

# Day of the Dwarf

**A Two-Round Living City Adventure**  
**Round one: Trouble in Shadystreets**  
**by Frank and Erika Timar**

The strange and bizarre are commonplace in the city of Ravens Bluff. Today though many of the city's inhabitants are in for a rude awakening. Who is behind it? Can we stop it? Is there a cure? These are just a few of the questions you need to answer! A role-playing intensive event. Part 2 of the Destiny of Dwarves saga. For tiers 1-5.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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.

## LIVING CITY 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 that 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+

### Author's Note

I'm doing it again. This event makes numerous references to the Kingdom of Glimmering Swords, also known as the Kingdom of the Bright Sword in modern times (LC). These references have been taken from *The City of Ravens Bluff*, "Legends", "House Cleaning II" and "Value of a Miracle". I have tried to resolve any conflicts between the chronologies in these sources. If I have made any errors I do apologize.

## DM Notes

*Day of the Dwarf* is a two round *Living City* event. The first round introduces a problem arising in the Crows End district of the city and is role-playing intensive. In round two the PCs are hired to help a priestess of Berronar Truesilver find a solution to the problem. In the second round combats are more likely, but role-playing can avoid some of it.

This tournament is part two of the *Destiny of the Dwarves* series. The first tournament is *Approaching Doom*. It is not necessary to play them in order, though development is more cohesive that way.

Round one is intended to have a fluid structure; aspects of it are non-linear. You as the judge have the option to arrange many of the encounters in the order you desire, and if the PCs are intent on role-playing and don't have time for all of them that's fine as well. The various secondary encounters are all detailed after the introduction.

If any of the PCs are playing characters rescued from the past in the event *Legends*, they will know of Helmyrra and Mirra. If they ask you can give them some basic information about each as it comes up.

## **DM Background**

Priests of the Dwarven Goddess Sharindlar are charged with restoring the dwindling dwarven population. Helmyrra, a priestess of incredible wisdom with a life spanning nearly twelve centuries has conceived a strange solution. If the dwarves cannot bear enough young to increase the population, then they have to increase the population another way. Armed with an ancient legend, she retrieved a dwarven spell once used to turn desecrators of dwarven holy places into insects and vermin. She scribed dozens of scrolls with the spell *greater rune of power* (similar to *glyph of warding*). A full write up of this spell and its effects can be found in **DM Aid #1**.

Last night she seeded the entire Shadystreets neighborhood of Crows End with the scrolls. Shortly after dawn nearly a third of the population was turned into dwarves.

When they learn of it in round two the priests of Stone Hall, the temple of the Morndinsamman (dwarven pantheon), will believe Helmyrra must have gone insane. They feel she was overwhelmed by the failures of the clergy of Sharindlar to reverse the steady decline of the dwarves. They also surmise the decimation of her clan (Clan Brightsword) struck her sorely, pushing her to the edge.

## **Storyline**

The PCs first learn of the problem while approaching the South Side district of Ravens Bluff. A six-year-old girl runs down the cross street, screaming. A dwarf chases her fifteen feet behind. When the PCs investigate they are unable to talk with the dwarf who keeps trying to get to the girl and growls at anyone who tries to stop him. Eventually the girl tells them that the mean dwarf must have hurt her dog and then started chasing her. She will take the PCs back to the alley where she saw her dog last. This is where the chaos begins.

### **Round One**

#### **Plot Summary**

While on the way to the alley, and during further investigations in the Shadystreets neighborhood, the PCs will encounter a variety of strange and touching scenes. These secondary encounters can be run in any order the judge desires with the following requirements: Laric Cigam's town crier (encounter 4) must be run at some point before they learn about Helmyrra.

Before the PCs reach the alley where the girl lost her dog, one to three secondary encounters should be run of those numbered 1-4.

After the alley encounter, two or three secondary encounters should be run, at least one of which should come from those numbered 5-7 ("The Estranged Father", "Beauty is in the Eye" or "Use Magic on Me"), all of which can give directions to the House of Rebirth. After those conditions have been met, the PCs can go to the House of Rebirth or continue to wander Crows End. Eventually they should make it to the House of Rebirth. PC's actions will decide whether they arrive before the mob gathers or after the mob has assembled and is starting trouble.

The City Watch shows up ten rounds after the mob reaches the shrine and requests statements from the PCs. After the situation is settled PCs (if not arrested) should be able to continue investigating the area or go to the wagon of Laric Cigam (if they remember him) to buy magic. Wandering the area will allow the PCs to work their way through the rest of the encounters if they have time.

#### **Secondary Encounter Summaries**

1. **Danae's Birds:** In this encounter, half a dozen elves are trying to run down a like number of dwarves—dwarves running around flapping their arms and making strange squawking sounds!
2. **The Drowning Sailor:** PCs hear cries for help from near the river. A band of drunken dwarves in baggy sailor outfits and some human sailors (also drunk) stand watching a dwarf who is thrashing in the water, apparently drowning. They are calling for help.
3. **Struggle in the Alley:** Sounds of a fight come from down an alley. Investigating triggers a rune that will require a save from all PCs in the area, and will turn the fighting cat and an opossum into dwarves.
4. **The town crier:** Walking down the street towards the PCs will be a man ringing a bell. Every few minutes he will stop and call out his message, answering all the questions he can.
5. **The Estranged Father:** A dwarven man stands on the porch of a house, crying. His wife, who has thrown him out, is calling for the watch from inside.
6. **Beauty is in the Eye:** A priestess of Sune and one of Hanali Celanil have jointly decided to begin work on a waterfront beautification program in the area. Suddenly they find they are dwarves, and their concept of beauty is being stretched.
7. **Use Magic on Me:** A young boy named Kenny will run up to the PCs and start badgering them to cast spells at him, occasionally saying things like, "She told the truth." His three friends watch from across the street.

### Primary Encounter Summaries

- A. **The alley:** This is where the young girl will lead the PCs. It is possible the PCs may find a clue or two about what is going on here.
- B. **The House of Rebirth:** Depending on the PC's actions, this is either a simple shrine to Sharindlar where the PCs can meet Helmyrra, or it is already the scene of a mob out to lynch her.
- C. **The mob** will gather at Helmyrra's either while the PCs are there or before they arrive. If the PCs don't intervene, either through word or magic or deed, then Helmyrra's guards will be overwhelmed and the mob will move to attack her. The Watch will show up in ten rounds to intervene, but her guards will be killed without action on the part of the PCs. Regardless the watch will show up and take statements from the PCs, asking where each might be reached for further questioning.
- D. **The wagon of Laric Cigam,** purveyor of arcane items. Laric is back in town and has some potions and scrolls available for a price. This time he's auctioning the stuff off with some help from relatives.

This ends round one.

### Round Two

#### Plot and Encounter Summary

1. **The next day,** Duathain Forgefire, High Priest of Moradin at this shrine dedicated to the Morndin-samman (dwarven pantheon), will summon the PCs to Stone Hall. He learned of the PC's presence yesterday, and since they already have an idea of what is going on, he has decided they can help set things right.

Mirra Brightsword, Keeper of the Truesilver was rescued from the destruction of her clan along with Helmyrra. She remembers the enchantment that Helmyrra has used to turn the people of Crows End into dwarves, and recalls a temple in the old Kingdom of the Bright Sword that holds records that may be able to reverse the effect. Stonehall will hire the PCs to safeguard her to the temple and back and to aid her recovery of the information. She will guide the PCs into the Underdark to the ruins of Faern-barak.

2. **Bandit trouble:** Mirra will lead the PCs to an entrance to the Underdark. However, it has been taken over by a band of brigands. The PCs can fight, role-play or sneak past them.
3. **An evening's rest:** While camping later that night, Mirra will tell the PCs something of where they are going and her knowledge of the place. She may also talk about her history if asked.

4. **Return to the Cavern of the Three Gods:** In the Underdark, the PCs will enter a room with statues of three Drow gods (The Value of a Miracle). Here, they will encounter part of a drow band looking for some missing members. Combat will occur.
5. **The Ruins of Faern-barak (Shield Home):** The PCs are led deeper into the ruins of the Kingdom of the Bright Sword and enter a cavern with numerous stone buildings, many severely damaged. The area is now the domain of a deepspawn and its creations are wandering the area. Several monsters are detailed. Use them sporadically or as a group, based on the PC's hack and slash nature (or lack thereof)
6. **The Temple:** Once the temple is reached, Mirra and the PCs must determine how to open the vault. Failure to do so properly leads to great risks. An earth elemental noble guards the vault.
7. **Mirra's Home:** On the way back out Mirra plans to visit her family home. She is seeking a closure with the past and heirlooms that may have survived the ages.

Further encounters with the deepspawn's minions can occur while the PCs try to leave, depending on the time left in the round.

Likewise, depending on their actions with the bandits, another encounter may await them on the return trip.

8. **The return to Ravens Bluff** is relatively uneventful and, with time to study them, the notes reveal a way to reverse the magic and restore the original form to everyone who was affected.

This is the end of round two.

#### DM Note

This event begins with the PCs investigating a matter of their own volition. A warning of this may be made at the outset to help them choose a character to play. If the nature of the character does not draw them into the story they will not be contacted the second day by Stone Hall and therefore will be unable to continue with the second round of the mission. If this occurs, apologize and ask them to score immediately. Do not make them sit at the table four hours with nothing to do. As long as they are at the scene of the attempted lynching they will be questioned and then contacted the next day.

## Player Introduction

*Personal business draws you from warm fires and taprooms to the cold streets of Ravens Bluff. Plumes of smoke rise like pillars into the air all around you. The snow which fell last night rises nearly 8 inches in*

*places, though in the streets much of it has been stomped and trampled down into a hard-packed frozen mass which has passersby gingerly making their way about their business. The red star that appeared in the sky over a month ago has slowly stretched across the night sky. When you saw it last night it almost appeared as though someone were cutting a bloody wound in the firmament of the heavens. What evil this foretells you aren't sure, but the entire city is experiencing a growing dread.*

*You are making your way down Stonekeep Concourse in the Shadystreets portion of Crow's End. This region is home to the poorest, grubbiest, most tumbledown neighborhood of the Bluff. Most of the buildings in the area look like it would take little more than a stiff breeze to reduce them to rubble. The single attraction this neighborhood has is its bridge across the Fire River, the only bridge to cross the river in Ravens Bluff.*

*The sounds of people talking, vendors and other business persons shouting their wares and the creaking of wooden axles and hoof beats as a cart draws past is briefly overwhelmed by the sound of a young girl screaming in terror.*

Get the PCs' actions at this point. It is hoped that they will converge on the sound, bringing them all together, or at least investigate by watching others who respond to the girl's cries and keeping an eye on them.

The screams originate from the cross street in front of the party, Riverview Road. When the PCs investigate, they learn the following.

The scream is repeated a second time, coming from a young girl in threadbare clothes, running shoeless through the snow, crossing the road about twenty feet ahead of you. She keeps looking back over her shoulder as she stumbles along. Amongst the people on the street you see an older looking dwarf running after her. He runs with his arms outstretched, hands clenching and opening repeatedly. He has a big goofy grin on his face like it is all some simple child's game of tag, but the girl definitely isn't playing. It is clear to you that she is absolutely terrified.

The girl's name is Christine; she lives further down Riverview Road in the other direction. She is terrified of the dwarf chasing after her. She believes he killed her pet dog Fluffums, and now he wants to get her. She lost her shoes in a snowdrift back along the road. If the PCs stop the dwarf and calm her, she will tell them what she thinks happened.

The dwarf doesn't want to be stopped and won't talk to the PCs. He keeps the silly grin on his face for the most part as he tries to make his way past the PCs.

The dwarf is Fluffums. The girl is his "master". His actions and behavior should be dog-like. If a PC shoves

him he will respond like it is a game and jump on them. He may try to sniff at the PCs or start growling at them. A loud voice will generally make him cower. Any injury that doesn't kill him will send him running with a yelp.

**Fluffums:** dm, F0, AL N; AC 10; MV 6; HD 2 hp 10; THAC0 20; #AT 1; Dmg 1d2 (bite); SA Nil; SD Nil; SZ S; ML 10.

As a dog, he was black with a white throat and chest. As a dwarf, he has black hair and a black beard with a shock of white hair.

Christine does not want to believe that this dwarf is her dog but can be convinced, especially if the PCs get Fluffums to do any of his tricks (roll over, play dead, fetch...). If convinced, she will ask the PCs how this could have happened and if they can make her dog better? If not convinced, she will ask the PCs to help her find her dog. In either case she will lead (Or direct, because hopefully someone will carry the barefoot child!) the PCs back to the alley where it happened.

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## Secondary Encounters

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The encounters that follow are to be run as described in the storyline section earlier.

After meeting the girl while on their way to the alley the PCs should have one to three of the encounters numbered 1 to 4. After leaving the alley, enroute to wherever they want to go next, they should have two or three more encounters. At least one of which should come from those numbered 5-7 because all of them can give directions to the House of Rebirth.

Encounter 4 must be run before the PCs go to the House of Rebirth.

### Encounter 1: Danae's Birds

In this encounter, half a dozen elves are trying to run down a like number of dwarves. The dwarves are running around flapping their arms and making strange squawking sounds.

The dwarves were formerly a shipment of rare and exotic birds ordered by Danae Leigh Blaze, wife of the Coronal of the High Bank Forest. When word came that they arrived, six elves were sent to collect them. On the way back, a *rune of power* was activated. The elves resisted its effect, but the birds didn't.

*As you make your way down the street you hear a disturbance about a block over. The musical voices of elves can be heard raised in shouts over an incredibly unmelodic squawking sound. The noise escalates into the sounds of a scuffle.*

If the players ask, the normal sound of metal on metal can't be heard; it is more like the sounds of a brawl. If they investigate, read the following.

*Moving to the sound of the fight, you find it is not a fight at all, or if so, a bizarre one. Half a dozen elves are chasing back and forth across a wide section of the street pursuing about ten dwarves. The dwarves are the source of the strange squawking sounds. As you watch, the dwarves run around flapping their arms. One dwarf, atop a mound of rubbish leaps at an elf and head butts him, sending the elf sprawling. Another dwarf seems to be chewing on his own arm, while a third falls over trying to kick an elf holding his ankle.*

If the elves are asked what is going on they will explain that the dwarves are really birds for the Coronal's wife. They don't know how they were transformed into dwarves. On catching sight of the PCs they will shout for the PCs to help them catch the dwarves, warning them that the dwarves can't be harmed.

If the PCs help, the leader of the elves will reward those who helped with a 50-gp tiger eye each.

## Encounter 2: The Drowning Sailor

*From near the river come cries for help. At the scene the PCs will find a band of drunken dwarves in baggy sailor outfits and human sailors (also drunk). Another dwarf is thrashing in the river, apparently drowning. The dwarves are all sailors from the Jester's Pride, a small merchant vessel in port from Aglarond. The sailors are all too drunk to believe what has happened and one decided to hop into the frigid waters to sober up. If he isn't helped he will drown.*

*From over by the river you hear a massive splash, followed by the bellowing shout, "Umberlee's teeth, it's cold!" It is followed immediately by cries for help. The sounds of laughter can be heard carried on the breeze.*

If the PCs investigate, continue with the following. Otherwise go on to the next encounter.

*You make your way through the narrow alley to the street flanking the Fire River. Standing on the shore are about fifteen people in sailor suits. Well, "standing" is an exaggeration, it is clear that they are all very drunk from they way they are staggering around. A closer look shows that six of the people are dwarves, in incredibly over-sized clothing. The cries*

*for help are coming from the river, though they grow fainter by the moment.*

The dwarf in the river is the first mate. He has managed to keep his head above water this long with great effort but the freezing water has sapped his strength and he is starting to drown.

Any PC jumping into the water without protection from cold must make a system shock roll each round spent in the water or take 10% of their maximum hit points in damage. The system shock roll is made with a cumulative -10% each round beyond the first. These hit points will come back at a rate of 5% per round if the character is dried off and warmed up. It will take a total of five rounds in the water to rescue the dwarf, less if magic is used. Any PC who does help will have to warm up and dry off afterwards or take one hit point of damage every five rounds from the cold. Those with magic against cold or that keeps them dry aren't affected in this manner.

The sailors are too drunk to help but will direct the PCs to their ship if they rescue the first mate. If they bring him there and explain what happened, the captain will cancel all shore leave and reward the PCs with 500 gp (total). He and the crew know nothing of how the transformations occurred.

## Encounter 3: Struggle in the Alley

The PCs hear the sounds of some sort of fight coming from down an alley. Investigating will trigger a rune that turns the cat and opossum fighting in the alley into dwarves and requires a save from all involved PCs, their mounts, pets and familiars.

*You make your way past the shells of buildings that make up the homes in this area. In places, pieces of cloth can be seen holding together pieces of the buildings. In a few lucky homes, smoke can be seen rising in tendrils through the holes in the roof. The gaping holes in all of them paint a grim picture of how cold this winter will be.*

Between two of the buildings to your right you can hear the sounds of a fight of some sort, but looking down there you see nothing but heaps of rubbish. There is a narrow trail that leads around the mounds of garbage in the ill-lit space between the buildings.

The alley runs between the buildings 35 feet before forming a T with the alley behind the two buildings. The sound is coming from the space just to the left of the intersection.

A *rune of power* is placed at the intersection, warding a 30' radius. Everyone who enters must make a save vs. spells at -4 or be turned into dwarves. This save also has to be made for any mounts, dogs, cats, familiars or other pets within 30' of the rune. It automatically affects the cat and the opossum that are fighting back here. So they will be seen as a pair of dwarves biting and scratching at each other. Give **Player Handout #1** to PCs who fail the save.

## Encounter 4: The Town Crier

Walking down the street towards the PCs will be a man ringing a bell. Every few minutes he will stop and call out his message, answering all the questions he can.

