctive ability to find and attack weak points, stirges attack as 4-Hit Die creatures, rather than 1+1. Their long proboscis inflicts 1-3 points of damage when it hits, and drains 1d4 points of blood every round thereafter. When a stirge drains a total of 12 points of blood from a victim, it becomes bloated and flies off to digest its protein-rich meal.

Stirges must be killed to be removed, due to their strong grip. If an attack against an attached stirge misses, make another attack roll against the victim's Armor Class to see if the attack hits the victim instead. Caution is advisable when attempting to remove an attached stirge. A called Shot with a -4 to hit negates the chance of hitting the victim.

Player Handout #1 Delshir's Receipt

Advance payment from Master Delshir for verbal agreement to act as security for dwarven clans' expedition to Dwarf King's Tomb. Master Delshir will provide :
1 potion of _____ in advance and _____ gold coins upon completion.

This shall serve as the total wages provided for this undertaking. Received by: _____.

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1 potion of _____ in advance and _____ gold coins upon completion.

This shall serve as the total wages provided for this undertaking. Received by: _____.

Advance payment from Master Delshir for verbal agreement to act as security for dwarven clans' expedition to Dwarf King's Tomb. Master Delshir will provide :
1 potion of _____ in advance and _____ gold coins upon completion.

This shall serve as the total wages provided for this undertaking. Received by: _____.

Player Handout #2 Contract with the dwarves

The following is an agreement that binds the signatories to its terms from the time of departure of the expedition to Dwarf King's Tomb from Raven's Bluff to the time that the expedition is ended, not to exceed 10 days unless this contract is extended by a specified period of time by mutual consent. The receiver of services has the right to dismiss providers of service without payment at any time for breach of this contract.

Providers of services agree to:

Protect the safety of the Dwarf King's Tomb expedition members and any property recovered from Dwarf King's Tomb against attack and robbery;

Perform tasks, as directed by the project leaders, towards the above purpose;

Submit to the project leaders for approval, initiatives and suggestions for tasks and strategies toward the above purpose;

Act independently in the interests of the above purpose at times when submission to the project leaders for approval would defeat the purpose because of time or circumstances;

Perform tasks, as directed by the project leaders, in association with the expedition's mission to accumulate information about the UhuBreen branch of Clan Gold Axe;

Conduct ourselves in a cooperative manner towards the members of the expedition.

We swear to meet these obligations by our honor, our right arms, and our gods,
Signatories

Receivers of services agree to:

Pay the providers' fee to Master Delshir, along with his commission for facilitating the hire of the providers;

Recover providers' remains as necessary, assuming the receivers are alive;

Pay all funerary expenses of providers of services, as necessary;

We swear to meet these obligations by our honor, by our right arms, by the memory of stone, and by the wisdom of the Morndinsamman,

Signatories:

