

# Dwarf in the Fold

**A One-Round AD&D Living City Adventure**

**by David Santana**

The prophecies foretelling the return of the Dwarven Thane are being fulfilled, and now the dwarves take a hand in their own destiny. They seek to retrieve the lost Holy Symbol of Dugmarin Brightmantle, one of the artifacts needed to crown the thane. But there are those who oppose the emergence of the thane, and they will stop at nothing to keep you from success. Dwarven PCs recommended. Part Three of *Destiny of the Dwarves*. An adventure 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 adventure 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+

## DM Background

This adventure is part four of the *Destiny of the Dwarves* series. The first adventure is Approaching Doom, second and third are parts 1 and 2 of Day of the Dwarf. It is not necessary to play them in order, though development is more cohesive that way.

The Dwarven community is charged with excitement by a string of portents and prophecies that point to momentous times of change in the near future. The Red star in the sky causing great concern, some of the most ancient prophecies are now coming clear. The Clans of the region are all scrambling to secure a place for their people in the new order to come. Recently part of an artifact associated with the Dwarven King of the Vast was recovered. Upon seeing it Embersar, High Old One of Dugmaren Brightmantle and member of Clan Boldenbar was struck by a vision from Dugmaren. His vision was recorded as a new prophecy. Those High Old Ones already at Stone Hall decided it was imperative to fulfill it as soon as possible. Guided by Embersar's vision they have sent for adventurers to recover a second piece.

### PLOT SUMMARY

#### **Player Introduction**

The PCs are approached by runners from the Dwarven Shrine. They deliver notes asking the PCs to come to the shrine and meet with the High holy Ones on a matter of prophecy.

#### **Encounter 1**

Assuming the PCs go to the shrine, they will meet with several high Old Ones. The PCs are told that they are part of prophecy important to dwarves and are asked to retrieve a lost artifact, a Holy Symbol of Dugmarin Brightmantle. They are given the prophecy to read and

decipher, as well as info to help them on their way. An observer and scribe, Citadel Urn, is assigned to then PCs.

### **Encounter 2**

The PCs are allowed to discover that the section referring to the Tigers of Sarbreen refers to the Seven Tigers Inn, which has a sealed basement that may have led to Old Sarbreen. If the PCs can't figure this out, Citadel will give them this info.

### **Encounter 3**

The PCs go to the Seven Tigers Inn and meet with Arthur Wilde, proprietor of the Seven Tigers inn. They will need to ask him questions to find out about the basement, and the possible entrance from outside the city. The PCs may reopen the entrance to the basement or enter through the hidden entrance outside the city.

### **Encounter 4**

If the PCs decide to find the hidden entrance, they will have to trip over it, then literally remove what is blocking the way. They may either do so, or go back to the Seven Tigers Inn to try to get in through the basement.

### **Encounter 5**

Assuming the PCs break in through the basement, they will encounter the old outpost that existed under here.

#### **5A**

They may choose to go into the tunnel right by their entrance. This leads towards the Vault.

#### **5B**

They might also search the old abandoned outpost. If they do, they might alert the Eye Tyrants to their presence. But only entering area C on the map will they encounter them.

### **Encounter 6**

Entering this area, the PCs will come in contact with the Eye Tyrants. This battle should not be long, but can be deadly. Citadel will not participate in it, nor did he know of their existence.

### **Encounter 7**

The PCs will travel down old halls leading deeper underground. They will encounter a T section leading left or right. Citadel will urge the PCs towards the right, where he has an ambush waiting. The Left leads to a small drow outpost. Citadel knows nothing about the drow.

### **Encounter 8**

Citadel arraigned an ambush of the PCs by duergar. He knows the PCs will put down the duergar but it is to

soften them up for the battle ahead. Duergar will enlarge while invisible and attack the PCs.

### **Encounter 9**

If the PCs go this way (and there is time in the slot) they will encounter a drow outpost. They are here as punishment, guarding this frontier from surface dwellers. The intent is for them to die. Citadel has no idea they are here.

### **Encounter 10**

The PCs will have time to search the entry chamber leading to the Vault. There are several statues of Dwarven deities and evidence of a destroyed caryatid column as well as a missing one. The missing one was destroyed on the inside of the Vault.

### **Encounter 11**

The PCs must solve the door combination. Thieving skills will not work because it was designed to thwart thieves and spell casters. The PCs can return to the Dwarven Shrine for assistance. But they will eventually open the door.

### **Encounter 12**

Once opening the door, they will encounter the mummies that were left here by drow over 800 years ago to destroy any who might enter the vault. The PCs may lose this combat. In which case Citadel will be able to escape, possibly with the Holy Symbol and then lead forces to destroy the Mummies. Once the PCs deal with the mummies, they will have to deal with the artifact.

### **Encounter 13**

The PCs must retrieve the artifact. Those of an evil bent will take much damage and be enfeebled. Those of a Neutral (Non-Good) bent will not be able to approach. Only a specialty priest of Dugmarin Brightmantle or someone wearing the gloves will be able to hold the Holy Symbol. If the PC fell to the mummies, Citadel will use the gloves to recover the artifact.

### **Conclusion A**

If the PCs succeed, they will arrive in time for the SP of Dugmarin Brightmantle to take the Holy Symbol before the gloves are destroyed. The PCs will be rewarded by the High Holy Ones and thanked for their success.

### **Conclusion B**

If the PCs succeed but are affected by the Symbol's protections, the High Holy Ones will use the glove to cure them before thanking them and sending them on their way.