*The loud clatter of a bell ringing draws your attention to a man walking down the street in your general direction. His clothes mark him as someone who doesn't live in the neighborhood. A few people look up, but most immediately return to their own tasks, some with muttered curses directed at the man.*

*After a few moments he pauses and cries out, "People of Ravens Bluff! It is my pleasure to announce the return of Laric Cigam, purveyor of the Arcane to your fair city. He would like all to know that his latest shipment of enchanted objects has arrived and he will begin making them available tonight at the South Gate of the city at 8 bells past mid day. Anyone interested should be in attendance with their money pouches full." With that he resumes walking down the street.*

The man is Justarious Smee, a town crier for hire. He has been hired, along with five others, to spread the word throughout Ravens Bluff. If asked he will admit he was paid a gold piece for the day's work. He cannot be bribed to stop delivering the message for fear of the loss of future work. He will take on jobs for PCs so long as the information he is asked to cry is not harmful to another. He knows that Laric has visited the city selling potions and scrolls before.

## Encounter 5: The Estranged Father

A dwarven man is crying on the front step and banging on the door. From inside the house a woman is calling for the Watch. The dwarf is Paul, the woman's husband, who ran afoul of a *rune of power*. When he figured out what happened he returned home worried about what his wife would think. She thinks he is a dwarf who

broke into their home, so she drove him out and is now shouting for the Watch from inside. Some neighbors, concerned because they know Paul left for work, will beat the dwarf within an inch of his life and throw him on a trash pile if the PCs don't intervene.

*The shrill cries of a woman screaming for the city watch echo down a narrow side street to the left. Looking that way you can see a short figure hammering at the ramshackle door of one of the homes along this street. Faces peer through doors and windows at the commotion. The short figure continues to pound on the door and you hear him call out in a broken, gravelly voice, "Claire, let me in!"*

As the screaming and banging continue three scruffy men come out of a building across the street and stalk towards the figure. One of the men brandishes the leg of a chair.

If the PCs calm the situation he will be able to convince Claire that he is her husband Paul. He knows the following:

- There was no sensation of change. He was walking down the street and suddenly his clothes didn't fit.
- No one else on the street seemed to be affected.
- He wonders if the crazy dwarf woman who has been preaching on Bouldergrinders Way has anything to do with it.
- Her name is Helmyrra.
- She has been preaching off and on for three months.
- She claims that she comes from before the kingdom of the bright sword fell.
- She keeps telling people how great it is to be a dwarf.
- He knows where she preaches and will give the PCs directions to the house of rebirth if asked.

## Encounter 6: Beauty is in the Eye

A priestess of Sune and one of Hanali Celanil have been turned into Dwarves. The heartwarder of Sune, Tabitha Dustwood, is handling the transformation better than her companion Hanine Sharrven, a goldheart of Hanali Celanil. Hanine is in shock and denial at this point. Her faith has been gravely shaken by her transformation into everything she finds ugly (short, chunky, facial hair...this is an elf we are talking about). In Tabitha's case, she has been taught to appreciate other forms of beauty, and the recent scarring of her goddess has buffered her against the shock, though she isn't happy about it.

*In the street before you is perhaps the strangest sight so far. Two dwarven women, wearing tattered silken clothes, are kneeling in the street. One of the dwarves has long silvery hair, the other a mane of fiery red hair. The red haired woman seems to be trying to console the other, who is sobbing uncontrollably and tearing at her beard.*

By the standards of dwarves these are two of the most beautiful women in existence. Even to non-dwarves they are quite fair (16 and 17 charisma to non-dwarves, 18 and 19 to dwarves.) They know the following:

- They are in the area making plans for a riverside beautification project. They still plan to carry out this project and will try to convince male PCs to help with the project.
- They were walking down the street and suddenly their perspective changed and they heard the sound of tearing silk.
- They are sure magic was involved in their transformation, but their attempts to *dispel* it have failed.
- They know about a dwarven priestess of Sharindlar who has been helping the poor in the area, providing food while she preaches to them.
- When they approached her asking for help, she said that her plans to help these people may just help along their plans, but she wouldn't elaborate.
- The Dwarven priestess seemed weird. They can't say just how, she just seemed weird.
- The dwarven priestess lives on Bouldergrinders Way near the intersection of Thavverdasz Way. There is a sign out front that says, "The House of Rebirth."

## Encounter 7: Use Magic on Me

In this encounter a young dwarf boy, bouncing up and down with excitement, will run up to the PCs and start pestering them to cast a spell on him. His three friends will watch from across the street. The boy was transformed this morning but has been a regular attendee at Helmyrra's sermons so he is excited by the transformation. He was especially fascinated by the concept that dwarves aren't affected by magic. His brother was killed during the war by magic, and he has been afraid that he will be killed by magic too.

The boy's name is Kenny. He will continue to pester the PCs until they cast a spell on him, pretend to cast a spell on him or hit him, which sends him crying (unless weapons are used).

**Kenny:** AC 8; MV 12 (always runs); 1 hp; save vs. spells 12.

If the PCs cast a spell that knocks him unconscious, or strike him with a weapon that causes damage, the boys across the street say, "They killed Kenny..." **Use death's door rules for Kenny.**

Continuing down the street you see four children standing under a balcony held up by spars from a ship, cross-braced in a haphazard fashion. As they catch sight of you one of them comes skipping in your direction. Get the PCs' intentions, unless they run the other way or can fly he will run up to any spellcaster and start begging them to cast spells on him.

*As the child draws closer you can tell that he is a young dwarf. He bounds right up to you and with a wistful expression asks, "Can you cast spells? I want you to cast a spell on me! Oh please, oh please, oh please..."*

He won't tell the PCs what happened to him until they "cast" a spell on him. If the spell works, and he isn't killed by it, he will become dejected, complaining that she lied and he doesn't want to be a dwarf anymore. If the spell fails to affect him he will laugh joyously, shouting out, "She was right, magic doesn't affect me." If the PCs don't correct this misunderstanding of the dwarven nature he will get killed running into the effect of one spell or another (but then, he's Kenny, so he is supposed to die). He knows the following but won't reveal it unless the PCs cast a spell on him:

- Hemmy (Short for Helmyrra) talks about dwarves all the time, and she is one too.
- Her face is all squished up and she's hundreds and hundreds of years old.
- She makes good cookies; his favorite ones have the nuts in the middle.
- She lives near the Red Raven hall; they have pretty horses to pull their funny looking wagons.
- His friends are Kyle, Stanley and Cartman.
- Hemmy is really nice.

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## Primary Encounters

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### Area A: The Alley

This is where the young girl Christine leads the PCs. Keep in mind the PC's actions with Fluffums. If they figured it out, he will be scampering along with them. If he was driven off he will skulk along behind them. He will attempt to bite the PC who drove him off if he gets

a surprise situation. If he was killed he is dead, and you don't need to worry about it.

Depending on how the PCs investigate they can learn a few things. If they look before entering, they will see in the snow a set of small, sandaled footprints entering and leaving, a set of dogs prints entering and a set of small (dwarf sized) bare foot prints emerging. In the alley, partially buried in the snow, is the piece of paper the *rune of power* spell was scribed on.

*Following Christine's directions you make your way to the alley where Fluffums (disappeared, transformed). In a tremulous voice you hear her say, "Down there," as she points down an alley completely overshadowed by the buildings around it. The darkness in the alley seems almost supernatural in nature.*

The darkness of the alley is perfectly natural; there is no magic involved. Describe the alley based on how the PCs investigate it. The dog's paw prints go nearly to the end of the alley and are then replaced by the small bare footprints. These continue to the back where it looks like someone was digging in the snow. This is where the paper lies. There is nothing to denote what it was.

## Area B: The House of Rebirth

There are a number of ways this encounter may go and a number of ways to get the PCs here. The PCs may immediately follow up on information about Helmyrra and seek out where she is preaching from, or they may seek additional information elsewhere first, arriving after the mob has formed. If they are having a particularly tough time following the story line you can have the sounds of the mob draw them to this location.

The only way the PCs will have an opportunity to speak with Helmyrra is if they immediately follow up on information about her. This will give them up to ten minutes of role-playing time with her before the mob gathers. If they do this read the following:

*Your investigations bring you to this two-story structure. While still ramshackle, you can see where it has been braced and reinforced to provide additional stability. A small hand painted sign hangs beside the door. It reads, "The House of Rebirth."*

A knock at the door will bring an immediate response. A dwarf wearing studded leather armor, with a spear held in his left hand, opens the door and says, "Welcome to the House of Rebirth. All who come seeking enlightenment or rebirth are welcome." There

are five more dwarves, armed in a similar manner, in the room behind him.

There are a total of twelve reborn dwarves here, six in the entrance chamber and six more scattered about the place. Helmyrra is in her room upstairs. The dwarves are fanatically loyal to Helmyrra and will do everything in their power to protect her from perceived threats.

**Dwarves (12):** Int average (8-10); AL N; MV 6; hp 6; AC 7; THAC0 20; #AT 1; Dmg 1-6; SA nil; SD dwarven; MR; Nil; SZ S; ML Fanatic (18).

They will ask the PCs their purpose here. Stating they come in search of understanding or enlightenment (or something similar) will result in them being granted an audience with Helmyrra, though all weapons must be left in this entrance room. If the PCs act in a threatening manner they will demand that the PCs leave. If they claim they are here to arrest Helmyrra (polymorphing is illegal in the city) they will claim ignorance of the charges and demand proof that she is guilty.

Heavy-handed actions on the part of the PCs will likely result in these people being killed. This is not legal and charges will be brought against the PCs if this happens. Helmyrra will not attack the PCs, but will resist their attempts to take her away. If it comes to this, move up the mob scene.

The Reborn dwarves know the following:

- Helmyrra is a priestess of Sharindlar, dwarven goddess of mercy and compassion.
- She detests weapons and combat in all forms. She believes all things can be solved without resorting to harm. She isn't happy that her followers have armed themselves, but knows nothing she says will shake their belief they have to protect her.
- Since the beginning of autumn she has been speaking to the people of this neighborhood.
- As the cold months set in she has helped by providing food and fuel for fires to the people who live here.
- She tells tales of the glories of the Kingdom of the Bright Sword before it fell, and about what it means to be a dwarf
  - The dwarven people do not allow their kind to go cold and hungry.
  - They live in clans and support each other in times of need.
  - If a member of the clan is killed others take in their family.
- Helmyrra is offering a chance at a new life, a new beginning.

- Three years ago she was rescued from the fall of Clan Bright Sword which occurred 733 years ago.

If the PCs gain an audience continue with the following:

*One of the dwarves leads you upstairs and gently raps on a door. A steady thumping sound can be heard from beyond the door. A moment later it swings open revealing the oldest dwarf you have ever seen, leaning heavily on a cane. In a faint, rasping voice she invites you to enter as she starts back across the room. A chill rushes through you after gazing upon her face. It was like she was looking through you, as if you weren't real enough for her to see.*

If the PCs just want to talk with her, use the information in **DM Aid #3** as a basis. She will admit responsibility for turning the people here into dwarves. In fact she will insist that this is merely the beginning. If told about the animals she will chuckle softly and say she knew she forgot something.

If asked why she is doing this, a serious look will come to her face she will sit up a little straighter. The otherworldly look will grow even more noticeable, as if she is able to see something the PCs can't. She will then speak in a clearer voice than any the PCs have heard so far.

*"I was born 1,198 years ago. My memory spans back to a time 200 years before the founding of the Kingdom of the Bright Sword. I was there for its founding and I witnessed its fall. I now live in this time and have seen the continued decline of the Dwarves. I have seen the future and know that without this the dwarves are doomed to extinction in less time than I have lived."*

If the PCs try to *teleport* or *plane shift* her out she receives a save to resist the effects. After about ten minutes of role-playing, move onto the mob scene.

## Area C: The mob arrives

If the PCs are inside already they will hear the mob gathering outside, if they arrive after the mob, read the "boxed text" below. The mob will gather in front of the House of Rebirth, some carrying torches but most of them unarmed, and begin shouting for Helmyrra to come out. The nature and degree of anger on the part of the mob varies. Some will call for the "witch to be burned so this curse can be lifted". Others will call for her to come out and set things right. The guardian dwarves will move out onto the front porch, prepared to defend Helmyrra. She will move out onto the balcony

and try to speak to the gathered crowd but her voice cannot carry over the noise of the crowd.

*Shouts of anger fill the air as you draw near. The street in front of one building is filled with a furious throng. Nearly two score people are shouting in anger, some brandishing torches have their attention focused on The House of Rebirth. It is clear that you aren't the only ones who think the source of the transformations is here. Over the angry roar of the crowd you hear individuals calling out for the witch to be burned. A few more rational voices call out to Helmyrra to undo the magic on them. On the front porch of the house are a dozen dwarves wearing leather armor and armed with spears. The door to the balcony swings open and an ancient dwarf hobbles out and tries to address the crowd, but their noise drowns out whatever she is saying.*

If they weren't dissuaded by the PCs, part of the crowd will include Paul, Claire and their neighbors, the priestess of Hanali, the sailors and Kenny's parents. For simplicity's sake the mob has the following stats:

**The mob (35):** Int low (5-7), individually average (8-10); AL N; MV 12; HD 1-1; HP 4; AC 9; THAC0 20 (16); #AT 1 or 1 per 5 people; Dmg 1d3 or overbearing (in groups of 5); SA nil; SD nil; SZ M; ML average (10)

**Dwarves (12):** Int average (8-10); AL N; MV 6; hp 6; AC 7; THAC0 20; #AT 1; Dmg 1-6; SA nil; SD dwarven; MR; Nil; SZ S; ML Fanatic (18).

**DM Aid #2** has the rules for overbearing.

The City Watch arrives ten rounds after the mob gathers. If the PCs try to argue with the mob, to calm them and break them up they can definitely get them to listen for two rounds without difficulty. Beyond that will depend on how persuasive the PCs are. If the PCs don't try to calm the crowd or distract them the Mob will attack on the fourth round, attempting to overbear the dwarven guards and kill them before moving on to Helmyrra. Helmyrra will be saddened by this but will not retaliate against the mob, though she will cast a sanctuary spell on herself.

Judge the effects of magic carefully. A peace crane is the easiest way to settle the matter. Roll saves in groups of five; each group has a save of 17 vs. spells. Illusions can be effective but if they cause a panic resulting in people getting hurt, the spell caster will be fined 100 gp at the end of round two. Harmful magic that kills people will carry all of the attendant penalties.

When this encounter is over, so is the round.

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** 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 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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 and 5:	Character levels 7+

### Introduction

“Saving” Christine	50 xp
Realizing what happened	50 xp

### Encounter One

Helping catch the birds	50 xp
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### Encounter Two

Rescuing the first mate	50 xp
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### Encounter Five

Saving the husband	50 xp
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### Encounters Five to Seven

Learning Helmyrra's location	25 xp
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### Area A

Realizing a scroll was used	50 xp
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### Area B

Meeting Helmyrra	25 xp
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### Area C

Calming the mob	100 xp
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Total experience for objectives:	450 xp
Role-playing experience:	0-500 xp

<b>Total Possible Experience:</b>	<b>950 xp</b>
For Tier 2:	1,900 xp
For Tier 3:	2,850 xp
For Tier 4 and 5:	3,800 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below 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 characters 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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 it later finds unreasonable but which were allowed at the time.

**Encounter 1**

- 50 gp tiger eye each for helping catch Danae's birds.

**Encounter 2**

- 500 gp (total) for rescuing first mate from the fire river.

## Player Handout #1

### **You (or your pet, mount, familiar...) are a dwarf**

Some strange magic has struck, causing a startling metamorphosis. The notes below list the effects.

Dwarves are short, stocky fellows, easily identified by their size and shape. They average 4 to 4½ feet tall. They have ruddy cheeks, dark eyes, and dark hair. They are hirsute (hairy) and regardless of gender unless you are an adolescent (minimum aged PC), you now have a beard.

Your personality is unchanged by the magic; your likes and dislikes, fears loves and hatreds are all still your own. Your short, stocky builds make you ill-suited for riding horses or other large mounts (although ponies present no difficulty).

By nature, dwarves have trouble using magical items. All magical items that are noted below have a 20% chance to malfunction when used by a dwarf. **This check must be made immediately upon your transformation** and is made each time a dwarf uses such a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. Thus, a dwarf would have to check upon donning a *robe of blending* but would not check again until he had taken the robe off and then put it on again. If a cursed item malfunctions, the character recognizes it's cursed nature and can dispose of the item. **Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles. This penalty does not apply to dwarven clerics using priest items.**

Also because of dwarves' nonmagical nature, any wizard PC must roll percentile dice every time they wish to cast a spell. They have the same 20% chance of wizardly magic failing as they do of items failing. If the spell fails it is lost from memory.

Finally, this nonmagical nature gives a bonus to dwarves' saving throws against attacks from magical wands, staves, rods, and spells. This bonus is +1 for every 3½ points of Constitution score. For example, a dwarf with a Constitution score of 7 gains +2 on saving throws. These bonuses are summarized below

<b>Constitution Saving Throw Bonuses</b>	
<b>Constitution Score</b>	<b>Saving Throw Bonus</b>
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Similarly, dwarves have exceptional resistance to toxic substances. All dwarven characters make saving throws against poison with the same bonuses that they get against magical attacks

Dwarven infravision enables them to see up to 60 feet in the dark.

Because of their sturdy builds, dwarves add 1 to their initial Constitution scores, maximum 18. Their dour and suspicious natures cause them to subtract 1 from their initial Charisma scores, minimum 6.

Any dwarven abilities not listed are learned and therefore you do not have them.

# DM Aid #1: New Spells

## Seventh Level

### **Greater Rune of Power**

Abjuration/Evocation

Sphere: Guardian

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

Known among the Dwarves as the Lost Runes of Power, this spell is the epitome of rune magic. A single one of these runes was used to level the ancient city of Dharrmaghongh in Murghom, long ago (FR11, *Dwarves Deep*). The majority of these runes are more powerful variants of the 5th level dwarven spell *rune of power*. Unlike the 5th level version, the scribing of the various runes often required levels beyond those needed to cast 7th level spells. In this two round event the PCs can encounter the following runes:

**Thundaril** (18th level, area: up to 30' radius, saving throw: neg.): This rune functions in a manner similar to that of *polymorph other* with the following differences. Unlike the wizard spell, intelligence retention, personality and system shock survival are automatic. The saving throw is made at -1 for every four levels of the caster. The priest casting the rune sets the form the victim will become. It is often used to guard religious sites, by turning desecrators into insects and vermin. (In round one, it is used to turn people into dwarves.) This change is permanent and not dispellable. Any polymorphing magic used to undo the effect will have the duration of a polymorph self and then the subject will revert to their new dwarven form. Only another Thundaril rune, a *wish*, *limited wish* or divine intervention can reverse the effect. *True seeing* spells will show the new form because the change is permanent.