Duathain Forgefire of Moradin

Adiir Araukuld of Gorm

Barundar of Marthamoor

Embersar of Dugmaren

Asrynda of Dumathoin

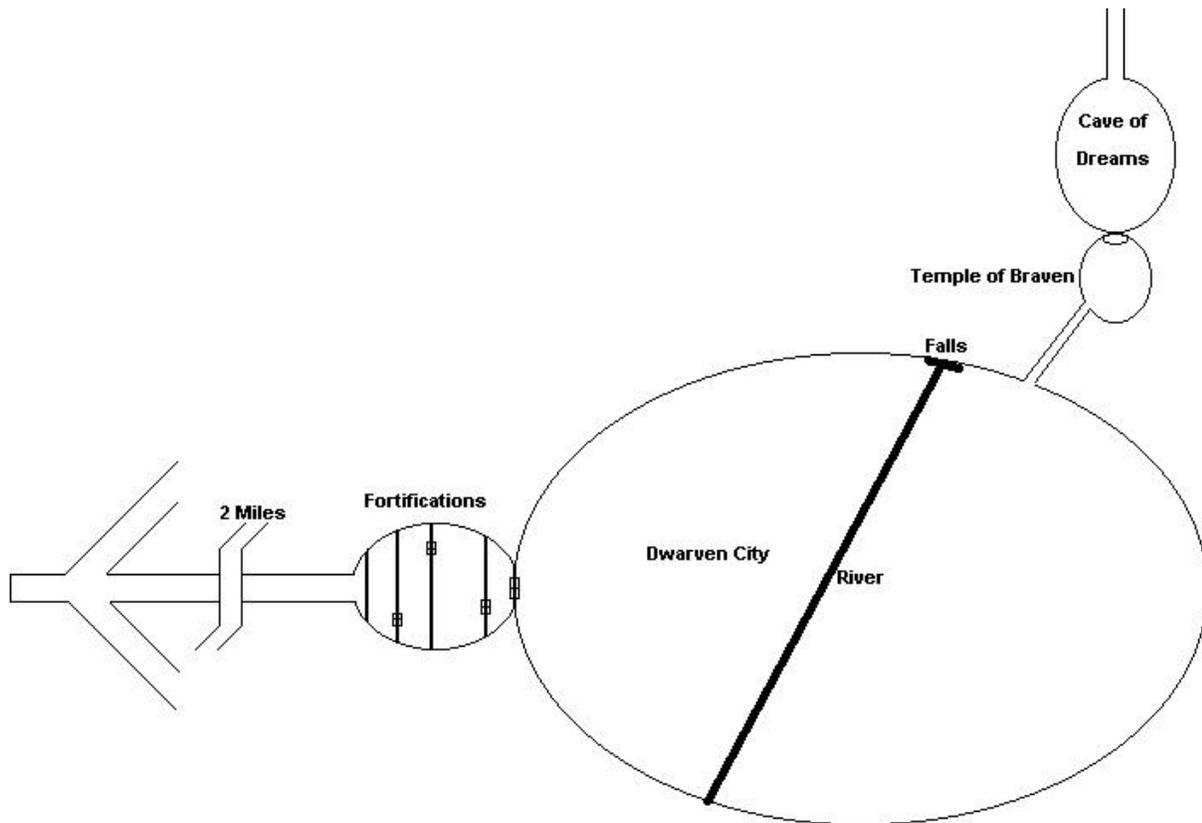
Haeil Fyrlynn of Haela

Yurdag Nebiir of Vergadain

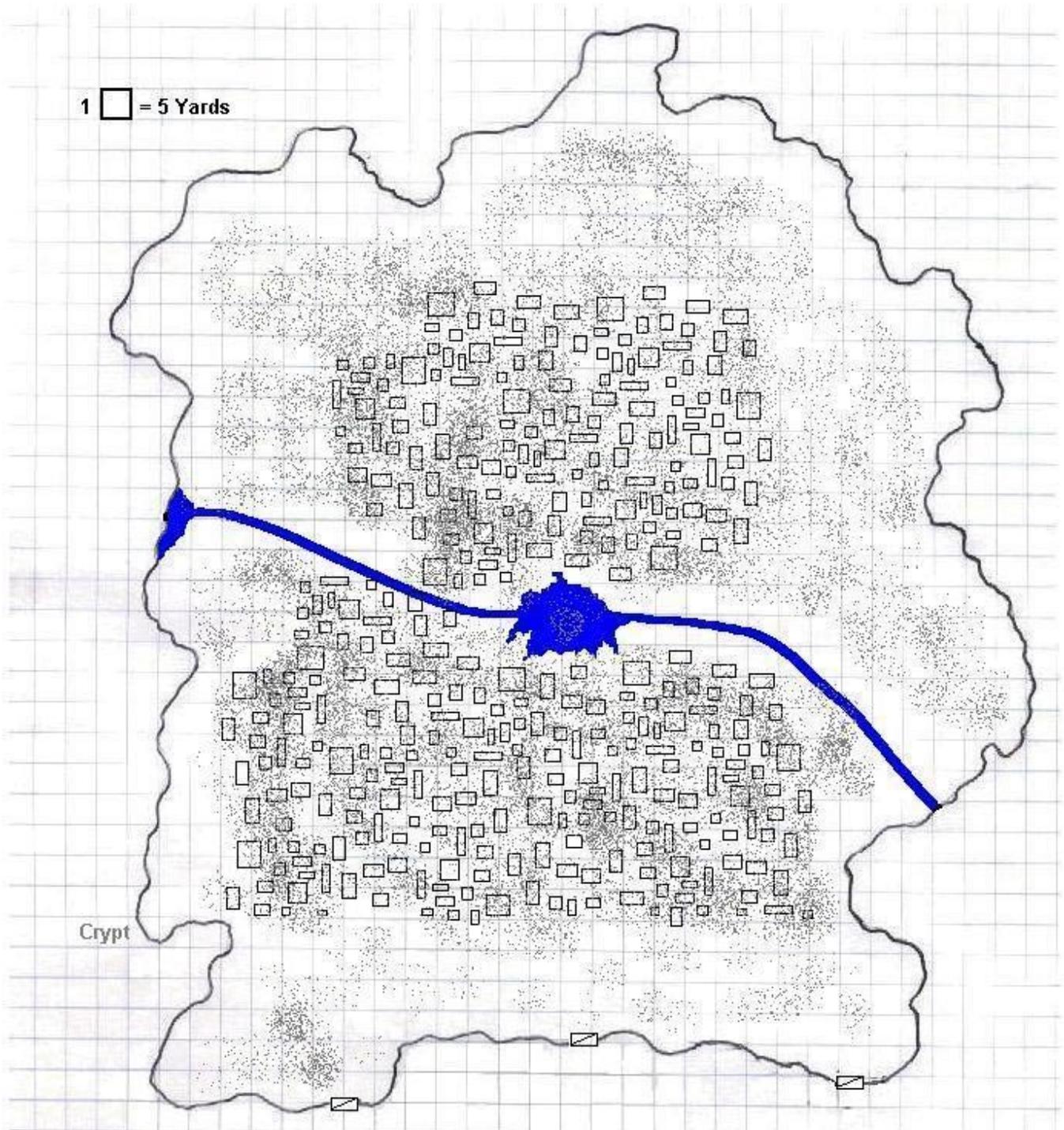
Dorn Grysygonth of Clangedin

Delemara of Sharindlar

Player Handout #3: Askel's map



Player Handout #4: UhuBreen City Ruins



Player Handout #5: Images in the chamber of Prophecy

A detailed search reveals that the pictures are clustered into groupings that, taken together, seem to tell some story. There are hundreds of such groupings amidst the images on these walls. A few, particular stories catch your attention.

One set of images depicts a mountain with a red star hanging over it and the sun off to the left. The next image depicts dwarven warriors and priests flying into the heavens towards the red star. The third image shows the red star as a flaming hammer in the hand of a giant one-eyed human with a lightning bolt in his left hand. The fourth image depicts the dwarves fighting the giant, and in the fifth they destroy the hammer.

Another set of images show a mighty dwarven warrior armed with a massive flaming sword. In the second image he is shouting and the mountain he faces is leveled. In the third a stroke of his sword has torn a swath in the heavens leaving blackness where there were once stars. The fourth depicts him kneeling before another dwarf, offering him a crown.

These pictures are particularly grisly. They depict dwarves, all mortally wounded, yet unable to die. The first three scenes show the dwarves' injuries and their agony. The fourth shows a prone dwarven woman with a needle wreathed in flame hanging over her while she is surrounded by midwives. The fifth depicts the woman holding a child and the suffering dwarves laid to rest.