## Conclusion C

If the PCs failed and fell in combat, Citadel will retrieve the artifact then lead the High Holy Ones to finish off the mummies. The PCs will be raised from the dead or resurrected as needed. They will be thanked for their role in the retrieval for the artifact and be given gems and gold for their trouble. They will not be charged for their resurrections nor will they receive any magic items from the High Old Ones

## Dwarf PCs:

Due to the nature of the events occurring in the prophecy, all PC dwarves will be aware of certain things. Have all PC dwarves read **Dwarf Handout 1** for additional information that they would know.

## Notes On Citadel Urn

Citadel Urn represents the bad guy in the story. He is truly a duergar himself, yet, because of situations in his life that drove him insane, he is a pawn of Vhaeraun, a drow deity dedicated to evil on the surface world. He intends to allow Citadel to manipulate those around him, sow dissention between the clans, and eventually rule them as their Thane, only to use them as an army to further the needs of evil. Citadel acts as an advisor to the PCs in this scenario, though he will not reveal his true intent. He has had foreknowledge of the location of the artifact (through personal knowledge for being there 800 years ago and through Vhaeraun) and knows he cannot handle the item without the gloves or get past the guardians within.

He arranged an ambush just outside the vault to soften up the PCs. This way, they will be hard-pressed to also defeat the guardians within. Once down, he will use his forces to finish off the guardians, take the symbol with the gloves and return it to the dwarves. This will boost his popularity. His is becoming obsessed with becoming Thane and will take more and more chances as the rest of the chapters unfold.

## Notes on the Prophecy

Dwarves have a better handle of what is happening in their prophecy. The comet that has appeared in the sky is a forerunner of the hero with the flaming hammer to return to them and crown the new Thane. Many things have unfolded in their prophecy with only a few more passages to yet become clear.

## Player Introduction

*The night was hot and humid. And you did not get a fully restful sleep. For some it was just uncomfortable. For others, it was the falling star in the sky. What did it mean? Would it come near to Ravens Bluff? No one*

*was sure. Yet morning still comes, and it came as a cold, wet morning. You are roused from your sleep by a loud, demanding knock. As you answer the knock, you find what appears to be a young dwarf, if such a thing exists. His young beard and soft curls sets him aside from what you expect from a dwarf, as well as his demeanor.*

*“Yew are [insert PCs name here],” he asks?*

Once the PC identifies him/herself, the young dwarf will relay this message:

*“The High Elders of the Dwarven Clans want you to come and see them about a matter of dire importance. If you are willing, I am to wait for you.”*

If the PC isn't willing, it is the end of the event for that PC. Otherwise, the young dwarf will wait for the PC. Once the PC is ready, the young dwarf will lead the way.

A different dwarf will lead each PC. These young dwarves are the pages for the priests and acolytes at Stone-half, the dwarven temple in Ravens Bluff. If the PCs ask their names, use the following:

1. Jarek Hansin Boldenbar
2. Troy Danelion Brightsword
3. Alendem Mason Waraxe
4. Josel Trufire
5. Marian Askel Goldthron
6. Struran Truearth Duruth
7. Duridir Gemstone Bladebite

## Encounter 1 The High Holy Ones

**DM Note:** Remember that the High Old Ones of the dwarves are highly revered by the other dwarves for reaching as high as they have. They will tend to be haughty and lordly. But there is also an underlying feel to this encounter. The dwarves are caught in prophecy that is becoming all too real. This particular venture is very important to them, for they feel the loss of all their knowledge if they do not acquire this holy relic. Try to have the PCs feel this trepidation, especially the dwarves in the party.

*The young dwarf leads you through the city into the temple district, then into the shrines section and finally to the Stone-Half, the dwarven temple in Ravens Bluff. Here a strong looking stone building stands. In front stands Moradin as father of all the dwarves. A statue on either side of the corridor*

*represents each member of the dwarven pantheon. As you pass through this corridor, you hear the mumbling of priests and acolytes beyond the silent stone statues around you. You exit this corridor and enter the main chamber of the shrine. Within this large circular room, another large statue of Moradin rises from floor to ceiling, raised only by large marble columns rising from the base up to the feet. Curved stone benches surround this central structure, each two rows rising above the previous two, going back three circles to the edges of the room. Along the walls are small statues of all the other dwarven deities, all set with small donation plates under each one. Under the main statue and set between the columns are several stone chairs. On the vacant chairs, you can see several symbols, one on each chair. Seated on four of the chairs are four elderly dwarves, each wearing a holy symbol.*

**Religion** check or dwarven priests can tell they are symbols for some of the dwarven deities. **Religion** or being a **dwarven priest** will reveal these dwarves as High Old Ones. Dwarven priests will recognize these as High Old Ones of their respective deities.

- Duathain Forgefire Brightsword (Moradin)
- Embersar Bolenbar (Dugmaren Brightmantle)
- Dorn Grysygnth Trueforger (Clangeddin Silverbeard)
- Haeil Fyrlynn Waraxe (Haela Brightaxe)

Dwarven priests will recognize these as High Old Ones of their respective deities).

*As you approach, they all stand up, one by one, around their circle. Of their number, one steps forward to greet you. "Well met," he says, seemingly struggling over the greeting. "I am Duathain Forgefire Brightforge, High Old One of Moradin. It is fortunate that you could all come. Your names are known to me, as well as to those of our number. But please state them so that they may be properly recorded into the Book of Deeds."*

This is where the PCs can introduce themselves. As each one does, have an unseen scribe repeat the name and go 'check!' After their introductions, continue.