**Alhalbrin** (16th level, area: up to 30' radius, saving throw: special): This rune melts all metal in its area of effect. The effect lasts three rounds and a save vs. magical fire must be made each round for each metal item in the area (a 9 or better except for elven chain, which saves with a 6 or better). Whether the metal melts or not, it grows hot, inflicting 1d4 points of damage per round.

**Velurndyn** (18th level, area: up to 30' radius, save: none): This rune functions as a *reverse gravity* spell, flinging all beings in the area of effect upwards to a maximum height of 30' (causing 1d6 damage per 10' thrown if they strike a hard surface) and then dropping them (again causing 1d6 damage for each 10' fallen). Flying creatures ignore this effect.

**Sabras** (14th level, area: up to 30' radius, save: ½): This rune causes a minor *blade barrier*-like effect. The whirling battleaxes last for one round inflicting 8d10 damage to all in the area; save for half.

**Sonnilith** (24th level, area: special, save: none): This rune takes extra preparation because the caster must first make a pact with a creature from the Elemental Plane of Earth. Once this is done, triggering the rune will summon the creature with which the pact was made. The rune causes the creature to function as a native of the Prime Material Plane, so it is unaffected by spells like *protection from evil*, *dismissal* and *holy word*.

## DM Aid #2: Overbearing

Sometimes the most effective attack is simply to pull an opponent down by sheer numbers. No attempt is made to gain a particular hold or even to harm the victim. The only concern is to pin and restrain him.

To overbear an opponent, a normal attack roll is made. For every level of size difference (one if a Large attacker takes on a Medium defender, for example), the attack roll is modified by 4 (+4 if the attacker is larger; -4 if the defender is larger).

The defender also gains a benefit if it has more than two legs: a -2 penalty to the attacker's roll for every leg beyond two. There is no penalty to the defender if it has no legs. A lone orc attempting to pull down a horse and rider would have at least a -8 penalty applied to the attack roll (-4 for size and -4 for the horse's four legs).

If the attack succeeds, the opponent is pulled down. A character can be pinned if further successful overbearing attacks are rolled each round. For pinning purposes, do not use the prone modifier to combat (from Table 51).

If multiple attackers are all attempting to pull down a single target, make only one attack roll with a +1 bonus for each attacker beyond the first. Always use the to-hit number of the weakest attacker to figure the chance of success, since cooperation always depends on the weakest link. Modifiers for size should be figured for the largest attacker of the group.

A giant and three pixies attempting to pull down a man would use the pixies' attack roll, modified by +3 for three extra attackers and +8 for the size difference of the giant (Huge) and the man (Medium). (Note: these are the rules for overbearing as printed in the *Player's Handbook*, Second Edition.)

## DM Aid #3

**Helmyrra of Clan Bright Sword:** df P(Sp)20 of Sharindlar; AL CG; AC 12; MV 3; hp 61; THAC0 10; #AT none; Dmg none; SA spells; SD spells; SZ S.

Str 6, Dex 8, Con 10, Int 10, Wis 19, Cha 16.

Saves: PPD 2, RSW 6, PP 5, BW 8, SP 7; +2 on saves vs. magic and poison; +4 vs. mind affecting spells

Spells: 12/11/11/9/7/5/2

Special abilities: Detect dwarves at will, *cure light wounds* 1/day, *aid* 1/day, *merciful touch* 1/day, *cure serious wounds* 1/day, *cure critical wounds* 1/day, *heal* 1/day, *flowstone* 1/day, *word of recall* 1/day, *gate* 2/tenday

Helmyrra was born in the year 208 DR. In those ancient times the enemies of the dwarven people were numerous. From an early age she was dedicated to the goddess of mercy (and fertility) and served her faithfully for centuries. Her clan, Clan Gemsplitter, and another, Clan Waraxe, were driven from their homes by the onslaught of enemies. They moved to the area now known as the Vast with plans to settle there.

The Thanes of the two clans both wanted dominion over the area and were destined to fight over it if not for the intervention of the Cult of the Dragon from our time. A band of heroes from Ravens Bluff, trying to right another wrong, interfered to maintain the timeline and Clan Gemsplitter became Clan Bright Sword in 484 DR, founding the Kingdom of Glimmering Swords.

In 544 DR a peace accord was signed between the elves of the Highbank and the Dwarves of Clan Bright Sword. Again the Cult of the Dragon tried to interfere and failed. In 610 DR, the surface city of Sarbreen was founded on the site where Ravens Bluff is now located. In 645 DR the human wizard Maskyr One-Eye was given a portion of the Vast to serve as his home, it is now the site of the village Maskyr's Eye. Four years later, the Kingdom of Glimmering Swords fell at the battle of Bald Mountain, a few survivors were brought to the present by PCs attempting to recover an ancient tome.

Helmyrra was there for all of this and more. She is one of the few dwarves who were saved from the fall (In Ravens Bluff history three years ago). At the time of her rescue she was 441 years old. The oldest recorded age for a dwarf is 450.

She knows she is soon for the grave and that, if something doesn't change soon, so are her people. Her great wisdom has given her the insight to a possible solution, though some would argue that it is insanity or at least senility. For centuries the dwarven people have secretly been working towards the "secret salvation of the race"—the taking of mates of other races,

sometimes through mutual love, but often by raids or slavery. The resulting offspring, while often taller than the average dwarf, are in all other ways dwarves. (FR11) She has taken this concept to a new level. Instead of it being the next generation that are Dwarves, new dwarves are immediately added to the dwarven population.

The dwarves are ashamed of what they have been reduced to, and many purists refuse to follow such a practice, but none will speak of the matter with non-dwarves.

# Day of the Dwarf

**A Two-Round Living City Adventure  
Round Two: The Quest to Faern-barak  
by Frank and Erika Timar**

The strange and bizarre are commonplace in the city of Ravens Bluff. Today though many of the city's inhabitants are in for a rude awakening. Who is behind it? Can we stop it? Is there a cure? These are just a few of the questions you need to answer! A role-playing intensive event. Part 2 of the Destiny of Dwarves saga. For tiers 1-5.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

4. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
6. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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.

## LIVING CITY 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 that 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+

### Author's Note

I'm doing it again. This event makes numerous references to the Kingdom of Glimmering Swords, also known as the Kingdom of the Bright Sword in modern times (LC). These references have been taken from *The City of Ravens Bluff*, "Legends", "House Cleaning II" and "Value of a Miracle". I have tried to resolve any conflicts between the chronologies in these sources. If I have made any errors I do apologize.

## DM Notes

*Day of the Dwarf* is a two round *Living City* event. The first round introduces a problem arising in the Crows End district of the city and is role-playing intensive. In round two the PCs are hired to help a priestess of Berronar Truesilver find a solution to the problem. In the second round combats are more likely, but role-playing can avoid some of it.

This tournament is part three of the *Destiny of the Dwarves* series. The first tournament is *Approaching Doom*, part 2 is the first round of *Day of the Dwarf*. It is not necessary to play *Approaching Doom* first, though development is more cohesive that way.

Round one is intended to have a fluid structure; aspects of it are non-linear. You as the judge have the option to arrange many of the encounters in the order you desire, and if the PCs are intent on role-playing and don't have time for all of them that's fine as well. The various secondary encounters are all detailed after the introduction.

If any of the PCs are playing characters rescued from the past in the event *Legends*, they will know of

Helmyrra and Mirra. If they ask you can give them some basic information about each as it comes up.

### **DM Background**

Priests of the dwarven goddess Sharindlar are charged with restoring the dwindling dwarven population. Helmyrra, a priestess of incredible wisdom with a life spanning nearly twelve centuries has conceived a strange solution. If the dwarves cannot bear enough young to increase the population, then they have to increase the population another way. Armed with an ancient legend, she retrieved a dwarven spell once used to turn desecrators of dwarven holy places into insects and vermin. She scribed dozens of scrolls with the spell *greater rune of power* (similar to *glyph of warding*). A full write up of this spell and its effects can be found in **DM Aid #1**.

Last night she seeded the entire Shadystreets neighborhood of Crows End with the scrolls. Shortly after dawn nearly a third of the population was turned into dwarves.

When they learn of it in round two the priests of Stone Hall, the temple of the Morndinsamman (dwarven pantheon), will believe Helmyrra must have gone insane. They feel she was overwhelmed by the failures of the clergy of Sharindlar to reverse the steady decline of the dwarves. They also surmise the decimation of her clan (Clan Brightsword) struck her sorely, pushing her to the edge.

## **Storyline**

The PCs first learn of the problem while approaching the South Side district of Ravens Bluff. A six-year-old girl runs down the cross street, screaming. A dwarf chases her fifteen feet behind. When the PCs investigate they are unable to talk with the dwarf who keeps trying to get to the girl and growls at anyone who tries to stop him. Eventually the girl tells them that the mean dwarf must have hurt her dog and then started chasing her. She will take the PCs back to the alley where she saw her dog last. This is where the chaos begins.

### **Round One Synopsis**

#### **Plot Summary**

While on the way to the alley, and during further investigations in the Shadystreets neighborhood, the PCs will encounter a variety of strange and touching scenes. These secondary encounters can be run in any order the judge desires with the following requirements:

Laric Cigam's town crier (encounter 4) must be run at some point before they learn about Helmyrra.

Before the PCs reach the alley where the girl lost her dog, one to three secondary encounters should be run of those numbered 1-4.

After the alley encounter, two or three secondary encounters should be run, at least one of which should come from those numbered 5-7 ("The Estranged Father", "Beauty is in the Eye" or "Use Magic on Me"), all of which can give directions to the House of Rebirth.

After those conditions have been met, the PCs can go to the House of Rebirth or continue to wander Crows End. Eventually they should make it to the House of Rebirth. PC's actions will decide whether they arrive before the mob gathers or after the mob has assembled and is starting trouble.

The City Watch shows up ten rounds after the mob reaches the shrine and requests statements from the PCs. After the situation is settled PCs (if not arrested) should be able to continue investigating the area or go to the wagon of Laric Cigam (if they remember him) to buy magic. Wandering the area will allow the PCs to work their way through the rest of the encounters if they have time.

### **Secondary Encounter Summaries**

1. **Danae's Birds:** In this encounter, half a dozen elves are trying to run down a like number of dwarves—dwarves running around flapping their arms and making strange squawking sounds!
2. **The Drowning Sailor:** PCs hear cries for help from near the river. A band of drunken dwarves in baggy sailor outfits and some human sailors (also drunk) stand watching a dwarf who is thrashing in the water, apparently drowning. They are calling for help.
3. **Struggle in the Alley:** Sounds of a fight come from down an alley. Investigating triggers a rune that will require a save from all PCs in the area, and will turn the fighting cat and an opossum into dwarves.
4. **The town crier:** Walking down the street towards the PCs will be a man ringing a bell. Every few minutes he will stop and call out his message, answering all the questions he can.
5. **The Estranged Father:** A dwarven man stands on the porch of a house, crying. His wife, who has thrown him out, is calling for the watch from inside.
6. **Beauty is in the Eye:** A priestess of Sune and one of Hanali Celanil have jointly decided to begin work on a waterfront beautification program in the area. Suddenly they find they are dwarves, and their concept of beauty is being stretched.
7. **Use Magic on Me:** A young boy named Kenny will run up to the PCs and start badgering them to

cast spells at him, occasionally saying things like, “She told the truth.” His three friends watch from across the street.

### Primary Encounter Summaries

- A. **The alley:** This is where the young girl will lead the PCs. It is possible the PCs may find a clue or two about what is going on here.
- B. **The House of Rebirth:** Depending on the PC’s actions, this is either a simple shrine to Sharindlar where the PCs can meet Helmyrra, or it is already the scene of a mob out to lynch her.
- C. **The mob** will gather at Helmyrra’s either while the PCs are there or before they arrive. If the PCs don’t intervene, either through word or magic or deed, then Helmyrra’s guards will be overwhelmed and the mob will move to attack her. The Watch will show up in ten rounds to intervene, but her guards will be killed without action on the part of the PCs. Regardless the watch will show up and take statements from the PCs, asking where each might be reached for further questioning.
- D. **The wagon of Laric Cigam,** purveyor of arcane items. Laric is back in town and has some potions and scrolls available for a price. This time he’s auctioning the stuff off with some help from relatives.

This ends round one.

## Round Two

### Plot and Encounter Summary

1. **The next day,** Duathain Forgefire, High Priest of Moradin at this shrine dedicated to the Morndin-samman (dwarven pantheon), will summon the PCs to Stone Hall. He learned of the PC’s presence yesterday, and since they already have an idea of what is going on, he has decided they can help set things right.

Mirra Brightsword, Keeper of the Truesilver was rescued from the destruction of her clan along with Helmyrra. She remembers the enchantment that Helmyrra has used to turn the people of Crows End into dwarves, and recalls a temple in the old Kingdom of the Bright Sword that holds records that may be able to reverse the effect. Stonehall will hire the PCs to safeguard her to the temple and back and to aid her recovery of the information. She will guide the PCs into the Underdark to the ruins of Faern-barak.

2. **Bandit trouble:** Mirra will lead the PCs to an entrance to the Underdark. However, it has been taken over by a band of brigands. The PCs can fight, role-play or sneak past them.

3. **An evening’s rest:** While camping later that night, Mirra will tell the PCs something of where they are going and her knowledge of the place. She may also talk about her history if asked.
4. **Return to the Cavern of the Three Gods:** In the Underdark, the PCs will enter a room with statues of three Drow gods (“The Value of a Miracle”). Here, they will encounter part of a drow band looking for some missing members. Combat will occur.
5. **The Ruins of Faern-barak (Shield Home):** The PCs are led deeper into the ruins of the Kingdom of the Bright Sword and enter a cavern with numerous stone buildings, many severely damaged. The area is now the domain of a deepspawn and its creations are wandering the area. Several monsters are detailed. Use them sporadically or as a group, based on the PC’s hack and slash nature (or lack thereof)
6. **The Temple:** Once the temple is reached, Mirra and the PCs must determine how to open the vault. Failure to do so properly leads to great risks. An earth elemental noble guards the vault.
7. **Mirra’s Home:** On the way back out Mirra plans to visit her family home. She is seeking a closure with the past and heirlooms that may have survived the ages.

Further encounters with the deepspawn’s minions can occur while the PCs try to leave, depending on the time left in the round.

Likewise, depending on their actions with the bandits, another encounter may await them on the return trip.

8. **The return to Ravens Bluff** is relatively uneventful and, with time to study them, the notes reveal a way to reverse the magic and restore the original form to everyone who was affected.

This is the end of round two.

### DM Note

Appendix 1 is a write up of Mirra, with her personal history and role-playing notes for each of the encounters. Use it, the information is not all listed in the individual encounter areas.

In round 1 several PCs, their mounts, pets or familiars may have been turned into dwarves. **Player Handout #1** has all the relevant information about being dwarves. Remember mentalities don’t change with this spell. Have fun.

## Encounter 1: The Mission

Based on the information the PCs gave the City Watch at the Mob Scene encounter of Round one, a small patrol will visit each of the PCs and ask them down to Stone Hall, Temple of the Morndinsamman. Once there the PCs will overhear the tail end of an argument about whether the new dwarves are in fact dwarves at all and what to do with them. They will have a brief opportunity to describe their characters but not to role-play introductions at this point.

They will then be invited into the council chamber and their mission will be described.

*It is no surprise to you when a small group of city watchmen came to your residence this morning. After the chaos yesterday caused by that dwarven priestess turning many of the residents of the Shadystreets neighborhood of Crows End and several passersby into dwarves, you don't think much can surprise you. Your destination isn't what you were expecting, but it too is no surprise. The watchmen take you to Stone Hall, the local temple dedicated to the dwarven gods; it makes sense that they would become involved in this mess.*

*When you arrive you are led to an antechamber off the main meeting room. Your companions from yesterday have also gathered here.*

These are the high holy ones for this temple. Their leader is Duathain Forgefire, High Priest of Moradin. The other high holy ones who will speak with the PCs in this encounter are Mirra Brightsword, high holy one of Berronar Truesilver and Adiiir Araukuld, High Old One of Gorm Gulthyn.

*Upon entering the room you hear gravelly voices rumbling with anger behind the closed stone portals. The first voice is female; you only hear the end of what she is saying. "...spell, they are dwarves".*

*A male voice replies, "They are not; they know nothing of our ways, our heritage, our struggles. And what of the animals; are they dwarves too? While I have breath I will do everything in my power to see this travesty, this heresy eradicated, by whatever means necessary."*

*A third voice, also male, says, "This is an argument for another time. We have decided our course; Mirra shall lead. The ones who bore witness to this are here. Let us proceed."*

*The stone portals swing open to reveal a circular chamber. Seven dwarves sit in a crescent pattern facing the doors you see. Another dwarf stands by the wall to the left, between you and the seated dwarves.*

These are the High Holy Ones for this temple. Their leader is Duathain Forgefire, High Priest of Moradin. The other High Holy One who will speak with the PCs in this encounter is Mirra Brightsword, high holy one of Berronar Truesilver. The standing dwarf is an acolyte assigned to serve as a messenger from the council if needed.