Near the bottom of the chamber you find images of friendly looking humans and elves meeting with some dwarves. Small horns and reddish tails give their friendly aspect a fiendish, deceptive cast. The second image has the same elves and humans speaking with a red dragon. The third has the dragon attacking the dwarves while the humans and elves steal their gold. The fourth shows a warrior in a golden mask, wielding a flaming sword rallying the dwarves. The fifth shows him driving forth the dragon, elves and humans despite horrible wounds. The final scene is of him being laid to rest.

A final set of images depicts dwarves worshiping the tarrasque. As the story progresses the beast awakens, destroying all elves and humans in the region. It then shows the dwarves rising up and claiming all the lands.

Appendix A: NPCs

This adventure has a numerous and varied cast. If you can role-play them all I'm impressed and you are insane. As a GM you must choose between a simplified, general portrayal of the clans and a detailed role playing of the individuals. The latter is more role-playing intensive, could take more time to play, and requires much more preparation. There is not enough time to play all the dwarf NPCs. Use those that best fit the situation or your role playing.

The NPCs whose names are bolded are specifically referenced in the text of the event. They must be played as individuals, even if you choose to role play the clans in a general fashion. Also, if you choose to role play the clans in a general fashion. Also, if you choose the simplified, general portrayal, you must still understand the clan interactions.

Rumors from **DM Aid #6** are assigned by number to each clan. Some rumors are assigned to an individual, if you choose to portray those individuals.