*"Such is the path we must follow. Tis' has always been the way of our people and so shall it be for time harmonium. Listen to the passages that have been made clear from the Book of Deeds:"*

Give the PCs **Players Handout 1** and read the prophecy to them below. Be as dramatic as possible to

impress the importance the dwarves feel over their prophecies. Use **DM's Handout 1** to answer any questions the PCs might have.

#### Prophecy from the Book of Deeds:

*As the tide shall turn  
So shall the fortune  
Of dwarves eternal  
Has been set in motion*

*As the star comes falling  
At the Heroes calling  
Such as the rod be found  
And the dwarves rebound!*

*The staff of the handle bound to the rod  
The Binder be holy and blessed in accord  
Hidden by Sight of time immemorial  
To be wrestled into light for a time harmonium.*

*The path shall be found  
The Binder be seen  
The path that beckons has always been  
The Wilde Tigers of New Sarbreen.*

*And thus shall the heroes revealed  
Vanquish the evils dispelled  
And through hardships unknown  
Find the Binder renown.*

Give the PCs some time to think over the prophecy. Some players should make the connection that the Wilde of Tigers of New Sarbreen refers to the Seven Tigers Inn near the wall of Ravens Bluff. If no PC does, have them make a Local History roll. If they fail or do not have local history, have Citadel Urn give them information before they leave. After the PCs listen to the prophecy and/or ask questions, the Elders will continue.

*"This part of the prophecy is clear that such adventurers, as yourselves shall find this artifact for us. Do you accept this noble undertaking?"*

The Elders will expect all dwarves in the party to accept the mission. Any dwarves who do not wish to be part of the mission will receive an Infamy Point and the mission will end for them. If the party also does not wish to accept the mission, the scenario also ends for them, though no infamy penalty will be earned.

Questions the PCs might have about the Prophecy:

*What is the binder?*

The Elders are not sure, but they believe the lost artifact to be the binder, yet not sure how it will work to bind.

*What does the artifact look like?*

The Elders believe it will be in the shape of a Holy Symbol of Dugmarin Brightmantle (Which is an open book).

Things the Elders can say to the PC:

- The artifact is a lost holy relic of Dugmarin Brightmantle.
- To carry the artifact, one must be blessed by Dugmarin Brightmantle.
- The PCs will be given the **Gauntlets of Brightmantle**. These gloves carry the favor of Dugmarin Brightmantle and must be worn to hold and carry the artifact. The gloves glow with a soft and steady light.
- If the PCs try to carry the artifact without the gloves OR without being a specialty priest of Dugmarin Brightmantle, it will strike them down with a *feblemind* spell, no save. *Scarabs of protection* will not prevent the *feblemind* effect since it is divine in nature.
- The PCs will be highly rewarded for their efforts. If the PCs wish for specifics, say that the vaults of the clans will be accessed for a proper reward.
- A dwarven advisor and observer will travel with the PCs. Citadel Urn has asked to be the advisor for this trip.
- Citadel Urn is a trusted advisor to the Thane of 800 years ago. Through time he has served the Thane, though he wields not clerical powers.
- If they are asked about the comet in the sky, the High Old Ones will look up and mumble about the Harbinger. They won't say more.
- They will tell the PC to bring it back to this temple to the High Old One of Dugmarin Brightmantle

Once the PCs have accepted the mission and asked all their questions, the high Old ones will bring in Citadel Urn and introduce him to the PCs. They will then have Citadel escort them out of the building to begin fulfilling the prophecy.

## Encounter 2

### .... In Sheep's Clothing

*Hastily, you are ushered out of the dwarven shrine and into the early morning sun. Your accompanying dwarf squints, then turns to all of you.*

*“Well, adventurers, time may be of the essence,” he says looking up towards the sky. As your eyes join*

*him, you see a now growing red star on the horizon. It hadn't been that large before, but now it is visible as more than a star. “Yes. Prophecy will tell true. Will you live up to expectations, or fail in its path?”*

Give the PCs time to speculate the meaning of the prophecy the dwarven elders gave them. There can be many meanings to Wild Tiger in Sarbreen reborn. Give the PCs the opportunity to remember the Seven Tigers Inn. A Local History check will reveal this location. Those PCs who played *Call of the Wilde* might remember going there and that there is a hidden underground entrance to a part of old Sarbreen. It is this location the PCs are looking for.

PCs might ask Citadel about the prophecy. These are things Citadel might tell the PCs:

- The shining star signifies the coming of a new Thane of the Vast.
- The forerunner of the Thane is the hero with the flaming sword, who shall bear the mark of the Thane.
- A great metal shall be found to be forged into a crown for the Thane.
- The heroes shall gather great artifacts for the Thane to be crowned.
- The new Thane shall come from very old stock (false)
- Only a Brightsword can wield the true scepter of the Thane (false).
- He is a relative of the rulers of the Brightswords from the past.
- Some of the Elders are not to be trusted. They are trying to manipulate the prophecy to get their chosen one as Thane (false).

If the PCs use detection spells or abilities on Citadel, nothing will detect as false. He has a blessing from Abbathor that prevents detection.

Finally, if all else fails, Citadel will remember that the Seven Tigers Inn sits along the old city wall and that may be where the PCs need to head. Of course, the PCs may wish to research the information they have and may seek out the dwarven sages or go to the city records. But this information will not help them. If they seek out info, the sages only know what is in Appendix II. When they are ready to go to the Seven Tigers Inn, go to **Encounter 3**.