### Duathain (Third Voice)

*The dwarf at the center rises and gestures for you to be seated before he begins. "Thank you for coming. I am Duathain Forgefire, High Priest of Moradin. This temple has a job for you.*

*"You know that people, and even some animals were transformed into dwarves yesterday. It was accomplished through a lost form of magic by Helmyrra, whom you saw at the House of Rebirth [or, if the PCs somehow did not get to that encounter, "a powerful priestess of Sharindlar"]. She recovered the Runes of Power from the past, then scribed and placed parchments throughout Crows End. We must be able to reverse the transformations that occurred, but need the lost Runes of Power to do so. Unfortunately, Helmyrra died in her sleep last night in a cell at the city watch barracks. She was very old, so she cannot be raised. No trace of the magic was found in her possessions. However, a solution lies in the ruined city of Faern-barak.*

*"This is Mirra Brightsword, high holy one of Berronar Truesilver."*

### Mirra (First Voice)

*"Faern-barak was my home in the Underdark. It was destroyed by the drow 733 years ago. Helmyrra and I were two of several who were brought from that past to this age by citizens of Ravens Bluff three years ago. I believe Helmyrra went back to Faern-barak to recover knowledge of the Runes of Power. If she succeeded, the knowledge must still be there. I know Faern-barak. I must go there and retrieve the magic. I must help right the wrongs Helmyrra caused."*

### Duathain

*"Mirra knows Faern-barak, but she needs an escort. We will pay each of you 100 platinum pieces to safeguard her journey there and back, and to assist her in recovering knowledge of the Runes of Power we need. You may keep any items not of dwarven make taken from evil Underdark dwellers, but the Temple will purchase any items of value recovered from Faern-barak. What say you?"*

Duathain will not negotiate. However, he will provide a week's worth of food and water and the use of one mule

for each PC, if requested. He will not agree to a delay in departure.

To any PCs transformed into dwarves in Round 1, he will promise to reverse the transformation upon successful completion of the mission. If such a PC expresses a desire to remain a dwarf, Duathain will only nod. Another dwarf on the council will glare noticeably.

If the PCs ask questions about the mission and the way to Faern-barak, Mirra will tell them the directions to the Underdark entrance, but nothing more until after Encounter 2. She will not say anything about the shrine or what she knows of it, until after Encounter 2.

If the PCs ask why the high holy ones grieve Helmyrra's death, Mirra will say passionately that Helmyrra was a great woman whose personal knowledge of the history of this area and of dwarven culture was unmatched.

## Encounter 2: Bandit Trouble

PCs who played "Value of a Miracle" will recognize the route Mirra takes as the same one used in that event. It takes a day and a half for her on mule to reach the entrance. (She doesn't want to use magic, though she won't argue too hard against it.) Mirra is taciturn in her grief over Helmyrra's death. She tells the PCs the directions to the entrance to the Underdark, and asks them to respect her grief over the passing of Helmyrra. She does not volunteer the fact that Helmyrra was her grandmother, but she says so if the PCs inquire further or antagonize her. She will allow the PCs to make all arrangements for watches while en route to the entrance.

When the PCs reach the area around the entrance they will learn that it is now a bandit camp. The tier of the party and their precautions will determine the awareness level of the camp. The camp is celebrating and relaxing after a successful raid. In the tent with Dillan is the bandit's loot. They won't use it because Eric hasn't been able to identify it yet.

**Bandit Loot:** Dillan's tent holds two small coffers. One holds 500 GP and the other contains three flasks and a wand. The flasks are a *potion of delay poison*, a *potion of heroism* and *neutralize poison*; the wand is a *dark rod of the Earthfast Mountains* with seven charges.

**DM Aid #1** is a map of the camp and locations of the bandits.

**Tier 1:** The camp is celebrating a successful raid. Half the band are drunk, the other half asleep. No one is on patrol. PCs can easily surprise the bandits, or sneak past.

**Tier 2:** The PCs will hear the celebratory sounds from the camp before any guards take notice of them. If they are cautious and quiet (No metal armor, or silenced) they can surprise the bandits, otherwise roll initiative normally. If they decide to wait until night they can sneak past.

For the next two tiers the PCs will hear the sounds of celebrating men whether the bandits notice them or not. If they are noticed it is a ruse to draw the PCs in, otherwise they are just celebrating.

**Tier 3:** Unless the PCs take precautions the bandits will know they are coming and will be prepared. One round of precasts possible for bandits.

**Tier 4:** Again, unless precautions are taken the bandits will be alerted, this time 4 rounds in advance. Two rounds before the PCs arrive, the bandit mage will generate a *spectral force* over the camp depicting the bandits celebrating while the bandits take to the woods and sneak around behind the PCs.

In all cases the bandits can be bartered with or the PCs may sneak past them if the proper precautions were taken when the bandits retire for the evening.

**Bartering:** The bandits will let the PCs pass unmolested if they pay the following amount on the way in or promise to pay twice that on the way out.

Tier 1 100 gp  
Tier 2 500 gp  
Tier 3 1,000 gp  
Tier 4 5,000 gp

If the PCs were obnoxious and promised to pay on the way out the bandits will be prepared to ambush them if they appear weakened on their way out. If they pay on the way in the bandits will leave before the PCs return.

If the PCs are courteous and look loaded, Dillan will ask if they are interested in purchasing some magic items he has acquired. They haven't identified them yet. He wants 1,500 per potion and 20,000 for the wand. He can be talked down to 1,000 per potion and 15,000 for the wand. **Note:** He will not offer if the PCs aren't paying on the way in, because if that is the case, then obviously they have no money.

*The raucous cries of drunken men banish the sounds of nature around you. It doesn't take long to identify the noise as a bawdy tune currently making the rounds in the taverns of Ravens Bluff. Based on the noise, about half a dozen men are singing along with the chorus.*

*Based on what Mirra told you, the only thing beyond the copse of trees ahead is the entrance to the Underdark you seek. This leaves you with a few*

*questions, like who is ahead and what are they doing here?*

Get the PCs' intentions at this point and consider the readiness level of the camp. Spying on the scene will reveal **Player Handout #2**.

*In the valley before you is a camp of some sort. Six scruffy looking men sit around a cheery blaze, a wild boar roasting on the spit above it. Broached nearby is a barrel of ale. Four tents are set up haphazardly around the fire.*

If the camp is alerted, the men are pretending to drink, while four men hide in the tents and the two spell casters prepare from the cave.

### **The bandits—Tier 1**

3 leaders and 3 bandits sleeping, 6 bandits drunk stats in brackets [ ] for drunk bandits. Parentheses ( ) are for off-hand THAC0s and other notes.

**Dillan, hm T3:** AL CN; AC 5; MV 12; hp 18; THAC0 19(21); #AT 2; Dmg 1d4/1d4 (2 daggers); SA backstab x 2; SD nil; Str 12, Dex 16, Con 11, Int 14, Wis 12, Cha 15; MR nil; SZ M; ML 2.

**Eric, hm W1:** AL N; AC 9; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; Str 7, Dex 14, Con 11, Int 18, Wis 10, Cha 11; MR nil; SZ M; ML 11.

Spells: 1st level—*burning hands*.

**Berk, hm P1 (Mask):** AL N; AC 6; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6+1; SA spells; SD spells; Str 15, Dex 12, Con 16, Int 10, Wis 17, Cha 11; MR nil; SZ M; ML 11.

Spells: 1st level—*bless, cure light wounds, detect magic*.

**Bandits (9), hm T3:** AL CN; AC 7; MV 12[6]; hp 5[9]; THAC0 20[22]; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M; ML 9[14].

### **The bandits—Tier 2**

**Dillan, hm T7:** AL CN; AC 5; MV 12; hp 35; THAC0 17(19); #AT 2; Dmg 1d4+1/1d4+1 (2 daggers); SA backstab x 3; SD nil; Str 16, Dex 16, Con 11, Int 14, Wis 12, Cha 15; MR nil; SZ M; ML 12.

**Eric, hm W3:** AL N; AC 6 MV 12 hp 12 THAC0 20 #AT 1(3) dmg 1d4 (dagger) or 1d3/1d3/1d3 (darts); SA spells; SD nil; Str 7, Dex 14, Con 11, Int 18, Wis 10, Cha 11; MR nil; SZ M; ML 11.

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

**Berk, hm P3 (Mask):** AL N; AC 5; MV 12; hp 20; THAC0 20; #AT 1; Dmg 1d6+1; SA spells; SD spells; Str 15, Dex 12, Con 16, Int 10, Wis 17, Cha 11; MR nil; SZ M; ML 11.

Spells: 1st level—*bless, detect magic, cure light wounds, darkness*. 2nd level—*silence 15' radius, hesitation, hold person*.

**Bandits (9), hm T3:** AL CN; AC 6; MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA backstab x 2; SD nil; MR nil; SZ M; ML 9.

### **The bandits—Tier 3**

**Dillan, hm F7:** AL CN; AC 2; MV 9; hp 50; THAC0 11(13); #AT 3; Dmg 1d4+6/1d4+6/1d4+6 (2 daggers, specialized); SA nil; SD nil; Str 18/76, Dex 16, Con 15, Int 14, Wis 12, Cha 15; MR nil; SZ M; ML 12.

**Eric, hm W6:** AL N; AC 6; MV 12; hp 24; THAC0 19; #AT 1(3); Dmg 1d4 (dagger) or 1d3/1d3/1d3 (darts); SA spells; SD spells; Str 7, Dex 18, Con 11, Int 18, Wis 10, Cha 11 MR nil; SZ M; ML 11.

Spells: 1st level—*burning hands, sleep, shield, color spray*; 2nd level—*ray of enfeeblement, scare*; 3rd level—*spectral force, invisibility 10' radius*.

**Berk, hm P6 (Mask):** AL N; AC 3; MV 9; hp 40; THAC0 17; #AT 1; Dmg 1d6+3; SA spells; SD spells; Str 18, Dex 12, Con 16, Int 10, Wis 17, Cha 11; MR nil; SZ M; ML 11.

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

**Bandits (9), hm F3:** AL CN; AC 3; MV 9; hp 25; THAC0 17; #AT 3/2+1; Dmg 1d6+3/1d4+1 (short sword, specialized/dagger); SA nil; SD nil; S 16; MR nil; SZ M; ML 10.

### **The bandits—Tier 4**

**Dillan, hm F9:** AL CN; AC -3; MV 9; hp 81; THAC0 9(11); #AT 3; Dmg 1d4+7/1d4+7/1d4+7 (2 daggers, specialized); SA nil; SD *stoneskin* (stops 5 attacks); Str 18/91, Dex 18, Con 11, Int 14, Wis 12, Cha 15; MR nil; SZ M; ML 12.

**Eric, hm W8:** AL N; AC 2 (*armor* spell); MV 12; hp 30; THAC0 18; #AT 1(3); Dmg 1d4 (dagger) or 1d3/1d3/1d3 (darts); SA spells; SD *stoneskin* (stops 7

attacks), spells; Str 7, Dex 18, Con 11, Int 18, Wis 10, Cha 11; MR nil; SZ M; ML 12.

Spells: 1st level—*burning hands*, ~~armor~~, *shield*, *color spray*; 2nd level—*ray of enfeeblement*, *scare*, *Snilloc's snowball swarm*; 3rd level—*spectral force*, *invisibility 10' radius*, *fly*; 4th level—*wall of ice*, *stoneskin*.

**Berk, hm P9 (Mask):** AL N; AC 2; MV 9; hp 55; THAC0 15; #AT 1; Dmg 1d6+3; SA spells; SD *stoneskin* (stops 4 attacks), spells; Str 18, Dex 12, Con 16, Int 10, Wis 17, Cha 11; MR nil; SZ M; ML 11.

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

**Bandits (9), hm F3:** AL CN; AC 3; MV 9; hp 25; THAC0 17; #AT 3/2+1; Dmg 1d6+3/1d4+1; (short sword, specialized/dagger); SA nil; SD nil; S 16; MR nil; SZ M; ML 10.

### The bandits—Tier 5

**Dillan, hm F12:** AL CN; AC -3; MV 9; HP100; THAC0 6(8); #AT 3; Dmg 1d4+7/1d4+7/1d4+7 (2 daggers, specialized); SA nil; SD *stoneskin* (stops 10 attacks); Str 18/91, Dex 18, Con 11, Int 14, Wis 12, Cha 15; MR nil; SZ M; ML 12.

**Eric, hm W12:** AL N; AC 2 (*armor* spell); MV 12; hp 36; THAC0 17; #AT 1(3); Dmg 1d4 (dagger) or 1d3/1d3/1d3 (darts); SA spells; SD *stoneskin* (stops 8 attacks) spells; Str 7, Dex 18, Con 11, Int 18, Wis 10, Cha 11; MR nil; SZ M; ML 12.

Spells: 1st level—*burning hands*, ~~armor~~, *shield*, *color spray*; 2nd level—*ray of enfeeblement*, *scare*, *Snilloc's snowball swarm*, *invisibility*; 3rd level—*spectral force*, *invisibility 10' radius*, *fly*, *dispel magic*; 4th level—*wall of ice*, *polymorph other*, *dimension door*, *stoneskin*; 5th level—*feeblemind*, *chaos*, *wall of force*, *monster summoning III*; 6th level—*project image*.

**Berk, hm P11 (Mask):** AL N; AC 2; MV 9; hp 66; THAC0 15; #AT 1; Dmg 1d6+3; SA spells; SD *stoneskin* (stops 6 attacks), spells; Str 18, Dex 12, Con 16, Int 10, Wis 17, Cha 11; MR nil; SZ M; ML 11.

Spells: 1st level—*bless*, *detect magic*, *cure light wounds*, *cure light wounds*, *cure light wounds*, *darkness*, *create water*; 2nd level—*silence 15'*

*radius*, *hesitation*, *hold person*, *heat metal*, *chill metal*, *withdraw*; 3rd level—*dispel magic*, *bestow curse* (random ability to 3), *random causality*, *prayer*, *protection from fire*; 4th level—*free action*, *cure serious wounds*, *watching shadow*; 5th level—*true seeing*, *time pool*. 6th level—*reverse time*.

**Bandits (9), hm F7:** AL CN; AC 3; MV 9; hp 45; THAC0 13; #AT 2+1; Dmg 1d6+3/1d4+1 (short sword, specialized dagger); SA nil; SD nil; Str 16; MR nil; SZ M; ML 10.

## Encounter 3: An Evening's Rest

The encounter with the bandits has shaken Mirra from her grief. The possibility of her death has caused her to reassess the situation and she has decided to tell the PCs everything she knows in case she dies so the mission won't necessarily fail. She will do so when the PCs settle in to camp for the night.

*The dark, twisting corridors of the Underdark have been your path for hours. Strange echoes, distant lights and the sounds of small creatures, moving in the darkness, have dogged your steps since you entered this darkened realm.*

*Finally Mirra calls a halt at an old Guard post. A natural spring gathers in a pool in one corner of the room and in another you can see a cleverly made stove that allows a fire to be lit without filling the area with smoke. As you all prepare to settle in for a quick meal before resting, Mirra calls you all to her.*

MAKE SURE YOU HAVE THE ATTENTION OF THE PLAYERS. Do this in character with Mirra, she is about to relay information she feels is crucial to the success of this mission and will not be very tolerant of the PCs ignoring her or talking over her.

*"I would like to thank you all for your patience with me. Helmyrra held a special place in my life and my sorrow after her passing is great, even though we drifted apart in the last ten years of our lives.*

*"Our encounter today with the bandits made it clear to me that I don't know what lies in store for us, and if I were to perish, the mission fails with me. That must not happen. So I ask that you pay attention so I can explain where we are going and what we may face when we get there."*

What follows is the information Mirra has. She will convey all of it to the PCs, pausing to make sure she has everyone's attention throughout.

- We are traveling to the ruins of Faern-barak, my home. It was there I became a daughter of Berro-nar and then finally a Keeper of the Truesilver.
- Ahead lies a large chamber with two other corridors leading to it. The corridor to the left leads to Faern-barak. From there it will take about three more days to reach the town.
- The last time I was there was when it was overrun by drow almost 735 years ago. I do not know the condition of the town or temple now, but with Helmyrra's success I believe the Sanctum that holds the magic we seek is still intact.
- The magic we seek is that of the Lost Runes of Power, a form of rune magic lost to the dwarves of this time. Few in my day were ever able to master it.
- My rank in the faith was not sufficient for me to learn the secrets of accessing the Sanctum's vault, though I do know it involves a three-sided mountain-like object in the heart of the sanctum.
- The mountain I speak of is a symbol of Dumathoin. While the entire Morndinsamman was revered by the people of Faern-barak, the religious head of our community was traditionally the High Holy One of Dumathoin.
- I have sketched a map of the sacred halls on this piece of paper. (Give **Player Handout #3** to the PCs and point out the locations as you continue.) This chamber here was used to store incense, candles and the like for performing rituals. The passage leading off of it is a trap, leading to a false sanctum. Beyond the secret door is a ladder leading up to the true sanctum. Powerful magics hide the door and thwart any divinatory magic in the area.
- By using the map and sense of touch we should be able to find the entrance without undue difficulty.
- My greatest fear is that access to the vault is somehow tied to dwarves, or even members of my clan. If this is the case and I perish, the mission is doomed.

(If PCs are playing true—not changed by magic—dwarves or were made members of Clan Gemsplitter in high level *House Cleaning 2*, she will be greatly relieved to learn of it.)

If asked at this point how she knew Helmyrra or why she grieved for her she will say:

*“We both lived in Faern-barak, and when it fell we led the survivors to the surface. We were both rescued by heroes of Ravens Bluff from the battle at Bald Mountain. The final battle where the Kingdom of Glimmering Swords fell to the Drow... Helmyrra is—was my Grandmother.”*

Allow the PCs to post watches or make whatever preparations they desire for the night. When they continue go on to encounter 4.

## Encounter 4: Return to the Cavern of the Three Gods

Unless the PCs are taking special care to travel in absolute silence while down here (which would require the PCs to convince Mirra to remove her armor), the drow at the Cavern of Three Gods hear them approaching and send a scout to investigate.

The PCs can be heard up to a mile away, so unless they have a way to keep absolutely silent during that approach it is likely the Drow will investigate. The PCs may avoid being caught unawares in a number of ways.