Kelvin Delshir, Master Merchant, Member of the House Vesper in the Merchant's Council; hm F7: AL CG; AC 10 (-1 Full Plate, Shield); MV 12; hp 53; THAC0 13 #AT 3/2; Dmg 1d4+4 (+3 Warhammer) or 1d8+4 (Long Sword Specialized); SA Nil; SD Nil; Str 17, Dex 14, Con 15, Int 18, Wis 9, Cha 15; MR nil; SZ M; ML 16.

Magic Items: +3 War Hammer, Ring of Truth, +1 Long Sword, Girdle of Many Pouches

Non-Weapon Proficiencies: Appraising (18), Bureaucracy (18), Crowd Working (15), Etiquette (15), Heraldry (18), Persuasion (15), Read/Write Common (19)

Physical Appearance: Whenever seen publicly Master Delshir is attired in neat, well tailored garb, never ostentatious or flashy. He is 38 years old, but looks about 30. He is an active energetic sort of man with a slim build and below average height. His hair is brown with a reddish cast and his eyes are green. He has a neatly trimmed mustache and goatee.

Position and Duties: He is a member of several Trade consortiums both in the city and across the sea of Fallen Stars. His duties in House Vesper vary and currently his full support is behind Queldino Tasamber, the head of the house, though he one day hopes to head the house himself.

Personality, Motivation, Manner and Style: Master Delshir has a dynamic personality. His energy and drive keep him in the thick of things when he wants and his speaking skills are phenomenal. He is a firm believer in the principles of self-interest and will act accordingly when dealing with others. He will never attempt to get someone to do something for nothing, he will minimally show the other person how the action he desires will benefit them. He has a fascination with ancient artifacts, antiques and collectibles and will always pay top coin for them.

History: Born to the fourth generation of the Delshir Merchant family of Ravens Bluff he comes from a family of wealth and affluence. In his early years his tutor told him stories of ancient civilizations and from this has sprung a fascination with anything of ancient origin. He is often willing to spend great sums of money in order to acquire such objects. Kelvin's parents died several years ago, His father when earthquakes plagued the city (caused by the tarrasque waking), dropping a warehouse on him, and his mother when a Dragon Turtle sank the ship she was traveling on. He has a younger Sister named Susannah (36). Kelvin is married to Reyanna Starsen (38), originally of Procampur. They have a son named Peter who is 18 years old.

Last year he tried to acquire an ancient device of Gondish manufacture. A year long trial has concluded awarding the machine to the Temple of Gond, who promptly shipped it back to Lantan. Delshir is disappointed with the verdict, but more so with the people he hired to recover the device when it was stolen from his agents.

The Dwarves:

With the exception of Askel and Faernuu all of the dwarves have the following stats:

Dwarves: Int Average (8-10); AL N; MV 6; HD 3; hp 26; AC 5; THAC0 18 (17); #AT 1; Dmg 1-6 (Assorted melee weapons) or 1d4 (Light Crossbow); SA None; SD Dwarven; MR; Nil; SZ S; ML Elite (13).

Clan Trueforger- Dislike Boldenbar & Waraxe, Likes Bladebite, Neutral to other three.

Rumor 3 by all of them

- **Keldorn** – Warrior, Sent by his father, a clan elder, to gain experience as a leader of dwarves. Smart, personable, handsome, well spoken, brave but not foolhardy, not particularly strong. Has been the leader of his generation within the clan since youth. His father is an armorer.
- Branton – Warrior. Strong, simple, loyal sidekick to Keldorn. From a family of miners.
- Del – Warrior. Fat, jolly. Uncle is a brewer. (Father is dead.)
- Burgendor – warrior
- Derna – female warrior

Clan Boldenbar-Animosity to Trueforger & Duruth, Dislikes Bladebite, Neutral to Waraxe & Brightsword, Like Goldthrone