## Encounter 3

### Deuces Wilde

Some of the PCs have met Arthur Wilde before. Others may actually have rooms in the inn. Have Arthur treat

the PCs accordingly. Arthur will react better to those who treat him with some respect than those who know him well.

If asked about Sarbreen or underground tunnels, Arthur will remember events from *Call of the Wilde*. This information will include:

- There was an entrance to a group of rooms hidden behind his sub-cellar.
- It was once a Zhentarim outpost and was going to be used as a base of operations.
- It was long ago abandoned, about 100 years before.
- A group of adventurers cleared it out a few years back.
- He didn't need the space, so he bricked up the wall again.
- As far as he knows, no one has been there since.
- He knows that somewhere on the outside of the city wall there is a secret entrance to those rooms, but he isn't sure where and the city should have also bricked it up.
- He doesn't know if it is old Sarbreen or not and doesn't know anything about dwarven civilizations.
- He really would prefer that the adventurers not open the hole he bricked up, but he will accept 100 gp per tier as recompense for the adventurers doing so.
- He has an idea of the approximate area that other entrance might be. But who knows what has happened to it during the war.

Remember that some of the PCs have met Arthur Wilde or may even live there. So have a little fun with it, but don't spend too much time here.

**Arthur Wilde (human male B6):** Arthur is the gentlemen's bard. He has spent much time within noble houses and is very cultured. He was unable to continue his adventuring career due to the death of his father. Arthur is a handsome gentleman in his early forties, with just a touch of gray streaking his dark black hair. Originally schooled in the far north, he worked his way back home just 14 years ago. On the way home he met, and fell madly in love with, an elven wizard named Sivistria. Twenty-two years ago he lost Sivistria, but gained a daughter, Bournetel. He cares so much about her but allows her to make most of her own decisions.

If the PCs decide to find the entrance outside the city, go to **Encounter 4**.

If the PCs decide to break in through the wall in the cellar, go to **Encounter 5**.

## Encounter 4 Shuttered Blinds

*Finding the area that Arthur told you about was a lot simpler than finding a hidden entrance unused since before the war. But, fortunately by luck, [insert PC name here] managed to trip over a rock. In the fall [same PC name] saw a rocky outcropping covered with heavy plant growth. Exploring the area, you find a partially collapsed entrance to a tunnel.*

The entrance was collapsed during the war. While several undead had ended up inside the tunnel, several fire giants managed to fall and partially seal off the entrance, trapping the undead inside.

*Clearing the shrubbery away, you notice that a fallen tree has kept the door sealed, probably since before the war.*

It will take the PCs a little while to remove the tree. About two PCs or a total of 30 Str should be able to pull it away far enough to open the door. The PCs could also cut it away taking about half an hour to do so. There are also various mundane and/or magical ways to do this. It shouldn't take the PCs too long to figure out how to do this. But, if the PCs decide to go back and in through the basement, go to **Encounter 5**. Otherwise, continue.

*After clearing the passage, and determining that it isn't trapped, you manage to find your way in.*

Go to **Encounter 6**.

## Encounter 5 Cellar Walls Do Not A Prison Make

*Breaking through the cellar wall was a lot simpler than you thought, as the wall was not well made. Soon you have broken through and enter the hidden cellar from Old Sarbreen.*

**DM Handout 2** is a map of the Old Cellar from *Call of the Wilde* with an extra tunnel added in. The tunnel now exposed from wear was hidden by an old rockslide.

If PCs Explore Location A, go to **5A**.

If PCs Explore Location B, go to **5B**.

If PCs Explore Location C, go to **Encounter 6**.

### **5A: Abandoned Tunnel**

*As you proceed to enter the abandoned cellar, you can see that this area is cut out of rough stone and not finished at all. You see a tunnel to the right.*

Citadel would encourage the PCs down the tunnel, since he knows there is an ambush near the vault. He has no knowledge of the creatures here.

*As you enter the tunnel, you see the dead and decaying bodies of large bugs with stingers. Whatever killed them, it was a while ago. Yet it had been cleared out not too long ago.*

This used to be a stirges' nest. But the Duregar killed them when Citadel sent them to the ambush site. If the PCs have knowledge of these creatures or some appropriate underground skill, they may be able to tell they were striges.

PCs can follow this tunnel to **Encounter 7**.

### **5B: Ye Olde Outpost**

*As you enter this area, you see a large open area where some might have set up desks and such. A jail area stands nearby on the side, open and empty. A passage leads to another room.*

This area is empty. If the PCs are cautious and silent, they will not be detected by the tyrants. If the PCs make a lot of noise, or are not careful, the Tyrants will be prepared for them.

If the PCs decided to turn around or if they have already defeated the Tyrants, then go to **Encounter 5A**.

If the PCs go to search Area C, go to **Encounter 6**.

If the PCs have dealt with the tyrants and Encounter 5A, go to **Encounter 7**.

## **Encounter 6 The Cellar Primevil**

*The dull gloom seems pointed with the dusty moist smell from ahead. As you move forward, that is when you notice movement up ahead.*

### **Tiers 1 & 2:**

The Death Tyrant was trapped here during the war. It was part of Myrkyssa Jelan's army but was separated from the rest. It has remained here, following its orders; Kill anything that comes near. Therefore, there are several dead rat skeletons under it.

### **Tiers 3-5**

This was a part of a troop of undead from Mykissa Jelan's Army. Their mission was to destroy as many troops as came near. Their last order was to stay within until summoned. They were summarily trapped within by the Fire giant's mistake. Still they have waited a long time to be summoned.