- If they have been to the cavern of the three gods before and teleport there the Drow will be surprised.
- If they identify the wand and use a charge they can detect the drow presence and for a second charge scry on their location.

Grahleran is the drow scout. Depending on the tier of the party he will silently approach the PCs, duck into a side passage when he hears them, and come out behind them using a *message* spell to warn his comrades of the approaching PCs. The only way I can think of to avoid this is to have a scout 60 yards ahead of the party that is able to detect him.

Keep in mind that Grahleran is **behind** the PCs when the battle begins if he wasn't caught. The marked out spells will have been cast on the Drow in the cavern of the three gods if they have been warned. Read the text in parentheses only if the PCs somehow arrive at the chamber without alerting the drow first.

*After many hours of walking, you finally emerge into a strange chamber. It is roughly hexagonal with three statues and three passages alternating. Immediately to your right, you see a forty-foot tall statue of a beautiful elven woman, though her expression is one of cold disdain. Beyond her stands a similarly sized statue of a young male elf, with bulging muscles and eyes that flash in your light. Opposite them, you see a hideous statue of a giant slug. Streaks of red-hued rocks can be seen in the carving, which is mostly*

*black and brown. The slug statue appears to be emerging from the wall so only the “head and neck” of the thing are visible. The ceiling arches up beyond the reach of your light. (Seven drow look up at you in amazement as you enter.)*

The PCs are entering between the statue of Lolth and Ghaunadaur. If the drow were forewarned in tier 1 they are hiding in the passages. Tiers 2-4 they are levitating near the ceiling enveloped in darkness or invisibility magic depending on the tier of the party.

#### Drow Sleep Poison

Some drow carry small crossbows that can be held in one hand and will shoot darts up to 60 yards. The darts only inflict 1d3 points of damage, but dark elves commonly coat them with poison that renders a victim unconscious, unless he saves vs. poison, at a -4. The effects last 2d4 hours.

#### The Drow—Tier 1

**Sethnil, e(d)f F3/W3:** AL CE; AC 4; MV 12; hp 18; THAC0 18; #AT 2; Dmg 1d6+1/1d4+1 (short sword/dagger); SA spells, innate abilities; SD spells, innate abilities; Str 14, Dex 15, Con 11, Int 16, Wis 9, Cha 11; MR 56%; SZ M; ML 14.

Equipment: *duergar skin vest* (enlarge at 15th level 1/day—the PCs cannot keep this).

Spells: 1st level—*magic missile, color spray*; 2nd level—*Melf's acid arrow*.

Innate: *dancing lights, darkness, faerie fire* 1/day each.

**Grahleran, e(d)m W1/T1:** AL CE; AC 4; MV 12; hp 7; THAC0 18; #AT 2; Dmg 1d6+1/1d4+1 (short sword/dagger); SA backstab x 2, spells, innate abilities; SD spells, innate abilities; Str 12, Dex 18, Con 16, Int 15, Wis 11, Cha 12; MR 52%; SZ M; ML 14.

Equipment: drow cloak and boots (the wearer is 75% likely to remain undetected in shadows).

Spells: 1st level—~~message~~

Innate: *dancing lights, faerie fire, darkness* 1/day each.

**Guards (5), e(d)m F2:** AL CE; AC 4; MV 12; hp 10; THAC0 18; #AT 2; Dmg 1d6+1/1d4+1 (short sword/dagger); SA spells, innate abilities; SD spells, innate abilities; Str 15, Dex 15, Con 14, Int 9, Wis 8, Cha 10; MR 54%; SZ M; ML 14

Innate: *dancing lights, faerie fire, darkness* 1/day each.

#### The Drow—Tier 2

**Lirrandra, e(d)f P6/W6:** AL CE; AC 0; MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d6+2 (footman's mace); SA spells, innate; SD spells, innate; Str 8, Dex 18, Con 12, Int 16, Wis 12, Cha 16; MR 62%; SZ M; ML 14

Spells, wizard: 1st level—*magic missile, shocking grasp, spider climb, spook*; 2nd level—*summon swarm, web*; 3rd level—*flame arrow, invisibility 10' radius*.

Spells, priest: 1st level—*cause fear, darkness, sanctuary*; 2nd level—*hold person x 2, silence 15' radius*; 3rd level—~~prayer, protection from fire~~.

Innate: *clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, levitate, know alignment, suggestion* 1/day each.

**Sethnil, e(d)f F4/W4:** AL CE; AC 3; MV 12; hp 24; THAC0 16; #AT 2; or 1 dmg 1d6+2/1d4+2 (short sword/dagger); or 1d3 (hand crossbow); SA spells, innate, poison bolts; SD spells, innate; Str 16, Dex 16, Con 15, Int 15, Wis 9, Cha 11; MR 58%; SZ M; ML 14.

Equipment: *duergar skin vest* (enlarge at 15th level 1/day—the PCs cannot keep this).

Spells: 1st level—*affect normal fires, color spray, magic missile*; 2nd level—*flaming sphere, Melf's acid arrow*.

Innate: *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate* 1/day each.

**Grahleran, e(d)m W3/T4:** AL CE; AC 4; MV 12; hp 18; THAC0 17; #AT 2; or 1 dmg 1d6+1/1d4+1 (short sword/dagger) or 1d3 (hand crossbow); SA backstab x 2, spells, innate, poison bolts; SD spells, innate; Str 12, Dex 18, Con 16, Int 15, Wis 11, Cha 12; MR 58%; SZ M; ML 14.

Equipment: drow cloak and boots (the wearer is 75% likely to remain undetected in shadows).

Spells: 1st level—*message, reduce*. 2nd level—*invisibility*.

Innate: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic* 1/day each.

**Guards (4), e(d)m F3:** AL CE; AC 4; MV 12; hp 15; THAC0 18; #AT 2; Dmg 1d6+1/1d4+1 (short sword/dagger); SA spells, innate, poison bolts; SD spells, innate; Str 15, Dex 15, Con 14, Int 9, Wis 8, Cha 10; MR 56%; SZ M; ML 14.

Innate: *dancing lights, darkness, faerie fire* 1/day each.

#### The Drow—Tier 3

**Lirrandra, e(d)f P7/W8:** AL CE; AC -3; MV 12; hp 44; THAC0 13; #AT 1; Dmg 1d6+3 (footman's mace);

SA spells, innate; SD spells, innate; Str 8, Dex 18, Con 12, Int 16, Wis 12, Cha 16; MR 66%; SZ M; ML 14.

Spells, wizard: 1st level—*magic missile*, *shocking grasp*, *spider climb*, *spook*; 2nd level—~~blur~~, *web*, *summon swarm*; 3rd level—*flame arrow*, *haste*, ~~*invisibility*~~—*10' radius*; 4th level—*stoneskin*, *thunderlance*.

Spells, priest: 1st level—*cause fear*, *darkness*, *sanctuary*; 2nd level—*hold person* x 2, *silence* 15' radius; 3rd level—*prayer*, ~~*protection from fire*~~; 4th level—*free action*, ~~*protection from good*~~—*10' radius*.

Innate: *clairvoyance*, *dancing lights*, *darkness*, *detect lie*, *detect magic*, *dispel magic*, *faerie fire*, *know alignment*, *levitate*, *suggestion* 1/day each.

**Sethnil, e(d)f F6/W6:** AL CE; AC 3; MV 12; hp 48; THAC0 11(10); #AT 2 or 1; Dmg 1d6+2/1d4+2 (short sword/dagger) or 1d3 (hand crossbow); SA spells, innate, poison bolts; SD spells, innate; Str 16, Dex 16, Con 15, Int 15, Wis 9, Cha 11; MR 62%; SZ M; ML 14.

Equipment: *duergar skin vest* (enlarge at 15th level 1/day—the PCs cannot keep this).

Spells: 1st level—*affect normal fires*, *burning hands*, *color spray*, *magic missile*; 2nd level—*flaming sphere*, *Melf's acid arrow*, ~~*strength*~~; 3rd level—*slow*, *vampiric touch*.

Innate: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate* 1/day each.

**Grahleran, e(d)m W6/T7:** AL CE; AC 4; MV 12; hp 35 THAC0 16 #AT 2 or 1; Dmg 1d6+2/1d4+2 (short sword/dagger) or 1d3; SA backstab x 3, spells, innate, poison bolts; SD spells, innate; Str 16, Dex 18, Con 16, Int 15, Wis 11, Cha 12; MR 64%; SZ M; ML 14.

Equipment: drow cloak and boots (the wearer is 75% likely to remain undetected in shadows).

Spells: 1st level—~~*enlarge*~~, *message*, *reduce*; 2nd level—~~*blur*~~, ~~*invisibility*~~; 3rd level—~~*fly*~~, ~~*wizard sight*~~.

Innate: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate* 1/day each.

**Guards (4), e(d)m F5:** AL CE; AC 4; MV 12; hp 40 THAC0 18 #AT 2; Dmg 1d6+2/1d4+2 (Short sword/Dagger); SA Spells, Innate Poison Bolts SD Spells, Innate; Str 16, Dex 15, Con 14, Int 9, Wis 8, Cha 10; MR 60% SZ M ML 14

Innate: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate* 1/day each.

#### The Drow—Tier 4

**Lirrandra, e(d)f P9/W9:** AL CE; AC -3; MV 12; hp 54; THAC0 13; #AT 1; Dmg 1d6+3 (footman's mace); SA spells, innate; SD spells, innate, *stoneskin* (stops 6

attacks); Str 8, Dex 18, Con 12, Int 16, Wis 12, Cha 16; MR 68%; SZ M; ML 14.

Spells, wizard: 1st level—*magic missile*, *shocking grasp*, *spider climb*, *spook*; 2nd level—~~blur~~, *summon swarm*, *web*; 3rd level—*flame arrow*, *haste*, ~~*invisibility*~~—*10' radius*; 4th level—*stoneskin*, *thunderlance*; 5th level—*wall of force*.

Spells, priest: 1st level—*cause fear*, *cure light wounds*, *darkness*, *sanctuary*; 2nd level—*hold person* x 2, *silence* 15' radius, *withdraw*; 3rd level—*dispel magic*, *prayer*, ~~*protection from fire*~~; 4th level—*cure serious wounds*, ~~*free action*~~, ~~*protection from good*~~—*10' radius*; 5th level—*insect plague*.

Innate: *clairvoyance*, *dancing lights*, *darkness*, *detect lie*, *detect magic*, *dispel magic*, *faerie fire*, *know alignment*, *levitate*, *suggestion* 1/day each.

**Sethnil, e(d)f F8/W9:** AL CE; AC 3; MV 12; hp 66 THAC0 8(9); #AT 3/2+1 or 1; Dmg 1d6+9/1d4+9 (short sword/dagger) or 1d3 (hand crossbow); SA spells, innate, poison bolts; SD spells, innate; Str 18/20 (18/00), Dex 16, Con 16, Int 15, Wis 9, Cha 11; MR 68%; SZ M; ML 14.

Equipment: *duergar skin vest* (enlarge at 15th level 1/day—the PCs cannot keep this).

Spells: 1st level—*affect normal fires*, *burning hands*, *color spray*, *magic missile*; 2nd level—*flaming sphere*, *Melf's acid arrow*, ~~*strength*~~ (18/00 Str); 3rd level—*slow*, *spectral force*, *vampiric touch*, 4th level—*fire shield*, *improved invisibility*, 5th level—~~*conjure elemental*~~, ~~*distance distortion*~~.

Innate: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate* 1/day each.

**Grahleran, e(d)m W8/T10:** AL CE; AC 4; MV 12; hp 42; THAC0 11; #AT 2 or 1; Dmg 1d6+3/1d4+3 (short sword/dagger) or 1d3 (hand crossbow); SA backstab x 4, spells, innate, poison bolts; SD spells, innate; Str 18, Dex 18, Con 16, Int 15, Wis 11, Cha 12; MR 70%; SZ M; ML 14.

Equipment: drow cloak and boots (the wearer is 75% likely to remain undetected in shadows).

Spells: 1st level—~~*enlarge*~~, *magic missile*, *message*, *reduce*; 2nd level—*Agannazar's scorcher*, ~~blur~~, ~~*vocalize*~~; 3rd level—*dispel magic*, ~~*fly*~~, ~~*wizard sight*~~; 4th level—~~*improved invisibility*~~, *phantasmal killer*.

Innate: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate* 1/day each.

**Guards (4), e(d)m F7:** AL CE; AC 4; MV 12; hp 56; THAC0 11 #AT 3/2; Dmg 1d6+4/1d4+4 (short sword/dagger) or 1d3 (hand crossbow); SA spells, innate, poison bolts; SD spells, innate; Str 18/10, Dex 15, Con 14, Int 9, Wis 8, Cha 10; MR 63%; SZ M; ML 14.

Innate: *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate* 1/day each.

### The Drow—Tier 5

**Lirrandra, e(d)f P11/W11:** AL CE; AC -3; MV 12; hp 66; THAC0 11; #AT 1; Dmg 1d6+3 (footman's mace) SA spells, innate; SD spells, innate, *stoneskin* (stops 9 attacks), *ironguard*; Str 8, Dex 18, Con 12, Int 16, Wis 12, Cha 16; MR 72%; SZ M; ML 14.

Spells, wizard: 1st level—*magic missile, shocking grasp, spider climb, spook*; 2nd level—~~blur~~, *ray of enfeeblement, summon swarm, web*; 3rd level—*flame arrow, haste, invisibility 10' radius, slow*; 4th level—*minor globe of invulnerability, stoneskin, thunderlance*; 5th level—*domination, feeblemind, wall of force*.

Spells, priest: 1st level—*cause fear, cure light wounds x 2, darkness, sanctuary*; 2nd level—*hold person x 2, silence 15' radius, withdraw*; 3rd level—*dispel magic x 2, prayer, protection from fire*; 4th level—*cure serious wounds x 2, free action, protection from good 10' radius*; 5th level—*flame strike, slay living*; 6th level—*heal*.

Innate: *clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, know alignment, levitate, suggestion* 1/day each.

**Sethnil, e(d)f F11/W12:** AL CE; AC 1[-3]; MV 12; hp 90 [180] THAC0 6(7)[4/5]; #AT 3/2+1[5/2+2] or 1; Dmg 1d6+9[11]/1d4+9[11] (short sword/dagger) or 1d3 (hand crossbow); SA spells, innate, poison bolts, *Tenser's transformation*; SD spells, innate; Str 18/20 (18/00), Dex 17, Con 17, Int 15, Wis 9, Cha 11; MR 74%; SZ M; ML 14.

Equipment: *duergar skin vest* (*enlarge* at 15th level 1/day—the PCs cannot keep this).

Spells: 1st level—*affect normal fires, burning hands, color spray, magic missile*; 2nd level—*invisibility, flaming sphere, Melf's acid arrow, strength* (18/00 Str); 3rd level—*fly, slow, spectral force, vampiric touch*; 4th level—~~fire shield~~, *improved invisibility, shadow monsters, wizard eye*; 5th level—*ironguard, teleport, distance distortion, conjure elemental*; 6th level—*Tenser's transformation*.

Innate: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic* 1/day each.

**Grahleran, e(d)m W8/T10:** AL CE; AC 4; MV 12; hp 42; THAC0 11; #AT 2 or 1; Dmg 1d6+3/1d4+3 (short sword/dagger) or 1d3 (hand crossbow); SA backstab x 4, spells, innate, poison bolts; SD spells, innate; Str 18, Dex 18, Con 16, Int 15, Wis 11, Cha 12; MR 70%; SZ M; ML 14.

Equipment: drow cloak and boots (the wearer is 75% likely to remain undetected in shadows).

Spells: 1st level—~~enlarge~~, *magic missile, message, reduce*; 2nd level—*Agannazar's scorcher, blur, vocalize*; 3rd level—*dispel magic, fly, wizard sight*; 4th level—*improved invisibility, phantasmal killer*.

Innate: *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate* 1/day each.

**Guards (4), e(d)m F7:** AL CE; AC 4; MV 12; hp 56; THAC0 11 #AT 3/2;+1 dmg 1d6+4/1d4+4 (short sword/dagger) or 1d3 (hand crossbow); SA spells, innate, poison bolts; SD spells, innate; Str 18/10, Dex 15, Con 14, Int 9, Wis 8, Cha 10; MR 63%; SZ M; ML 14.

Innate: *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate* 1/day each.

**Tier 5 Notes:** Lirrandra is protected by a *stoneskin* and *ironguard* spells resulting in only magical pluses inflicted as damage with metal weapons. She will work in support of her guards. If she feels threatened she will use the *minor globe of invulnerability* as well. Her *invisibility 10' radius* covers her and the four guards at the beginning of the battle. Sethnil is under the effects of following (cast in this order): *strength, conjure elemental, distance distortion, enlarge* from the vest (5 rounds ago), *fire shield* (4 rounds ago), *improved invisibility* (3 rounds ago), *ironguard* (2 rounds ago), and *Tenser's transformation* (1 round ago).

There are secret doors hidden in the right legs of Lolth and Vhaeraun; both are trapped as follows:

- **Lolth:** The door mechanism is treated with drow sleep poison and when it is opened (if not disarmed) a 20' fan of sleep poison sprays out in front of the secret door. Save per the notes above.
- **Vhaeraun:** There is a pressure plate in front of the secret door, which causes the statue to spray acid in a 20' radius. The acid does 1d4 per tier of the party per round for 2 rounds unless neutralized.

In the secret compartments are the following items:

- **Lolth:** Three flasks labeled "Extra Healing" in Drow. They are actually drow spider venom; save vs. poison at -1/tier, onset time two rounds, run time one turn. If the save is successful take 1 hit point of damage per round. If the save is failed take 4 hit points damage per round.
- **Vhaeraun:** When this secret door is opened read the following.