Rumors {4 by Cernd}, {5, 10, and 12 by Erden, Tuir, and Adlon}

- **Cernd Turbaern** - nephew of the Clan Elder Velm Turbaern. Cernd is a sniveling, whining pathetic excuse of a dwarf, at least that's how most of his clan feels. His father despairs of him ever amounting to anything in the clan and has asked his brother to get him on this expedition in the hopes that he might do something useful. Cernd has undergone the mandatory training as a warrior of his clan, but he's squeamish. He can't stand the sight, and more importantly the feel of blood. However, he has a deep interest in history and knowledge, and has spent a great deal of time trying to find out about the UhuBreen. (He will be very interested in the Chamber of Prophecy if the PCs find it and tell of it.) He hates Keldorn, knowing that Keldorn is the type of dwarf his father wants him to be. Cernd is afraid to approach Askel.
- Embersar Glarm - one of Velm Turbaern's advisors. The clan elder sent this elderly dwarf to keep an eye on the elder's nephew. Embersar sees potential in the young Cernd that the rest of the clan seems to have missed. He is hoping he can convince Askel to consider his potential as a follower of Dugmaren.
- Erden, Tuir and Adlon, young dwarven warriors, these three signed on expecting to visit the halls of a clan that has known war, the desperate struggle to the bitter end. They want to share in the alagh, or battle-glory of these folk. They have no respect for Cernd, and view Embersar as a toady, currying favor with the clan elders. They will display that lack of respect by assigning the dirtiest chores to Cernd, dropping their dishes in front of him for cleaning when they are done eating, telling him to clear their bedrolls of vermin, etc. Tuir and Adlon were miners.

Clan Brightsword- Animosity to Waraxe, Like Boldenbar & Duruth, Neutral to other three
Rumors {1 by all but Faernuu}, {11 by all but Faernuu and Corleine}, {Special info by Corleine}

- **Faernuu, df P(Sp)4 Berronar:** AL LG; AC 7 (Studded Leather); MV 6; hp 24; THAC0 18 #AT 1; Dmg 1d6+1; SA Spells; SD Spells; Str 16, Dex 15, Con 14, Int 12, Wis 16, Cha 17; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds* x2, *detect poison*, *light*, *remove fear*; 2nd lvl—*hold person* x2, *silence 15 ft. radius*, *charm person or mammal*, *messenger*

SP Powers (Innate): *cure light wounds* 1/day, *aid* or *spiritual hammer* 1/day, *cure disease* or *detect lie* 1/day, *cure serious wounds* or *neutralize poison* 1/day.

She is committed to Berronar's purposes. She uses her beauty to get others to do what she wants. When that doesn't work, she invokes Berronar's name and the duty of all dwarves to preserve the race in the present, the race's past, and to ensure its future. She takes the current mission very seriously. She must work with Askel to keep the clans' representatives from fighting so that the investigation of the UhuBreen city can be completed within months.

The clans agreed upon her as co-leader of the project because Faernuu has not been a prominent member of Clan Brightsword, and they expect her to be impartial. Indeed, her main purpose is the successful recovery of the UhuBreen knowledge, especially genealogies. Privately, she also hopes that success in this assignment will earn herself influence in her clan and amongst other clans. Keeping the PCs in line and using them to keep the clans' representatives in line is her method of reaching those objectives.

- **Corleine** – Warrior, Young adult female, eager to explore. Her second cousin in Stonehall was part of the dwarven army who gathered to fight the tarrasque, and defeated the red dragon instead. Corleine knows some of the history of RB, and she listened to accounts of the fall of the UhuBreen cavern when she was young. The stories she knows of the UhuBreen and the red dragon are substantially correct, but the legends of the tarrasque are typically flawed. She admires Faernuu.
- Idrin and Maegar – Warriors, male. Wrapped around Faernuu's fingers.
- Zuth - Warrior, male, mining engineer. Wrapped around Faernuu's fingers. (Will die in Beldarakin Encounter 10B.)

Clan Waraxe-Hates Brightsword, Animosity to Trueforger & Duruth, Neutral Goldthrone & Boldenbar, Like Bladebite.