#### **Tier 1**

**Death Enforcer:** Int Special; AL LE; AC 0/2/7; MV fl 2(c); HD (Save as 8<sup>th</sup> level Warrior); hp 25; THAC0 13; #AT 1; Dmg 2d6; SA See Below; SD See Below; MR Nil; SZ L (4 ft. dia); ML 18.

Notes: Body AC 0, Central Eye AC 7, Eyestalk AC 2, Smaller Eye AC 7

Death Enforcers go last every round.

This one is so decayed, it needs to hit rolls for the eyes to make contact.

Death Enforcer Eyes: 1. *charm person* (not functioning); 2. *sleep* as per spell, 1 target; 3. *slow* (not functioning); 4. *cause light wounds*; 5. *death ray* (Center Eye-Not functioning)

#### **Tier 2**

**Death Tyrant:** Int Special; AL LE; AC 0/2/7; MV fl 2(c); HD (Save as 10<sup>th</sup> level Warrior); hp 35; THAC0 11; #AT 1; Dmg 2d8; SA See Below; SD See Below; MR Nil; SZ L (4 ft. dia); ML 18.

Notes: Body AC 0, Central Eye AC 7, Eyestalk AC 2, Smaller Eye AC 7

Death Tyrants go last every round.

Death Tyrant Eyes: 1. *charm person* (not functioning); 2. *sleep* as per spell, 1 target; 3. *slow* as spell, 1 target; 4. *fear* as *wand of fear*; 5. *cause light wounds*; 6. *death ray* (Center Eye-Not functioning)

#### **Tier 3**

**Death Tyrant:** Int Special; AL LE; AC 0/2/7; MV fl 2(c); HD (Save as 12<sup>th</sup> level Warrior); hp 45; THAC0 9; #AT 1; Dmg 2d8; SA See Below; SD See Below; MR Nil; SZ L (4 ft. dia); ML 18.

Notes: Body AC 0, Central Eye AC 7, Eyestalk AC 2, Smaller Eye AC 7

Death Tyrants go last every round.

Death Tyrant Eyes: 1. *charm person* as spell; 2. *sleep* as spell, 1 target; 3. *slow* as per spell, 1 target; 4. *fear* as *wand of fear*; 5. *cause serious wounds*; 6. *disintegrate* (Main Eye-not functioning)

#### **Tier 4**

**Death Tyrant (2):** Int Special; AL LE; AC 0/2/7; MV fl 2(c); HD (Save as 14<sup>th</sup> level Warrior); hp 69; THAC0 7; #AT 1; Dmg 2d8; SA See Below; SD See Below; MR Nil; SZ L (4 ft. dia); ML 18.

Notes: Body AC 0, Central Eye AC 7, Eyestalk AC 2, Smaller Eye AC 7

Death Tyrants go last every round.

Death Tyrant Eyes: 1. *charm person* as spell; 2. *sleep* as per spell 1 target; 3. *slow* as per spell, 1 target; 4. *cause serious wounds*; 5. *disintegrate* (Not functioning); 6. *death ray* (Central Eye- as spell, single target, 40 yard)

### Tier 5

**Death Tyrant (2):** Int Special; AL LE; AC 0/2/7; MV fl 2(c); HD (Save as 16<sup>th</sup> level Warrior); hp 75; THAC0 5: #AT 1; Dmg 2d8; SA See Below; SD See Below; MR Nil; SZ L (4 ft. dia); ML 18.

Notes: Body AC 0, Central Eye AC 7, Eyestalk AC 2, Smaller Eye AC 7

These Death Tyrants have a normal Initiative.

Death Tyrant Eyes: 1. *charm person* as spell; 2. *sleep* as per spell, 1 target; 3. *slow* as per spell, 1 target; 4. *cause serious wounds*; 5. *disintegrate* (60 ft. range); 6. *death ray* (Central Eye- as spell, single target, 40 yard)

If the PCs enter through the cellar, they do not have to fight the Tyrants. They may instead take the tunnel deeper into Old Sarbreen. If the PCs entered through the hidden door outside, they will have to fight the Tyrants.

## Encounter 7 The Halls of Sarbreen

*Traveling through the rough-hewn tunnel, you occasionally find yourselves in smooth tunnels, probably old hallways or streets of Sarbreen. Eventually the tunnel leads to a T intersection, and the smooth walls seem to go both directions.*

Here the PCs need to decide which direction to go in. There are no particular clues to discern which way. Citadel will urge them towards the left path and use the excuse of dwarven logic as to where the temple might be. He knows that there is a duergar ambush ahead that he set up. He has no idea that the right tunnel leads towards a drow outpost.

- If the PCs decide to go left, go to **Encounter 8**
- If the PCs decide to go right, go to **Encounter 9**

## Encounter 8 Sarbreen Streetfight

*Following the path to the right, this tunnel open up to a wide street, probably once a plaza or a marketplace.*

*Several destroyed buildings lie here and there and partial walls jut out of far walls, where earthquakes and time have created cavern walls. About 120 ft. across is the only standing structure that was once a temple. The holy symbols and statues in the front of the temple have been desecrated or destroyed. Several areas can be climbed over or skirted to reach the temple ahead.*

This is the ambush that Citadel arranged in advance. While he will be targeted by the duergar, they will only wound him. The duergar are using the rubble to hide behind. This IS an ambush, which means that unless the PCs are looking for one, the duergar will get 1 free action. This will be to use their *enlarge* ability. Then roll for surprise.