*A silvery radiance shines forth from the compartment revealed by opening the door. A spectral figure of a powerfully built man appears in the doorway. He assesses you for a moment; then, apparently satisfied, he speaks. "Finally, stalwart heroes have come. Here*

*you will find the sword Dark Scourge and my broach of magic enhancement. Both of these items are enchanted to serve but one master until that one passes. Only those brave of heart and bold in spirit should claim these objects, for they will bond with their new owners.” As he speaks this last he fades from view.*

The image was generated by a *programmed illusion* spell placed on the blade. In the compartment is a silver ring set with a piece of onyx surrounded by diamond chips (500 gp), a bracelet of braided strands of red, blue, white and yellow gold (750 gp), a silver comb with small rubies on either end in a flower blossom pattern (500 gp), a *broach of variable magic enhancement* and the long sword *Dark Scourge*.

## Encounter 5: The Ruins of Faern-barak (Shield Home)

There is very little detail written here about this community. At one time nearly 2,000 dwarves lived here but that was over 700 years ago. The region is now home to a deepspawn and its “children”. **DM Aid #2** has the stats of the spawn. The PCs will not encounter the deepspawn itself.

The purpose of these creatures is **not to kill the PCs**. If, on the way back the players still have time, and seem to enjoy combats, feel free to use some of them. If the PCs decide they wish to loot and pillage hoping to find something of value here, use some to encourage them to move on. Each defeated band will result in a larger follow-up band, eventually including members of the “guardian spawn”.

*The first remnants of Faern-barak you pass on the old underground road are blasted rubble and empty chambers that Mirra tells you were the Open Air Gate and its defenses. They were the sites of the last stand against the drow attack so long ago.*

*For another half-mile, many large stones are set in defensive fortifications on the road. Mirra says the stones used to be the trading houses, shops, and homes that lined this important trade route to the surface. Past that point, a vast cavern opens, and you walk through the ruins of Faern-barak.*

*Mirra looks grim. Luminescent fungi on the cavern walls and dome far overhead light the town, revealing that most of the stone buildings are severely damaged. Patches of the same glowing fungi amidst the ruins lend the buildings a leprous quality. The battle that broke the Kingdom of the Bright Sword was hard, and pillage and despoilment over the centuries*

*have robbed Faern-barak of all the wonder it must have had in Mirra’s time.*

*Mirra leads you down the main thoroughfare. Dripping water echoes about the vast cavern, and you detect other strange underlying sounds as well. Progressing further into Faern-barak, you glimpse humanoid figures flit across fungi-lit areas, but always at a distance.*

The lighting is equivalent to twilight. The colors are mostly pale green, yellow, and blue-white. The figures are the deepspawn’s workers. Choose a quantity and type of encounter fit for the PC group if the PCs insist on pursuit.

If the PCs choose to search buildings for plunder, Mirra will remind them of the mission. If they ignore her reminder, she will grow impatient and point out that hundreds of years have passed during which all sorts and number of invaders have probably combed the area for valuables. And she is right. There is no treasure to be found in the town’s ruins. Serious time spent searching invites encounters with deepspawn workers.

## Encounter 6: The Temple

**DM Aid #3** has descriptions of the temples as they now stand. Mirra will want to lead the PCs straight to the Sanctum and will encourage them to ignore the temples at this time. Encounters with Deepspawn minions are possible here as well. If possible avoid using them until after the Sanctum and Mirra’s home (i.e., only if the PCs have time).

*After traveling nearly a mile the main road approaches the rear of the cavern. Buildings collapsed across the road made the going difficult, but it is apparent you have almost reached your objective. The shattered remnants of ten huge statues line the road leading up to a massive hole in the cavern wall. Twisted and mangled on the floor before this hole are a pair of iron doors that must have stood about 30’ high and were over a foot thick. You can see where great chunks of stonework were torn out along with the hinges. The force that did this is unimaginable. Mirra leads you into the cavern described on her map as the “Moot hall”. Off of this cavern were the temples of the Morndinsamman, and the Sanctum that you seek.*

## Encounter 6B: The Sanctum

**Read this section carefully.** The puzzle here is very complicated and involved and the descriptions are very important.

In the sanctum is a puzzle for the PCs to solve. The PCs must invoke ten dwarven gods in the proper order to gain access to the vault. The mountain in the center of the chamber can guide the characters to the right order but hasty guesses can have some harsh consequences. Each failure invokes a *rune of power*, which will affect everyone in the sanctum. The order the gods are to be invoked can be determined by the order of the temples on Mirra's map, or based on the fact that the High Holy One of Dumathoin was the head of the faith here. Mirra will repeat everything she told the PCs in encounter 3 if asked.

**Player Handout 4a** is a map of the sanctum labeled to make it easier for you to describe it. **Player Handout 4b** allows the PCs to simulate the positioning of the glowing gem.

When the PCs reach the sanctum continue with the following:

*The ladder reached its terminus at a trap door. The ease with which the stone portal swings up and open convinces you that it is counterweighted.*

*Climbing into the chamber above you find it is much like standing on the inside of a multi-faceted crystal. The chamber is about 12 feet across at floor level. Ten wedge-shaped walls rise up at an outward angle from the floor to a height of six feet before sloping back in to the ceiling 12 feet above. Dwarven runes are carved into each of the walls in the lower facets.*

*In the heart of the chamber, standing some three feet around and rising to a like height, is the mountain-like structure Mirra described. The structure has three distinct "faces" and a gemstone is set into each face about two-thirds of the way up. The stone facing the trap door is an emerald, proceeding around it to the left are a ruby and a sapphire.*

If the players examine the walls they will find that each wall has the symbol of one of the dwarven gods and a brief invocation written in Dethek (dwarvish). Give the PCs **Player Handout 4a**. From the wall closest to the trap door and proceeding clockwise the symbols and invocations are:

- **Moradin** Dwarffather, temper us to do your will.
- **Berronar**, watch over our families and friends.
- **Dumathoin**, intercede for those who have gone before us and watch for us when our day comes.
- **Clangeddin**, guide our weapons to strike true against the foes of our people.

- **Sharindlar**, have mercy on us and fill us with your joy.
- **Vergadain**, guide us in our relations with non-dwarves
- **Gorm**, make us vigilant to the threats around us
- **Marthammor**, watch over those who are far from home.
- **Dugmaren**, show us the path of knowledge and understanding.
- **Haela**, give us strength in battle

The mountain is the key to the vault the players seek. Bare bones, the PCs must open the "mountain" to expose a glowing gemstone in the heart of the "mountain" that will project the numbers 1-10 in Dethek on the walls. The gem must be rotated so that the #1 is on the symbol of Dumathoin. This will provide the order in which the PCs must invoke the gods to gain access to the vault.

- To open the mountain the three gemstones must be depressed simultaneously, which requires at least two people. (Read Boxed Text A when this happens)
- When this is done the sides of the mountain slide into the floor, leaving a pyramidal framework.
- The top three inches of the mountain remains in place when opened.
- At its heart is a gleaming 22-facet, clear gemstone that is shaped like the sanctum.
- The gem is held in place by a steel rod, which descends from the peak, and a similar rod, which comes up from the floor to form a setting for the stone.
- Turning the peak of the mountain rotates the gem and its projected runes to allow the PCs to select where the dwarven 1 is projected.
- Lifting the peak allows the glowing gemstone to be removed, but if this is done before the invocations they have no effect. Neither Mirra, nor the elemental nobles will argue if the PCs remove it after the vault is opened.
- The numbers are not sequential in their positioning on the facets of the gem (and thus in the pattern they are projected onto the wall.) Instead they follow this pattern: 1, 4, 7, 10, 3, 6, 9, 2, 5, 8.
- Initially the gemstone will be positioned so that the dwarven 1 strikes the symbol of Vergadain.
- In numeric order then, the 2 is on Dugmaren, the 3 on Berronar and it continues through Sharindlar, Marthammor, Moradin, Clangeddin, Gorm, Haela and Dumathoin.
- Invoking the gods before the Mountain is opened does nothing. The Gemstone must be exposed and projecting the numbers onto the symbols of the

dwarven gods in the order they are being invoked for anything to happen.

- Once this requirement is met invoking them in the wrong order will activate a rune of power with each failure.
- Successfully invoking the gods in the proper order will summon Ghrandulk to open the portal to the vault. (Read Boxed Text B when this happens)
- The first *rune of power* is Thundaril. If activated everyone must save vs. spells at -4 or be turned into a slug (1st improper order)
- The second *rune of power* (activated by invoking the gods in the improper order a second time) is Sonnilith. It will summon an Earth Elemental Noble to defend the sanctum. (Read Boxed Text C if this happens.)
- The remaining runes (each activated by additional improperly ordered invocations) are Alhabrin, Sabras, Velurndyn, Thundaril, Sabras, Alhabrin, Thundaril. See **DM Aid #4** if it goes this far.
- The proper order is: Dumathoin, Vergadain, Dugmaren, Berronar, Sharindlar, Marthammor, Moradain, Clangeddin, Gorm, Haela.

### Read-aloud Text A

*The three gemstones press in with a click and remain depressed. Moments later the sides of the mountain begin sliding into the floor, leaving a pyramidal framework there with the “peak” of the mountain intact. A wash of pure white light shines forth from the now exposed gemstone at the heart of the mountain. A pair of steel rods, one from the peak and the other from the floor, meet at the gemstone creating a setting.*

*Beams of light streak out from the gemstone, striking the symbols of each of the dwarven gods and projecting runes onto them.*

As noted above the runes are dwarvish numbers, the 1 currently on Vergadain. Give PCs the cut out from **Player Handout 4b** and place it so the 1 lines up with Vergadain.

Mirra will suggest, if the PCs don't think of it, that these numbers mark the order in which the gods must be invoked. She will also advise caution at this point believing this answer may be too simple.

### Read-aloud Text B

*The sound of your voices invoking the gods fade from the room. Suddenly a(nother) brief but violent tremor throws you all to the floor (once more.) As you regain your feet a shimmering rift tears open the air before you. It closes a moment later, leaving a crystalline humanoid creature before you. Only the creature's*

*torso, arms and head protrude from the floor, stretching all the way to the ceiling.*

If the PCs succeeded without fighting Ghrondar (see boxed text C), this elemental noble will open the gate to the Elemental Plane of Earth so the PCs can recover the sacred texts, otherwise he will depart immediately. He was summoned by the Sonnilith rune and is subject to its benefits. If he opens the gate read the following:

*In a voice that sounds like rocks being reduced to rubble you hear the creature say, “As agreed in our pact I have come to open the way, let the petitioner come forward that he may be judged.”*

Only a dwarf or a member of Clans Brightsword or Gemsplitter may enter the portal leading to the Elemental Plane of Earth where the sacred texts are stored. Ghrandulk will refuse to allow anyone else to enter. Remember PCs, pets or familiars may have been turned into dwarves in Round 1, and honorary members of Clan Gemsplitter were named in “House Cleaning 2” high level.

*The portal opens to what seems to be a lava tube. Following the path before you 30 yards you find it opens into a cavern that looks like a massive geode. Spears of crystal protrude from the walls, floor and ceiling of the cave. One of these shafts of crystal has been leveled off. Resting upon it is a stack of silvery tablets, each covered by the spiraling dethek runes.*

Allow the PCs to collect the book. Once they have done so they may begin to make their way back to Ravens Bluff, after one more brief stop.

### Read-aloud Text C

*A brief but violent tremor throws all of you to the floor. As you regain your feet, shimmering rift tears open the air before you. It closes a moment later, leaving a 10-foot tall, crystalline humanoid. An aura of power fairly radiates from the being.*

**Ghrondar, Baron of the Plane of Earth, W(ER)20:** AL NG; AC -8; MV 9 (18 through rock); hp 120; THAC0 -2; #AT 2; Dmg 4d8+6/4d8+6 (fists); SA spells; SD +3 weapon to hit, *stoneskin* (stops 13 attacks), spells; Str 18/00; MR nil; SZ L; ML 20.

Spells: 5/5/5/4/5/4/3/3/2 from the school of elemental earth only. He has already used a 4th level spell for *stoneskin*.

He was summoned by the Sonnilith rune and is subject to its benefits. He has been charged with destroying any that come to desecrate this place. He will demand the

PCs depart immediately or be destroyed. Mirra will argue with him that the community was destroyed and that she was sent to recover the sacred texts from the vault. Ghrondar will give the PCs one more chance to succeed. If they fail again they must depart or fight him. Mirra will not fight him and will argue against the PCs doing so.

*The being opens its mouth. What you first think is another tremor, you realize is its rumbling voice. "In accordance with the pact I have come. Know you that you defile this sacred place. Depart immediately or I will destroy you all."*

*Mirra steps forward, confronting the crystalline being. "No", she cries. "I am Mirra Brightsword, Grandaul of Helmyra of Sharindlar, Blood of Beldas Twinaxe. Your task is ended and our need is great. Faern-barak is fallen; all those who knew the way to open the vault are dead. The relics must be recovered if our people are to survive."*

*The being pauses, as if considering Mirra's words. "The names of Beldas and Helmyra are known to me. I will investigate this." The ceiling of the cavern becomes crystalline and the devastated ruins of Faern-barak can be seen in its depths. "It is as you say, Faern-barak is no more, and a darkness festers in it. Yet I must do as I am charged by the pact. I can give you one chance to properly perform the ritual. If you fail again you must depart or face destruction. Even if you manage to defeat me you will not gain access to the vault. I will grant no other boon."*

If they fail with Ghrondar's last chance, then even if they defeat Ghrondar they will never get to the vault. Upon successfully invoking the gods in the proper order Ghrondar's brother Ghrandulk is summoned to open the portal to the Plane of Earth where the treasures are located. He will not do this if his brother was killed and will immediately return to the plane of earth.

## Encounter 7: Havenstone

Outside the shrine, Mirra tells the PCs that she must do one more thing. If asked, she says she must visit her home. If asked why, she says there is something she must get, of personal importance. If the PCs are not respectful of her wishes, she will say simply and evenly, "Please." Respectful questions might get her to talk a little.

It is possible for the PCs to persuade her against the detour, especially if they are badly injured or impaired, but she will be clearly disappointed. If they do so go on to encounter 8. If they have failed to retrieve the tablets, Mirra will be more determined to go to her

home because there will be little to lose, and she will want to salvage something from this journey.

*Mirra leads you on a tangent from the direct route to the road by which you entered Faern-barak. She walks the quarter-mile to the outer edge of the cavern, then turns right, toward the road. You see that there were great dwarven halls built into the living rock on the outer edge of the cavern. What must have been grand doors and gates are now large gaping holes that lead into the halls. Facades and balconies carved out of the rock that look down on Faern-barak are now crumbled and broken. Stopping at one that now looks like a common mine, Mirra says, "This was Silverstrike, the hall of the Clan Chief. A vein of silver was exposed on its outer walls, and the halls and passages ran along the vein so that their walls glittered in the torchlight. The silver is gone now."*

She moves on past two more ruined halls of the affluent until she stops at the entrance to another. Like the others, its door has long been destroyed. Mirra pauses a minute, then hurries forward.

The entrance hall has carved wall sconces that are now cracked. She walks slowly, looking at all that is destroyed by pillage, fire, and age. She passes through what was the main hall directly to the banquet room. She stops and shudders at the wreckage, silent. She walks very slowly to rubble near a large, broken fireplace. She kneels and sifts through shards of broken pottery and glass. She lowers her head and begins to weep for a few seconds, then throws her head back and wails once. She regains control of herself, and rises. For a few minutes, she is too emotional to speak clearly. If PCs ask her, she tells them (in a low voice full of breaks and pauses, if she is still emotional):

*"Under our feet are the remains of an earthenware dinner set that was an heirloom of my father's family for two thousand years before my time. It was made by a father [Oronnd] during hard times, for his daughter's [Adilna] dowry. He had no riches, nor fine materials to work with. But he had love in his heart, that guided his hands as he fashioned the plates and goblets for his child's wedding gift. It is gone now, and will be forgotten."*

(Note that the earthenware was an heirloom passed down by Helmyra.)

If the PCs do not take the initiative to help find an intact piece of the earthenware, Mirra will walk out of her family's hall and wait for the PCs to join her. Go on to encounter 8.

If the PCs insist on helping, they will find two intact items in the debris within five minutes: a goblet

and a small dish. With considerable effort and three man-hours (a half hour for six people, one hour for three people, etc.), they can also gather the shards of as many as five other pieces to the set so that a *mending* spell will restore each to a fair, though chipped and scratched condition. The pieces are smooth and perfect in their shape. They are dark brown, and painted in earth tones of red, orange, yellow, and brown. Even on the goblet and dish, there are signs of use. Mirra says they were used regularly at times, and were old in her era, so some of the wear they show is from before pillaging.

- The goblet has a representation of Berronar at a wedding.
- The dish has a picture of a dwarf child held by a blonde dwarf woman.
- A pitcher (shards) shows Sharindlar above a wedding bed.

Other broken dishes and plates, if assembled, show domestic scenes of the same dwarf mother with different children, or a blonde dwarf girl at various ages.

Mirra can tell the PCs that the little girl and the mother are Oronnd's portrayal of Adilna, remembered and projected, though he painted her in richer circumstances than she enjoyed in her real life.

Buoyed by finding one or more heirlooms, Mirra asks to be indulged. If the PCs do not object, she wanders around Havenstone for half an hour. She gathers her father's silversmithing tools that remain in a workshop, and she finds a toy in a bedroom that belonged to her sister's son. The toy is a small iron railcar with two dwarves who pump either side of the piston when the car moves. Its surface is scratched, but its parts are so finely made that if it is oiled, the slightest push will send the toy rolling ten feet across a hard, smooth surface without stopping.

If any or all of the PCs have been sympathetic to Mirra, she asks them if they have children. She will give the toy to a PC with a child, or a toddler if more than one PC has children. If a PC declines, she says, "It was made to bring a child joy. Please." If no PCs have children or if they are unsympathetic, Mirra will keep the toy.

Finally satisfied, Mirra will say it is time to leave. When she and the PCs exit, she will look back at Havenstone, and say, "One day." Then she will lead the PCs back to the road to the surface.

## Encounter 8: The Return to Ravens Bluff

Encounters with the deepspawn's minions can occur while the PCs try to leave, depending on the time left in the round. Likewise, depending on their actions with the bandits, another encounter may await them on the return trip. Reference the appropriate sections for this information.