Rumors 1, 2, 6, 7

- **Daggan** – Warrior. The advisor to Dorn Wurgym who was recently named Clan Elder. (“Wurgym” is a nickname that means “ugliness, ugly thing or being” given to Dorn when he was a youth because of his deformed features.) Dorn Wurgym is an amoral political climber and schemer who seeks power in Clan Waraxe and over other clans. Daggan wants the sword, Rak-hiel, that Babras wielded against Jafara Raveentungue (the red dragon) because he thinks it is a sword of legend whose wielder will be a kingmaker. Daggan acts like a friend who takes you into his confidence, but he is a cold manipulator. (He will try to evaluate the PCs for susceptibility to bribery.)
- Ulnorn and Arace, the Rockslide brothers – Warriors, twin brothers, miners. Comical in their petty rivalries and competitions. Each boasts he is categorically better than the other, but neither of them tolerates criticism of his brother by outsiders. They are volatile buffoons. They will follow Daggan's instructions. (These two will be assigned to try to get into the crypt on Day 4. They will die in doing so.)
- Breena – Warrior, older female. Friend of the deceased parents of Ulnorn and Arace. She represses Ulnorn and Arace when they are out of control by reminding them to honor their parents' memory. If Ulnorn and Arace die, she will mourn them and privately blame Daggan. (Will be second in contrived brawl with Keldorn of Trueforger.)
- Barrundar – Warrior. (Will start the contrived brawl with Keldorn of Trueforger.)

Clan Goldthrone: Like Boldenbar, Neutral to others

Rumor 8 by all except Askel

- **Askel, dm P(Sp)5 Dugmaren:** AL NG; AC 5 (Chain Mail); MV 6; hp 30; THAC0 18 #AT 1; Dmg 1d6+1 (Exceptional Mace); SA Spells; SD Spells; Str 13, Dex 11, Con 18, Int 15, Wis 17, Cha 15; MR nil; SZ S; ML 16.

Spells: 1st lvl—*cure light wounds x2, command, thought capture, detect magic*; 2nd lvl—*hold person x2, silence 15 ft. radius, brightmantle, lighten load*; 3rd lvl—*dispel magic, glyph of warding*

SP Powers (Innate): *mending or brightmantle 1/day, augury or idea 1/day, Alimir's fundamental breakdown or tongues 1/day.*

Bookish and inquisitive. Askel is betrothed to the daughter of Barrundar, High Old One of Dugmaren at Stonehall. Barrundar is pleased with the match, but his daughter has not been impressed with Askel yet. He wants to make this assignment a success to impress her. Faernuu has convinced him that the best way to lead this expedition is to be disciplined and serious. He will curb his own inquisitive nature to that end. Even though he might sympathize with the PCs if they are late in returning from the ruins, he will maintain a stern face and manner, and he will follow Faernuu's direction regarding punishment.

Askel's family has a tradition of males serving as priests of Moradin. His father does not understand Askel and often warns him to be more conscientious, like Moradin's relations with his son, Dugmaren. Askel is so used to hearing this that it was easy for Faernuu's similar arguments to persuade him to be serious as Project Leader because in this instance he is motivated by his desire to win the heart of Barrundar's daughter. Askel will sympathize with Cernd Turbaern if he is led to pay attention to Cernd's bookish nature.

Askel feels badly for his older brother, Ghaern because their father is disappointed, but he knows that Ghaern is content as a miner.

- Ghaern - Warrior, older brother of Askel. Failed as a priest of Moradin because he's inept at the forge. He's a strong, simple miner. His father is disappointed in him and Askel. Ghaern enjoys mining. Smithing was too complicated.
- Madryk - Warrior, mining engineer. (Will die in Beldarakin Encounter 10B.)
- Sorn Shearshield and Kieradyn - male warriors, follow Askel's orders

Clan Duruth -Dislike Boldenbar & Waraxe, Neutral to Bladebite, Like other three

Rumor 9

- Elwyinde – Warrior, adult female. Chosen to lead the clan's contingent because she is so well loved. Tragic figure. All her family died while she was a child. Then, orcs killed her first foster family except for her foster brother Gwarr. Gwarr and Clan Duruth are everything to her. She feels kinship with the UhuBreen because their city was destroyed, most of its people were killed, and any refugees have disappeared so that the UhuBreen are nearly forgotten. It could be so for Clan Duruth. It could be so for her family, her foster family, and other families with similar fates.
- Gwarr – Warrior, young adult male. Foster brother to Elwyinde. Angry. Rumbling voice like an acid-metal rock singer.
- Cael – Warrior, male, old miner. Gloomy. Like Eyor in Winnie the Pooh.
- Athrys – male warrior. Athrys has a crush on Elwyinde.
- Haoddan - male warrior. UGLY

Clan Bladebite- Neutral to Trueforger & Waraxe, Dislike other four.

No rumors, but Blodkuir has firsthand info on the UhuBreen.