If the PCs are looking for an ambush, roll for surprise. This round the duergar will use their *enlarge* ability if the party is surprised or if they win initiative. If they lose and are attacked, they will attack while they use their *enlarge* ability.

In Tier 3 +, the duergar will do the enlarging while invisible and in hiding.

Abilities of all duergar:

SA: Stealth -2 to opponents surprise roll.

Innate spell-like abilities: *enlarge* and *invisibility* as spell cast by a 10<sup>th</sup> level wizard.

SD: Only surprised on a 1; Immune to paralysis, poison, and illusion/phantasm spells; Magical light has no apparent effect on duergar, but daylight does; Saving throws vs Magical attacks +4

### Tier 1

**Duergar (4):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

OR

**Enlarged Duergar(4):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Enlarged Hammer (1d4+1 x2); SA See Above; SD Only surprised on a 1; MR Nil; SZ L (8 ft.); ML 13.

One of these duergar possesses a +2 *short sword*

### Tier 2

**Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 14; THAC0 15: #AT 1; Dmg *short sword* +2 (1d6+2); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13

**Duergar (6):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Hammer (1d4+1);

SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

OR

**Enlarged Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 14; THAC0 17: #AT 1; Dmg *short sword* +2 (1d6+2 x2); SA See Above; SD See Above; MR Nil; SZ S (10 ft.); ML 13

**Enlarged Duergar (6):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Enlarged Hammer (1d4+1 x2); SA See Above; SD See Above; MR Nil; SZ L (8 ft.); ML 13.

### Tier 3

**Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 14; THAC0 15: #AT 1; Dmg *short sword* +2 (1d6+2); SA See Above; SD Only surprised on a 1; MR Nil; SZ S (4 ft.); ML 13

**Duergar (9):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

OR

**Enlarged Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 14; THAC0 17: #AT 1; Dmg *short sword* +2 (1d6+2 x2); SA See Above; SD See Above; MR Nil; SZ S (10 ft.); ML 13

**Enlarged Duergar (9):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Enlarged Hammer (1d4+1 x2); SA See Above; SD See Above; MR Nil; SZ L (8 ft.); ML 13.

### Tier 4

**Duergar (6):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13

**Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 15; THAC0 15: #AT 1; Dmg *short sword* +2 (1d6+2); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13

**Duergar Thief (2):** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 10; THAC0 17: #AT 1; Dmg Pick (1d6); SA See Above and thief backstab x2; SD See Above; MR Nil; SZ S (4 ft.); ML 13

Note Thieves will wait invisibly until they can get a good backstab on PCs.

**Duergar Priest:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 20; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

Spells: 1<sup>st</sup>: *bles*, *command*, *cause light wounds*

Note: Priests will enlarge but not go into combat unless necessary.

OR

**Enlarged Duergar (6):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Enlarged Hammer (1d4+1 x2); SA See Above; SD See Above; MR Nil; SZ L (8 ft.); ML 13.

**Enlarged Duergar Corporal:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 15; THAC0 15: #AT 1; Dmg *short sword* +2 (1d6+2 x2.5); SA See Above; SD See Above; MR Nil; SZ S (10 ft.); ML 13

**Enlarged Duergar Thief (2):** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 10; THAC0 17: #AT 1; Dmg Pick (1d6 x2); SA See Above and thief backstab x2; SD See Above; MR Nil; SZ S (10 ft.); ML 13

Note Thieves will wait invisibly until they can get a good backstab on PCs.

**Enlarged Duergar Priest:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 20; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (8 ft.); ML 13.

Spells: 1<sup>st</sup>: *bles*, *command*, *cause light wounds*

Note: Priests will enlarge but not go into combat unless necessary.

### Tier 5 and 6

**Duergar (8):** Int Avg (10); AL LE; AC 4; MV 6; HD 2+1; hp 15; THAC0 19: #AT 1; Dmg Hammer (1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

**Duergar Sergeant:** Int Avg (10); AL LE; AC 4; MV 6; HD 3+6; hp 25; THAC0 15: #AT 1; Dmg *short sword* +2 (1d6+2); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13

**Duergar Thief (2):** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 10; THAC0 17: #AT 1; Dmg Pick (1d6); SA See Above and thief backstab x2; SD See Above; MR Nil; SZ S (4 ft.); ML 13

Note Thieves will wait invisibly until they can get a good backstab on PCs.

**Duergar Priest:** Int Avg (10); AL LE; AC 4; MV 6; HD 3+6; hp 20; THAC0 19: #AT 1; Dmg Hammer

(1d4+1); SA See Above; SD See Above; MR Nil; SZ S (4 ft.); ML 13.

Spells: 1<sup>st</sup>: *bless, command x2, cause light wounds*; 2<sup>nd</sup> *silence 15 ft. radius, obscurement, heat metal*

Note: Priests will Enlarge but not go into combat unless necessary.

OR

**Enlarged Duergar (8):** Int Avg (10); AL LE; AC 4; MV 6; HD 1+2; hp 10; THAC0 19: #AT 1; Dmg Enlarged Hammer (1d4+1 x2); SA See Above; SD See Above; MR Nil; SZ L (8 ft.); ML 13.