It will take the PCs 6½ days (unless they use magic) to return to Ravens Bluff. During this time Mirra will use her abilities to heal the PCs unless they attacked Ghrondar. If they did she will only help them to keep them from actual death. (i.e. No more than a *cure light* at any given time.)

If the PCs failed to get into the vault the Dwarves of Stone Hall will be disappointed. One of the High Holy Ones will mutter, "That's what we get for not sending dwarves." The PCs will be thanked, paid half of the sum and sent on their way. If any of the PCs or their animals were turned into dwarves they are stuck that way for three months until the next party succeeds. **In addition, if they took the gem from the Sanctum, the dwarves will demand they return it.**

On the journey back, Mirra tries to decipher the *runes of power* and concludes that she does not have the skill to use them to reverse transformations, but she is certain that the High Holy Ones of Stone Hall will be able, so any transformed PCs and companions must wait until the return to Stone Hall.

It takes them two days before the High Holy Ones are ready. The animals that were turned to dwarves are the subjects of the first attempts at reversal, which prove successful, except for Danae's birds. Danae has refused, preferring to keep several bright-haired dwarves with strange behaviors caged.

*Duathain summons you, and reports that success to you. Then he talks about payment. "For each of you, here is a box of 100 platinum pieces, as agreed. But we offer you another reward some of you might prefer. We can bestow an everbright treatment on any single metal item you have. This treatment gives all metals an enduring, bright shine, and absolutely prevents any tarnishing, discoloration, rusting (even by a rust monster) or corrosion. Decide."*

*"Also, did you recover anything of dwarven make? No? Mirra told me as much. You have the appreciation of Stone Hall."*

If any PCs or their companions were turned to dwarves, Duathain will tell them they can be the first beneficiaries of the restoration. The dwarves of Stone Hall do not know what the PCs were before so **if** a PC asks to be

turned into a playable PC race the dwarves will transform them as desired. Any of “Helmyrra’s dwarves” who wish to remain dwarves may. The other Ravens Bluff citizens who were turned to dwarves are contacted and told they will be restored to their original forms over the next week or so.

If the PCs helped Mirra recover the earthenware dinner set she will personally thank them. She will give them a family heirloom—an *ironstar mace*. In addition she will give them five pieces of feldspar worth 100 gp each.

If the PCs succeeded, Stone Hall will allow not them to keep the gem from the heart of the mountain if they took it.

### The End

## 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. Finally, multiply the total by the tier.
- PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** 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 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1

experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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+

### Encounter 2

Bypassing the bandits by any means 100 xp

### Encounter 4

Defeating the drow 200 xp

### Encounter 6

Defeating the deepspawn’s minions 150 xp

### Encounter 6B

Solving the riddle 150 xp

Defeating Ghrondar 100 xp

or

Recovering the sacred texts 200 xp

Total Experience for Objectives: 800 xp

Role-playing Experience: 0-500 xp

**Total Possible Experience 1,300 xp**

Tier 2 2,600 xp

Tier 3 3,900 xp

Tier 4 5,200 xp

Tier 5 6,500 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

4. 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 characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

6. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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 it later finds unreasonable but which were allowed at the time.

## Encounter 2

If bandits are defeated or they are purchased:

- *Potion of delay poison* (Value 300 gp) (2E: works as if a *slow poison* spell was cast on the drinker by a 5<sup>th</sup> level caster)
- *Potion of heroism* (Value 900 gp)
- *Potion of neutralize poison* (Value 750 gp) (2E: works as if a *neutralize poison* spell was cast on the drinker by a 7<sup>th</sup> level caster)
- *Dark rod of the Earthfast Mountains*, 7 charges (Value 2,000 gp per charge): This wand is a specialized *rod of enemy detection*. It works as a *rod of enemy detection* (2E: *wand of enemy detection*), but only detects drow, has a range of 1 mile and has charges. One charge produces a continuous 10 minutes of effect.
- If the bandits are defeated, an additional 500 gp.

### From the statues:

- Silver ring set with a piece of onyx surrounded by diamond chips (500 gp)
- A bracelet of braided strands of red, blue, white and yellow gold (750 gp)
- A silver comb with small rubies on either end in a flower blossom pattern (500 gp)
- A *brooch of variable magic enhancement*, 8 charges (Value 2,000 gp per charge, Unusual): By using one charge, this item adjusts the effective casting level of spells cast by a spellcasting wearer according to the table below. For example, an 8th level wizard who casts *stoneskin* and rolls a 9 casts the spell with an effective level of 11th. Likewise, a

*fireball* cast by the same wizard with a roll of 1 is effectively a 6th level spell doing 6d6 points of damage. This item bonds with the spirit of its bearer. It loses all power if it is traded. The only way to transfer the item is if the current bearer dies. The d% roll cannot be modified in any way.

D% Roll	Result
01-20	-2 levels
21-40	-1 level
41-60	No adjustment
61-80	+1 level
81-100	+2 levels

- *Dark Scourge, bane long sword* +2 (Medium, Value 32,300 gp, Unusual): This weapon's bane power works against chaotic outsiders. (2E: *long sword* +2, +4 vs chaotic outer planar creatures).

## Encounter 7

**If PCs have been compassionate towards Mirra and one has a child:**

- A clockwork rail car: (10 gp) This toy is a small iron rail car with two dwarves who pump either side of the piston when the car moves. Its surface is scratched, but its parts are so finely made that if it is oiled, the slightest push will send the toy rolling ten feet across a hard, smooth surface without stopping.

**If the PCs recovered part of the earthenware set:**

- Five 100 gp pieces of feldspar; 500 gp total
- Ironstar Great Mace (Medium, Value 500 gp): This non-magical mace inflicts 2d6 points of damage.

## Encounter 8

**If the PCs were successful:**

- 100 PP each, or
- An *everbright* treatment for one metal item each (Value +300 gp to item value): This treatment gives all metals an enduring, bright shine, and absolutely prevents any tarnishing, discoloration, or rusting, even by a rust monsters (but not by spells). It does not, however, protect against the corrosive effects of normal or magical acid. The treatment was used on \_\_\_\_\_ the following item:

## Fame

The Favor/Improved Favor of Clan Bladebite: This character has performed a service that has been noted by the Elders of Clan Bladebite. If the PCs have earned the favor of this Clan in other events they must be attached to this cert. In future events their favor will be

shown based on the amount of favor earned. This favor is not tradable.

## Appendix 1

**Mirra Brightsword df P(Sp)9 (Berronar):** AL LG; AC 1 (dwarven plate and shield); MV 6; hp 70; THAC0 14 #AT 1; Dmg 1d6+3 (exceptional mace); SA spells; SD spells; Str 16, Dex 11, Con 18, Int 15, Wis 17, Cha 15; MR nil; SZ S; ML 16.

Magical Items: *armband of healing*, sacred to Berronar (only a SP of Berronar can use it). Three times daily the priestess can have maximum effect on a healing spell; e.g., *cure light wounds*.

Spells: 6/6/4/2/1.

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.

Mirra is a survivor of Clan Brightsword, which was destroyed 733 years ago by drow. She, Helmyra, and two children were rescued three years ago from the past by Ravens Bluff adventurers (“Legends”). Helmyra is Mirra’s paternal grandmother. Mirra will not announce that fact, but will not hide it either.

Mirra is the PCs’ guide to her long-dead home, Faern-barak, or “Shield-home” in the common tongue. She knows the way to the town’s ruins, its streets, and most of its homes and buildings, including its shrine to the Morndinsamman from which it is believed Helmyra retrieved the magic by which Ravens Bluff inhabitants are being transformed into dwarves. Retrieval of that magic will provide the keys to reversing Helmyra’s Runes of Power.

Mirra is focused on the mission to go to the shrine, retrieve the magic, and return to Ravens Bluff. However, she has a secondary mission that is personal: visit her own family’s home and retrieve personal items (Encounter 7). Before the fall of Faern-barak, Mirra was a middle-level priestess of Berronar. She was married to a silversmith, with no children. She was well known in the town and liked by most, but she did not hold a distinguished position in the religious hierarchy. She was best known as the granddaughter of Helmyra, the High Priestess of Sharindlar.

After the drow attack, Helmyra led many of the women and children to the surface, with Mirra amongst them, to escape the drow. Drow hunting parties pursued. The dwarven fugitives were surprised by the first attack. They panicked. Many died. Mothers defended their children. The drow were merciless. The fugitives scattered.

Mirra helped as many escape as she could, and for their sake retreated to save herself. Within a few hours, she and her company united with another two dozen fugitives led by Helmyra. They picked up stragglers over the next couple of days. Of 2,000 people in Faern-barak, only 62 had escaped the first drow attack.

Mirra was thrust into the responsibility of a leader. Over the next few weeks, protection from the drow was

only part of the task of survival. Food, water, and shelter were concerns. Without Helmyra and Mirra, the remnants of Faern-barak would have perished sooner. Helmyra was like a prophet, distant. But Mirra was the protector. She organized the people. She devised tactics for defense against and flight from subsequent drow attacks. She made decisions. She gave orders. She made the harshest choices to flee when there were wounded who could not be healed. She wept with the others when family members and friends were lost, and each week, some were lost. People looked to her for all their needs. She rested little.

Her grandmother, Helmyra, was of no comfort to her. Mirra lost her husband and all her family except Helmyra in the drow attack on their home. She longed for consolation, but circumstances allowed little time and no normality to ease pain, and she had not been Helmyra’s favorite granddaughter, a childless woman. But neither fully explained the estrangement. Helmyra was a hard leader, and showed no compassion. Survival of the Clan was her mission. The only special place Mirra held in that mission was as an able lieutenant. Helmyra set the strategies, within which Mirra planned tactics. When Helmyra wanted an ambush set against the next drow hunters, Mirra protested. Helmyra would brook no insubordination. Mirra complied. The ambush worked, but lives were lost. The loss of a few probably bought time for the many. Mirra grieved, alone.

She prayed often. Her faith in Berronar deepened in her emotional dependence on hope for the goddess’ protection. Her learning, her skills, and her strength were tempered in the fire. Her personal loneliness under the burdens of responsibility made her more sympathetic to others and the weights they bore. The importance of their lives and their cares grew for Mirra, and filled much of her heart. Helmyra’s mission was to ensure the survival of the Clan. Mirra’s mission became to safeguard the lives of the people, and to preserve the heritage of Clan Brightsword and the memories of the dead that each individual carried.

Then she was brought to present times. She was knocked unconscious in a drow attack at Bald Mountain. An adventurer from the future carried her through a time portal. She awoke in a different time, in Ravens Bluff. Helmyra had come through also, and there were a few others.

The shock of being in the future was less immediate than the shock of being out of danger. In the days that followed, she learned with great sadness that history tells that none of Clan Brightsword survived. It was hard to accept for Mirra. She wondered if it would have been different if she and Helmyra had not been brought to the future. She sought answers from Berronar, and accepted that it was the goddess’ will that she survived, and knew it was her responsibility to remember those who were dead—long ago to the people of this time, but so recent for her.

Helmyra had come willingly, and had told the adventurers to take Mirra, also. Mirra did not understand how Helmyra could have made such a choice. Mirra would have let other children go in her place. But Helmyra's purposes were different. She brought lost knowledge to the dwarves of this time. She imparted her wisdom, and talked as if Clan Brightsword was the distant past for her, as it was for these dwarves. Mirra could not be so clinical.

She was also questioned about the past. Most dwarves were respectful, but she was just a curiosity to many. Mirra tried hard to tell what she could, in her way, so that Helmyra's impersonal reports would not stand alone. Some of her audience was sympathetic, but none could bridge the separation of time and experience between themselves and Mirra. She realized that honoring the dead and her memories of them was an endeavor of a lifetime, not a month or a year. It was unfair to expect others to care deeply about strangers from the past who were no more special than the millions who had died throughout history, but were forgotten to all, including herself. But they were no *less* special either, a lesson with which Mirra was gifted by her experience and by Berronar's grace.

The children, Kreen and Girden, were another gift. In their youth, they had difficulty adjusting to the circumstances. In less than three months of their lives, they had lost family, friends, home, much of their innocence, and now their place in time. It was too much to handle. They cleaved to Mirra, as did she to them. For a year, she was caregiver, friend, comforter, and teacher to them. To one another, the three were all they had left of the past. Mirra loved them, and they gave her love like she had never shared before. They were the children she had never had.

The children were a lesson also. Their inability to adjust to a new life after a year concerned the dwarven elders. Stonehall held council. Mirra was included. They concluded that Kreen and Girden would not learn to live in the present while they had strong reminders of the past. They decided that girl and boy should be separated from Mirra and from one another. Mirra protested, reasoned, raged, pled. The council of Stonehall was patient. In consideration of Mirra, they granted a postponement of a week for reflection on the decision.

By the end of that week, it was not the council who reconsidered; it was Mirra. After much prayer, worry, and restless nights, she truly opened her mind to Berronar. She saw that the reasons of Stonehall were solid. The children would never heal if they kept rubbing their wounds by staying with her. They needed to forget. *She* wanted them to remember because memory of what was lost was so important to her. Separation would not end their love for her. Letting them go would be her act of love for them, a sacrifice. A great sacrifice. Patience was needed. In the future, she would renew her relationship with them both, and tell them all that they might have forgotten. And tell them all that they never knew about their past and hers. She would share with them her life.

Stonehall chose foster families. The separation was not easy. Girden fought. Kreen accused. They both cried. Mirra bore it silently. It was for the best.

Before the fall of the Kingdom of Glimmering Swords, Mirra had been a middle-level priestess of Berronar. In the last three years, Mirra has grown in faith to be a High Priestess. The weeks as a fugitive were the fire that tempered her strength in Berronar, quickly, if in an unstructured manner. Study refined her faith. Personal meditation upon her experiences have shaped and polished her, as a shield for life and home, which are all-important to Mirra.

Return to Faern-barak is emotional for Mirra, but she has prepared herself for it as best she can. Nostalgia, anger, excitement, grief. Thoughts of her dead family, her friends, her clan, her simpler life, all that has happened, the gap in time. [See below for some specific notes on her reactions.]

Mirra's opinion of Helmyra is that she has steadily grown more distant from people since the fall of Clan Brightsword. When Mirra was young, Helmyra was warm, even a doting grandmother. But Mirra believes that Helmyra is deep in Sharindlar's wisdom, which makes her act and choose differently from most mortals. What is the difference between a madwoman and a prophetess? Maybe just the way other people see one.

### **Notes for playing Mirra at specific times and areas**

#### **First Day**

- Mirra is taciturn in her grief over Helmyra's death.
- She tells the PCs the directions, and asks they respect her grief over the passing of Helmyra.
- She does not volunteer the fact that Helmyra was her grandmother, but she says so if the PCs inquire further or antagonize her.

#### **The Bandits, Encounter 2**

- If asked her opinion on how to get around the bandits, she advises sneaking past if possible. If not asked, she will allow the PCs to decide (it's their job).
- If the bandits bargain for a pick of whatever the PCs and Mirra have when they return from Faern-barak (while bartering upon entering or upon return), she refuses to yield personal items from her home.

#### **First camp, Encounter 3**

After encountering the bandits, Mirra realizes that her personal safety on this mission is not guaranteed. When the group first makes camp, she addresses them, fearing that she may not complete the journey.

#### **The Drow, Encounter 4**

Mirra is overwhelmed with anger. She was prepared to feel anger at memories, but did not prepare herself to encounter any drow. She wants them dead. She may even stray from her mission for that desire, but any opportunity to calm down makes her realize that the mission is more important than revenge upon a handful of drow. Once

calm, she takes the precautionary measure of summoning bats with *animal summoning*, casts *speak with animals*, then casts *animal friendship* upon one of the bats. Thus, she will have a permanently friendly bat to spy out the area for her for the rest of the event.

#### **At the Shrine, Encounter 6**

Mirra is sad about the desecration, but excited to learn that the concealments of the inner sanctuary were apparently never breached. There are tears in her eyes as she enters the sanctuary, though she does not pause in her actions. She quickly recognizes the reliquary, but she does not know how to open it.

Once the pyramid's sides are opened and the numbers are projected from the crystal, she urges caution against hasty choices. If the PCs don't recognize that the top spins to rotate the numbers, Mirra does.

If the elemental noble urges them to leave, she pleads her case respectfully. If the party fails then she tells the PCs, "I have failed. We must return. Perhaps Stonehall is wise enough to solve what I cannot." She will not willingly harm the guardian. If the PCs fight the guardian without justifying it to her in a convincing manner, she will not even heal injured PCs because she considers it a desecration of the shrine.

#### **Stopping at her home, Encounter 7**

Mirra will be emotionally distraught in the ruins of her home, unless/until some of the earthenware heirlooms are recovered. While she will still be saddened by the death of friends and loved ones and the destruction of her home, she now has something of her family that she can pass on according to family traditions.