- **Blodkuir Fardelver** – Warrior, old. Flail is one of his weapons. Retired weaponsmith. Traded with other races for needed goods. Labored breathing from burnt lungs. He will have difficulty breathing in dusty UhuBreen tunnels and ruins. He's an old comrade of a clan elder. He spent time in company with an UhuBreen years ago, and that UhuBreen told him of the smith's tablets in the ruined city. Blodkuir wants to recover the metallurgical secret for his clan.
- Krippik Flintgaze – Warrior, old. Grizzled veteran mercenary. He's gruff but fair, and he has a soft spot for the enthusiasm of youth. His grandchild (DM should choose gender for best rp effect, given opportunity) was killed in adolescence by orcs. The orcs were hunted down and killed later by humans and elves for reasons of their own. Krippik requested membership on this expedition.
- Haarhuth Keenaxe – Warrior, mercenary who served with Krippik many times. Learned halfling and gnome languages from his grandfather, so Haarhuth often served as translator for prisoners and visitors and in occasional encounters with other races.
- Kerangus Grayhand – Warrior, miner
- Duileach Goldsword – Warrior

Appendix B: Uniting the Clans

The notes that follow are guidelines and examples. This is not meant to be an exhaustive list, nor is meant to be the limit of what can be effective. Use your best judgement when adjudicating this.

During day 4, and in the camp on the days that follow, the PCs should interact with the dwarves. Without the PCs' intervention, the expedition will be factionalized according to Clan membership and interclan relations. This reduces the dwarves effectiveness in the final combat (Day 7 encounter 13) and when clearing the collapsed tunnel. (Day 8 encounter 14) Unchecked factionalism also makes the role-playing of the dwarves less cooperative, more finger pointing and shorter tempered.

If the PCs interact with the dwarves they can learn some commonalties and leverage them to reduce the factionalism. This has tangible effects in Day 7 Encounter 13 and Day 8 Encounter 14, and will reduce tension in the roleplaying of the dwarves. The PCs cannot resolve all the differences between the dwarf clans, but they can create a start from which Askel and Faernuu will build.

Commonalties:

1. **Mining/Engineering:** All clans have members with some such expertise who could be drawn into a lively conversation by an ice-breaker, or who can be drawn into working together on a technical problem. Most dwarvish engineers are know-it-alls who can't stay silent while another states an opinion. (Can degrade into an argument if not carefully monitored. Bardic modify mood skill can be very useful, high reaction adjustments from charisma can also influence the dwarves using this method.)
2. **Drinking:** Dwarves love talking about brews almost as much as drinking them. Drunken engineers even listen better because they can't talk while swallowing. (Again potential for disaster exists; just getting the dwarves drunk will likely turn things into a brawl. Keeping any drunks friendly, or better, a drinking contest or other social activity can go a long way towards bringing them together.)
3. **Battle stories about orcs, giants or drow:** If this is combined w/ drinking and/or engineering so much the better.
4. **Loss of family to orcs:** All have suffered such losses within four generations. Elwyinde of Duruth and Krippik of Bladebite can easily relate.
5. **Be the common enemy:** Enlisting the aid of Faernuu or Askel in this scheme would be wise, if not necessary. A PC or PCs could provoke the hatred of all or most of the dwarves to become a common enemy and unite them. Because of the inherent risks, the PCs must handle this option delicately and skillfully. (This method risks a fight so must be adjudicated very carefully)
6. **Goat (Shame) them into cooperation:** Less confrontational in general than method #5. The PCs can compare the dwarven factionalism to unacceptable behavior. E.g. "Gnomish tinkers argue less." Or "You bicker like a band of orcs.") Bardic skill or high charisma will enhance the chances of this to work and a low charisma should reduce its effectiveness)
7. **Appeal to their commonalties, their pride and their purpose:** PCs can point out the consequences of failure. (Their clans chose them to undertake this mission, how will it look when they fail because they wouldn't get along?) - The PCs can make an impassioned speech on the need for cooperation, but "You need to get along," is insufficient. Such a speech needs to be persuasive. (Again the Bardic skill and High charisma should enhance the chances of this to work and a low charisma should reduce its effectiveness.)
8. **Magic:** Some magics can help, just remember that dwarves have bonuses to save. Assume these dwarves have a +3 vs. magic. (This needs to be subtly done. If some the dwarves suddenly start falling prone to suggestions to like each other they will notice the radical shift in attitudes and will decide magic is being used on them. A suggestion that one dwarf hear out another one on the other hand is likely to pass unnoticed.)
9. **Pooling their knowledge:** If the PCs arrange for all the dwarves to get together and share the rumors and information they know it can form the beginning of a camaraderie between them. Gossips stick together. Works well in conjunction with method #2. (Again the Bardic skill and High charisma should enhance the chances of this to work and a low charisma should reduce its effectiveness.)