**Enlarged Duergar Sergeant:** Int Avg (10); AL LE; AC 4; MV 6; HD 3+6; hp 25; THAC0 15: #AT 1; Dmg *short sword +2* (1d6+2 x2.5); SA See Above; SD See Above; MR Nil; SZ S (12 ft.); ML 13

**Enlarged Duergar Thief (2):** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 10; THAC0 17: #AT 1; Dmg Pick (1d6 x2); SA See Above and thief backstab x2; SD See Above; MR Nil; SZ S (10 ft.); ML 13

Note Thieves will wait invisibly until they can get a good backstab on PCs.

**Enlarged Duergar Priest:** Int Avg (10); AL LE; AC 4; MV 6; HD 2+4; hp 20; THAC0 19: #AT 1; Dmg Hammer (1d4+1 x2); SA See Above; SD See Above; MR Nil; SZ S (8 ft.); ML 13.

Spells: 1<sup>st</sup>: *bless, command x2, cause light wounds*; 2<sup>nd</sup> *silence 15 ft. radius, obscurement, heat metal*

Note: Priests will Enlarge but not go into combat unless necessary.

## Encounter 9 (optional) Drow!!!

Run this encounter if you have extra time. Otherwise, this tunnel will lead to **Encounter 8**.

*As you proceed down the right corridor you find yourself in a winding tunnel that leads to a small opening. As you proceed further in you can feel the vastness of space as the ceiling rises and disappears in the darkness above.*

The drow outpost is here to make sure that Ravens Bluff doesn't expand in this direction. The drow will know the PCs are coming and will be prepared for them. They will also have sent a runner home alerting the drow to the presence of Ravenians.

Note: In bright light they have a -2 penalty to attacks.

### Tier 1

**Drow 2):** Int High (12); AL CE; AC 4; MV 12; HD 2; hp 16; THAC0 19: #AT 1; Dmg Short Sword (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 52%; SZ M (5 ft.); ML 14.

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness.*

### Tier 2

**Drow (4):** Int High (12); AL CE; AC 4; MV 12; HD 3; hp 20; THAC0 17: #AT 1; Dmg Short Sword (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 54%; SZ M (5 ft.); ML 14.

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness.*

### Tier 3

**Drow Priestess:** Int High (12); AL CE; AC 4; MV 12; HD 4; hp 24; THAC0 15: #AT 1; Dmg Mace (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 58%; SZ M (5 ft.); ML 14.

Spells: 1<sup>st</sup> *curse, invisibility to animals, cause light wounds x2, darkness x2*; 2<sup>nd</sup> *enthrall, heat metal, hold person x2, silence 15 ft. radius*

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness, detect lie, clairvoyance, suggestion, dispel magic.*

**Drow (3):** Int High (12); AL CE; AC 4; MV 12; HD 4; hp 24; THAC0 15: #AT 1; Dmg Short Sword (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 58%; SZ M (5 ft.); ML 14.

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness.*

### Tier 4

**Drow Priestess (2):** Int High (12); AL CE; AC 4; MV 12; HD 5; hp 24; THAC0 15: #AT 1; Dmg Mace (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 60%; SZ M (5 ft.); ML 14.

Spells: 1<sup>st</sup> *curse, invisibility to animals, cause light wounds x2, darkness x2*; 2<sup>nd</sup> *enthrall, heat metal, hold person x2, silence 15 ft. radius*; 3<sup>rd</sup> *negative plane protection, ~~protection from fire~~, bestow curse.*

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

**Drow (4):** Int High (12); AL CE; AC 4; MV 12; HD 5; hp 30; THAC0 15: #AT 1; Dmg Short Sword (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 60%; SZ M (5 ft.); ML 14.

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic.*

### Tier 5

**Drow Priestess (2):** Int High (12); AL CE; AC 4; MV 12; HD 6; hp 30; THAC0 15: #AT 1; Dmg Mace (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 62%; SZ M (5 ft.); ML 14.

Spells: 1<sup>st</sup> *curse, invisibility to animals, cause light wounds x2, darkness x2*; 2<sup>nd</sup> *enthrall, heat metal, hold person x2, silence 15 ft. radius*; 3<sup>rd</sup> *negative plane protection, ~~protection from fire~~, bestow curse, meld into stone.*

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

**Drow (6):** Int High (12); AL CE; AC 4; MV 12; HD 5; hp 30; THAC0 15: #AT 1; Dmg Short Sword (1d6+1); SA Infravision 120 ft., spell-like abilities; SD Only surprised 1; MR 60%; SZ M (5 ft.); ML 14.

Innate spell-like abilities 1/day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic.*

## Encounter 10 Hall of Dwarven Deities

*As you reach the temple, you can see the massive doors are slightly open. As you look inside, you see a large antechamber. But it is more like a hall. As your eyes adjust to the gloom inside, you begin to make out dwarven features along the wall. As more the interior comes into view, you see that there are several stone statues of dwarves on pedestals. You can make out several of them to be depictions of deities, such as Moradin, Clangedden, Hela Brightaxe. At the other end of the Hall, near a pair of metal double doors, there are two empty pedestals. Near one of the pedestals is a pile of rubble. Near a pair of metal double doors, there are two empty pedestals. Near one of the pedestals is a pile of rubble.*

Once the PCs investigate, have any dwarf priests in the party realize there are no statues of Dugmarin Brightmantle. Anyone with religion who wants to look around can roll Religion with a -6 penalty. Anyone with Bardic Lore can also roll. Anyone who succeeds realizes that there are no statues of Dugmarin Brightmantle. Of course, some people might note this and ask. This is an automatic success.