### **Spells Available to Mirra**

#### **Level 1**

*Analyze balance, animal friendship, anti-vermin barrier, bless, combine, command, cure light wounds, detect evil, detect magic, detect poison, detect snares and pits, endure cold/endure heat, entangle, invisibility to animals, invisibility to undead, light, locate animals or plants, log of everburning, magical stone, pass without trace, protection from evil, purify food and drink, remove fear, ring of hands, sacred guardian, sanctuary, shillelagh, speak with astral traveler, weighty chest.*

#### **Level 2**

*Aid, augury, barkskin, calm chaos, chant, charm person or mammal, create holy symbol, detect charm, enthrall, find traps, frisky chest, goodberry, hold person, know alignment, messenger, music of the spheres, mystic transfer, resist fire/resist cold, sanctify, silence 15' radius, slow poison, snake charm, speak with animals, spiritual hammer, trip, warp wood, withdraw, wyvern watch, zone of truth.*

#### **Level 3**

*Animate dead, astral window, continual light, create food and water, cure blindness or deafness, cure disease, dispel magic, efficacious monster ward, emotion control, extradimensional detection, feign death, glyph of warding,*

*hold animal, invisibility purge, line of protection, locate object, magical vestment, meld into stone, negative plane protection, plant growth, prayer, protection from fire, remove curse, remove paralysis, rigid thinking, slow rot, snare, speak with dead, spike growth, squeaking floors, starshine, stone shape, strength of one, summon insects, thief's lament, tree, unearthly choir, zone of sweet air.*

#### **Level 4**

*Addition, blessed warmth, cloak of bravery, compulsive order, cure serious wounds, defensive harmony, detect lie, divination, fire purge, focus, fortify, free action, guardian hammer, hallucinatory forest, hold plant, imbue with spell ability, neutralize poison, plant door, protection from evil 10' radius, protection from lightning, reflecting pool, repel insects, speak with plants, spell immunity, sticks to snakes, tongues, uplift, weather stasis.*

#### **Level 5**

*Anti-plant shell, atonement, barrier of retention, Berronar's favor, blessed abundance, champion's strength, commune, commune with nature, consequence, cure critical wounds, dispel evil, elemental forbiddance, flame strike, grounding, impeding permission, insect plague, magic font, meld, moonbeam, pass plant, quest, rainbow, shrieking walls, succor of Berronar, thoughtwave, true seeing, unceasing vigilance of the holy sentinel, undead ward.*

## Player Handout #1

### You (or your pet, mount, familiar...) are still a dwarf

Some strange magic has struck, causing a startling metamorphosis. The notes below list the effects.

Dwarves are short, stocky fellows, easily identified by their size and shape. They average 4 to 4½ feet tall. They have ruddy cheeks, dark eyes, and dark hair. They are hirsute (hairy) and regardless of gender unless you are an adolescent (minimum aged PC), you now have a beard.

Your personality is unchanged by the magic; your likes and dislikes, fears loves and hatreds are all still your own. Your short, stocky builds make you ill-suited for riding horses or other large mounts (although ponies present no difficulty).

By nature, dwarves have trouble using magical items. All magical items that are noted below have a 20% chance to malfunction when used by a dwarf. **This check must be made immediately upon your transformation** and is made each time a dwarf uses such a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. Thus, a dwarf would have to check upon donning a *robe of blending* but would not check again until he had taken the robe off and then put it on again. If a cursed item malfunctions, the character recognizes it's cursed nature and can dispose of the item. **Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles. This penalty does not apply to dwarven clerics using priest items.**

Also because of dwarves' nonmagical nature, any wizard PC must roll percentile dice every time they wish to cast a spell. They have the same 20% chance of wizardly magic failing as they do of items failing. If the spell fails it is lost from memory.

Finally, this nonmagical nature gives a bonus to dwarves' saving throws against attacks from magical wands, staves, rods, and spells. This bonus is +1 for every 3½ points of Constitution score. For example, a dwarf with a Constitution score of 7 gains +2 on saving throws. These bonuses are summarized below

<b>Constitution Saving Throw Bonuses</b>	
<b>Constitution Score</b>	<b>Saving Throw Bonus</b>
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Similarly, dwarves have exceptional resistance to toxic substances. All dwarven characters make saving throws against poison with the same bonuses that they get against magical attacks

Dwarven infravision enables them to see up to 60 feet in the dark.

Because of their sturdy builds, dwarves add 1 to their initial Constitution scores, maximum 18. Their dour and suspicious natures cause them to subtract 1 from their initial Charisma scores, minimum 6.

Any dwarven abilities not listed are learned and therefore you do not have them.

## DM Aid #2

### Deepspawn Workers

**Duergar (10):** Int 16; AL LE; MV 6(18); HD 2+4; hp 20; AC 4; THAC0 18; #AT 1; Dmg 1d6 (+200% enlarged)(hand axe); SA Enlarge; SD See below; MR Nil; SZ S(L); ML 20

Duergars' stealth imposes a -2 penalty to opponents' surprise rolls; the duergar are surprised only on a 1 on 1d10. Their saving throws vs. magical attacks gain a +4 bonus. They are immune to paralysis, illusion/phantasm spells and poisons.

All duergar possess innate magical abilities of *enlargement* and *invisibility*. They can use these spells as wizards of a level equal to their hit points. Duergar can use *enlargement* to either grow or shrink themselves, as well as anything they are wearing or carrying.

**Drow (18):** Int 15; AL CE; MV 12; HD 2; hp 10; AC 4; THAC0 18; #AT 2; Dmg 1d6/1d4 (short sword/dagger); SA Nil; SD Nil; MR 54%; SZ M; ML 20.

All dark elves receive training in magic, and are able to use the following spells once per day: *dancing lights*, *darkness*, and *faerie fire*.

**Svirfneblin (23):** Int 12; AL N; AC 2; MV 9; HD 3+6; hp 24; THAC0 17; #AT 1; Dmg 1d4+1(war hammer); SA nil; SD see below; MR 20%; SZ S; ML 20.

All svirfneblin have the innate ability to cast *blindness*, *blur*, and *change self* once per day. Deep gnomes also radiate *non-detection* identical to the spell of the same name. Deep gnomes have 120-foot infravision, as well as all the detection abilities of rock gnomes.

All deep gnomes are 20% magic resistant, gaining an extra +5% magic resistance for each level they attain above 3rd. They are immune to illusions, phantasms, and hallucinations. Because of their high wisdom, speed, and agility, they make all saving throws at +3, except against poison, when their bonus is +2.

**Illithid (8):** Int 17; AL LE; AC 5; MV 12; HD 8+4; hp 52; THAC0 11; #AT 4; Dmg 2 (see below); SA mind blast (see below); SD magical powers; MR 90%; SZ M; ML 20.

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 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 that hits causes 2 hp of 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: *astral projection*, *charm person*, *charm monster*, *ESP*, *levitate*, *plane shift* and *suggestion*. All saving throws against these are made at a -4 due to the creature's mental prowess.

### Deepspawn Guardians

**Basilisk, Greater (2):** Int 7; AL N; MV 6; HD 10; hp 65; AC 2; THAC0 11; #AT 3; Dmg 1d6/1d6/2d8; SA see below; SD surprised on a 1; MR nil; SZ L; ML 20.

These reptilian monsters all possess a *gaze* that turns any fleshy creature to stone; their gaze extends into the Astral and Ethereal planes.

The monster attacks by raising its upper body, striking with sharp claws, and biting with its toothy maw. The claws carry Type K poison (onset time 2d4 rounds, damage 5 points if save is failed, no damage if it is made). Saving throws vs. poison are made with a +4 bonus. Its foul breath is also poisonous; all creatures coming within five feet of its mouth, even if just for a moment, must roll successfully save vs. poison (with a +2 bonus) or die (check each round of exposure).

Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10% unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature is nearsighted and it cannot see its own gaze unless it is within 10 feet.)

**Behir (3):** Int 7; AL NE; MV 15; HD 12; hp 72; AC 4; THAC0 9; #AT 2 or 7; Dmg 2-8/2-5 or 2-8/ 1-6X6; SA lightning bolt, swallow whole; SD immune to electricity and poison; MR nil; SZ G (40' long); ML 20.

A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This *lightning bolt* will cause 24 points of damage unless a saving

throw vs. breath weapon is made, in which case the target takes only half damage.

Behirs swallow man-sized prey whole on a natural attack roll of 20. A swallowed creature loses one-sixth of its starting hit points each round and dies at the end of the sixth round. The victim is digested in 12 turns; after which it is gone and cannot be raised from the dead. A swallowed creature can try to cut its way out of the behir's stomach. The behir's inner armor class is 7, but each round the creature is swallowed it subtracts 1 from the damage each of its attacks does. This is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

**Beholder (1):** Int 15; AL LE; MV 3; HD 11; hp 60; AC 0/2/7; THAC0 7; #AT 1; Dmg 2d4; SA eyes; SD anti-magic ray; MR nil; SZ M; ML 20.

1. *Charm person* (as spell), 2. *Charm monster* (as spell), 3. *Sleep* (as spell, but only one target), 4. *Telekinesis* (250 pound weight), 5. *Flesh to stone* (as spell, 30-yard range), 6. *Disintegrate* (20-yard range), 7. *Fear* (as wand), 8. *Slow* (as spell, but only a single target), 9. *Cause serious wounds* (50-yard range), 10. *Death ray* (as a *death* spell, with a single target, 40-yard range)

The central eye produces an *anti-magic ray* with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) functions within that area, including spells cast in or passing through it.

**Carrion Crawlers (12):** Int 0; AL N; MV 12; HD 3+1; hp 16; AC 3/7; THAC0 12; #AT 8 or 1; Dmg special or 1d2; SA paralysis; SD nil; MR nil; SZ L; ML 20.

This monster attacks with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2d6 turns. A save vs. paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite that inflicts 1d2 points of damage. The monster will always attack with all of its tentacles.

**Rats, Giant (30):** Int 2; AL N; MV 12; HD ½; hp 3; AC 7; THACO 20; #AT 1; Dmg 1d3; SA disease; SD nil; MR nil; SZ S; ML 20.

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.

**Rust Monster (6):** Int 1; AL N; AC 2; MV 18; HD 5; hp 30; THACO 15; #AT 2; Dmg nil; SA rust; SD rust; MR Nil; SZ M; ML 20.

A rust monster is excited by the scent of metal within 90' and immediately dashes toward it. If its antennae touch metal (determined by a successful attack

roll, based only on Dex and magical bonuses), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of being unaffected). Affected metal rusts, immediately falling to pieces that are easily digested by the creature. Metal weapons striking a rust monster are affected as if the creature's antennae had touched them. Nonweapon metallic magical items that make contact with a rust monster are treated as a +2 magical weapon for purposes of determining whether or not it breaks up.

## DM Aid #3: Description of the Temples

- A. Meeting Hall. This large cavern was once used for moots, meetings of the townsfolk to discuss important issues. The floor was worn smooth by the tread of countless feet.
- B. Temple of Dumathoin. The back wall of this cavern is partially collapsed. It appears to have been mined. The cracked and shattered remnants of two massive stone blocks have been scattered across the chamber. Six stone statues that once ringed the room lie in shattered piles about the place.
- C. In the heart of this cavern is a cracked stone cauldron, the mouth of it some 8' across.
- D. This looks like it was once a library and laboratory. The bookshelves have been toppled and the worktables overturned. Shattered stone tablets, etched with fragments of runes lay scattered under the shelves.
- E. Small patches of luminescent fungi have escaped the fires that scorched the walls, floor and ceiling of this room.
- F. The stench of rot fills this room. Pools of fetid water are scattered about this chamber. The streams that once connected the pools and allowed the water to flow have been filled with the dead. Yellowish bones protrude from the muck now filling the trenches.
- G. The room appears unremarkable except for the rocks, each about 10' across, scattered all over the floor.
- H. This cavern looks as though it was once a huge smithcraft hall. The anvils were apparently fired in the forge until they were reduced to slag. The forges were then extinguished.
- I. Statues have been toppled and smashed all about the room. Runes in the walls have been defaced to the point where they are illegible.
- J. A large stone sarcophagus was overturned in this chamber, its lid smashed and defaced. On the floor before the back wall is a pair of iron bound doors that appear to have been torn from the wall.
- K. The walls of this cavern are blackened and scorched as if an intense fire raged here for hours.
- L. Images of various religious myths were painted on these walls. They have been defaced with the addition of several crude images.
- M. This chamber was once used to store incense, holy water, altar clothes and the like. Everything was thrown in a mound in the center of the room and burnt.
- N. This passage is completely collapsed, making progress into Area O impossible. A rock to mud spell will cause further collapse causing 1d6/level of each character to everyone in the hall.
- O. This cave no longer exists. It was rigged as a trap for any seeking to plunder the place. It worked.
- P. This hall ends with a ladder up to the sanctum.

## DM Aid #4: New Spells

### Seventh Level

#### **Greater Rune of Power**

Abjuration/Evocation

Sphere: Guardian

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

Known among the dwarves as the Lost Runes of Power, this spell is the epitome of rune magic. A single one of these runes was used to level the ancient city of Dharrmaghongh in Murghom, long ago (FR11, *Dwarves Deep*). The majority of these Runes are more powerful variants of the 5th level dwarven spell *rune of power*. Unlike the 5th level version, the scribing of the various runes often required levels beyond those needed to cast 7th level spells. In this two round event the PCs can encounter the following runes:

**Thundaril** (18th level, area: up to 30' radius, saving throw: neg.): This rune functions in a manner similar to that of *polymorph other* with the following differences. Unlike the wizard spell, intelligence retention, personality and system shock survival are automatic. The saving throw is made at -1 for every four levels of the caster. The priest casting the rune sets the form the victim will become. It is often used to guard religious sites, by turning desecrators into insects and vermin. (In round one, it is used to turn people into dwarves.) This change is permanent and not dispellable. Any polymorphing magic used to undo the effect will have the duration of a polymorph self and then the subject will revert to their new dwarven form. Only another Thundaril rune, a *wish*, *limited wish* or divine intervention can reverse the effect. *True seeing* spells will show the new form because the change is permanent.

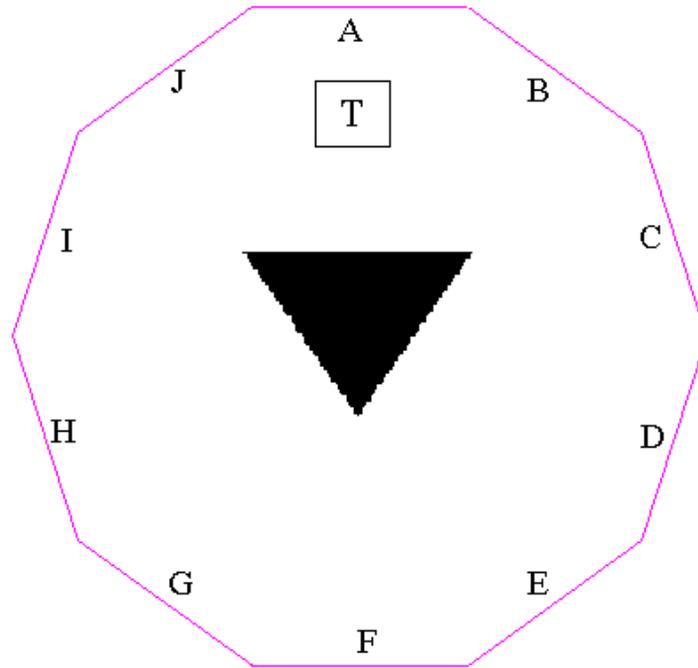
**Alhalbrin** (16th level, area: up to 30' radius, saving throw: special): This rune melts all metal in its area of effect. The effect lasts three rounds and a save vs. magical fire must be made each round for each metal item in the area (a 9 or better except for elven chain, which saves with a 6 or better). Whether the metal melts or not, it grows hot, inflicting 1d4 points of damage per round.

**Velurndyn** (18th level, area: up to 30' radius, save: none): This rune functions as a *reverse gravity* spell, flinging all beings in the area of effect upwards to a maximum height of 30' (causing 1d6 damage per 10' thrown if they strike a hard surface) and then dropping them (again causing 1d6 damage for each 10' fallen). Flying creatures ignore this effect.

**Sabras** (14th level, area: up to 30' radius, save: ½): This rune causes a minor *blade barrier*-like effect. The whirling battleaxes last for one round inflicting 8d10 damage to all in the area; save for half.

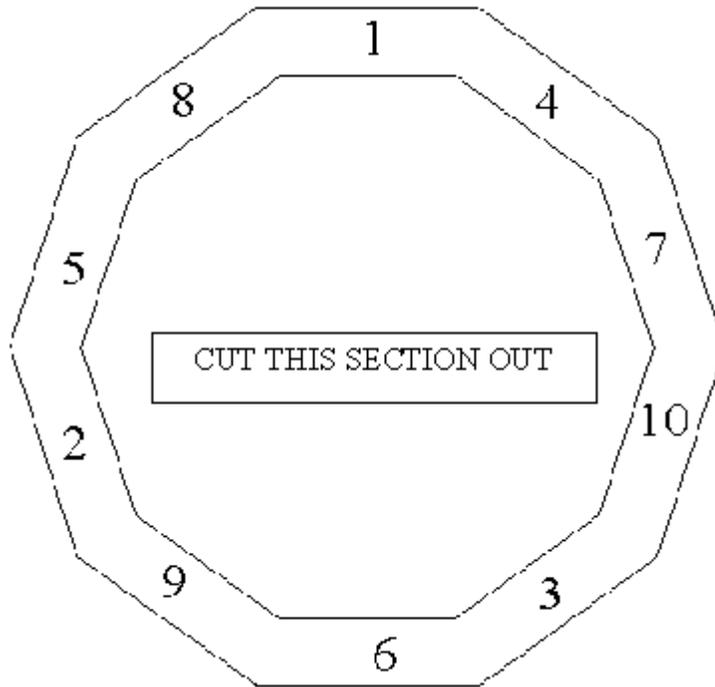
**Sonnilith** (24th level, area: special, save: none): This rune takes extra preparation because the caster must first make a pact with a creature from the Elemental Plane of Earth. Once this is done, triggering the rune will summon the creature with which the pact was made. The rune causes the creature to function as a native of the Prime Material Plane, so it is unaffected by spells like *protection from evil*, *dismissal* and *holy word*.

## Player Handout 4A



- A. **Moradin** Dwarffather, temper us to do your will.
- B. **Berronar**, watch over our families and friends.
- C. **Dumathoin**, intercede for those who have gone before us and watch for us when our day comes.
- D. **Clangeddin**, guide our weapons to strike true against the foes of our people.
- E. **Sharindlar**, have mercy on us and fill us with your joy.
- F. **Vergadain**, guide us in our relations with non-dwarves.
- G. **Gorm**, make us vigilant to the threats around us.
- H. **Marthammor**, watch over those who are far from home.
- I. **Dugmaren**, show us the path of knowledge and understanding.
- J. **Haela**, give us strength in battle.

## Player Handout 4B



Cut out the ring on this page and use it to represent the positioning of the projected numbers on Handout 4A.