As a GM let any reasonable attempts that are role-played well succeed. No single factor or attempt should resolve all the differences between the clans. The more the PCs work to make the clans act or talk together the better cooperation will grow. Obvious blunders by the PCs can reverse any progress they've made. E.g. provoking a drunken argument between two clans will set back the cooperative spirit. Askel and Faernuu will try to head off any such blunders.

Use the chart from DM Aid #5 to track the PCs progress. Each successful action between clans will improve the relations by 1 category. Blunders can decrease them 1 category.

If Clan Waraxe is forced to create a distraction by starting a fight with Trueforger, the Trueforgers' attitude toward Waraxe will worsen if it comes to blows. Corleine calling the members of Waraxe "Beldarakin" in the crypt will damage Waraxe's attitude toward Brightsword as well.

Chart from DM Aid #5

" Reacts to ... " (Read this table across)

Clan	Trueforger	Boldenbar	Brightsword	Waraxe	Goldthrone	Duruth	Bladebite
Trueforger	--	Dislike	Neutral	Dislike	Neutral	Neutral	Like
Boldenbar	Animosity	--	Neutral	Neutral	Like	Animosity	Dislike
Brightsword	Neutral	Like	--	Animosity	Neutral	Like	Neutral
Waraxe	Animosity	Neutral	Hate	--	Neutral	Animosity	Like
Goldthrone	Neutral	Like	Neutral	Neutral	--	Neutral	Neutral
Duruth	Like	Dislike	Like	Dislike	Like	--	Neutral
Bladebite	Neutral	Dislike	Dislike	Neutral	Dislike	Dislike	--

Range of associations in descending order: Allied, Like, Neutral, Dislike, Animosity, Hate, Big Trouble

Example: On day 4 Waraxe picks the fight. Trueforger's attitude towards Waraxe worsens from Dislike to Hate. When the corpses of the Rockslide brothers are found in the crypt, Corleine insults Waraxe, worsening Waraxe's attitude towards Brightsword from Hate to Big Trouble. That night the PCs put together a drinking contest to bring everyone together. Trueforger and Waraxe's attitudes reset to their original levels and the attitude of everyone else improves by one factor.

Approaching Doom Critical Event Summary

For Gen Con 2000 only – Complete and return with scoring packet

Part 1:

Have the Players record their name, RPGA number and character name here

Player Name	Character Name	RPGA number
1		
2		
3		
4		
5		
6		
7		

 Fold here so Players do not see the rest of the form

Part 2: Adventure results:

- 1) Did the Beldarakin learn of the dig? Yes No
- 2) Did the PCs bring the clans together on the way out to the dig? Yes No
- 3) Did Clan Waraxe get in the first night? Yes No
- 4) If they bribed their way in, which character (s) were bribed? List numbers from Part 1

- 5) Who has the smithy tablets at the end of the event?

The PCs	Clan Bladebite	The Expedition	
The Beldarakin	No One	Other _____	
- 6) Who has copies of the smithy tablet at the end of the event?

The PCs	Clan Bladebite	The Expedition	Other _____
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- 7) Who has the tablets of Babras Therlarnson at the end of the event?

The PCs	The Expedition	Master Delshir	The Beldarakin
Reldin Griffonwing	Gwensylla	No One	Other _____
- 8) Who has copies of the tablets at the end of the event?

The PCs	The Expedition	The Beldarakin	No One
Master Delshir	Reldin Griffonwing	Gwensylla	Other _____
- 9) Which PCs received the Blessing of the Dwarvish Gods and to what degree?

- 10) Which PCs received the Curse of the Dwarvish Gods and to what degree?

- 11) Did Clan Waraxe steal the Sword the last night? Yes No
- 12) Did Koratl escape? Yes No
- 13) Were any PCs fired and assigned an Infamy point in Merchant? 1 2 3 4 5 6 7
- 13) Were any PCs sentenced to the Shrine of Honest Toil? 1 2 3 4 5 6 7