This was supposed to be his temple. Of course, the two missing statues are of Dugmarin. They were a pair of caryatid columns. When the drow invaded the city almost 800 years before, they were attacked by the columns. They destroyed one out here and the other inside the vault. As for the vault, the drow did manage to solve the locking mechanism and open it. But they could not get near the altar or the Holy Symbol that is the target of the PCs' search. It is protected by the power of Dugmarin Brightmantle. Only a specialty priest of Dugmarin Brightmantle or someone wearing the **Gloves of Brightmantle** may touch the Holy Symbol.

Anyone evil who approaches within 5 ft. of the altar takes 10d6 points of damage and struck by a *ray of enfeeblement*. True Neutrals avoid the area entirely, due to a magical aversion effect. Only the good and those blessed by Brightmantle may get close to the Symbol. If someone who is good who is not protected by Brightmantle in some way touches the Symbol, they are struck with a *feeblemind* spell (no save).

The PCs may search the room but will find nothing of value. When they examine the door, continue.

## Encounter 11 The Door of the Vault

*As you examine the door more closely, you see that it is a large metal door with grooves and plaques attached to it. Each plaque seems to have a symbol associated with it. Under the grooves are five small plaques that hold no symbols at all. These appear to be made of gold. At the top and the bottom of the grooves there is writing.*

A **Read/write dwarf** or an **Ancient dwarf** or a **Read Languages** will reveal the writing. If these skills do not exist, Citadel will translate.

### ABOVE THE GROOVES

TIDE	STAR	SYMBOL
SKY	FLIGHT	HANDLE

Each appears above each set of grooves.

### BELOW THE GROOVES

*THIS FORTUNE OF THE DWARVES ARE HELD  
AND SEALED FOR ONLY PROPHECY TO REVEAL!*

This is written right above the gold plaques. Give the players **Player Handout 2**.

The solution to the puzzle is simple if the PCs refer to the first three stanzas of the prophecy.

First they must turn TIDE where it is. This will make the gold knobs at the bottom to turn, like tumblers. Doing this, the PCs will hear a click.

**As the tide shall turn  
So shall the fortune**

Second, they must slide STAR all the way down to the bottom of the groove.

**As the star comes falling  
At the Heroes calling**

Third, they have to either move Symbol to Head or Head to Symbol.

**The staff of the handle bound to the rod  
The Binder be holy and blessed in accord**

FLIGHT and SKY are included to add balance and additional tumblers to the lock. These should not be moved.

Also, the plaques can be moved along the up and down grooves as well as the middle one to be stacked. This is like spinning a combination lock. The PCs need to leave the plaques in the grooves they are already in.

The PCs might spend the rest of the game time working out this puzzle. If they can't solve it and decide to return to the dwarves, they will be told how to open it (They CAN do a divination on it). Divinations, *augury*, *knock* and other such spells will not work on the door. *Dimensional folding*, *teleport*, and other such spells will also not work. Thieves using open locks proficiency will be able to determine that the plaques have to be moved in a specific way. They also can tell (on a successful Open Locks roll) that the plaques are in the right groove.

**For thief types:**

There is no trap for this lock. The drow who left the mummies had already activated it. Thieves who want to try to disarm this lock need to make rolls as follows:

- Tier 1: Rolls at -30%
- Tier 2: rolls at -40%
- Tier 3: Rolls at -50%
- Tier 4: Rolls at -60%
- Tier 5+: Rolls at -80%

Six successful attempts will open the locks. If any are missed the locks reset.

The PCs can also give up and just return with the information. If they choose to do so, go to **Conclusion C**.

If the PCs can open the lock, go to **Encounter 12**.

## Encounter 12 The Vault

*As the locks all click into place, the vault doors swing out and open. Within, the dull gloom seems pointed with a dusty, moist smell. As you move forward, you notice movement within.*

Have the PCs roll for surprise.

When the drow were able to solve the locks, they realized that they could not desecrate the altar nor take the Holy Symbol. So they brought the mummies here as guardians against any dwarves that might some day come and open the vault.

The key to this encounter is not the battle, but what Citadel is doing.

If the PCs are carrying the **Gloves**, Citadel will wait until the PCs have fallen. He will then get other duergar to come and help him retrieve the gloves and finish off the mummies. Once that is done, he will use the gloves to take the Holy Symbol back to the dwarves. He wants to do this to push forward his bid as the new Thane. If this happens, go to **Conclusion B**.

If Citadel is wearing the **Gloves**, he will wait for the PCs to finish off the mummies and move to take the symbol himself.

**Tiers 1 & 2:**

The mummies were placed here to attack any who might be able to carry off the artifact. They have remained here, following their orders: Kill anything that comes near.

**Tiers 3-5**

This was a troop of mummies lead by a Greater Mummy. His mission was to destroy anyone who came to take the artifact. They have waited a long time.

Applicable to all mummies:

- **Aura of Fear** Fear check -2 or be paralyzed for 2d8 rounds.
- **Disease** If struck, target is infected with a horrible rotting disease that comes on in 1d10 days. Within 24 hours the target loses 1 pt of Con & Str, and 2 pts of Cha. Only a *cure disease* spell will halt the loss. *Regenerate* will restore the damage. All other healing spells are wasted.
- **Holy Symbol** Takes 1d6 pts of damage from contact with other holy symbol
- **Weapons** Can only be hit by +1 weapons and then they only do half damage.

### Tier 1

**Mummy** (3): Int Low (7) AL LE; AC 3; MV 6; HD 6+3; hp 24; THAC0 13: #AT 1; Dmg 1d12; SA Fear, Disease; SD See Above; MR Nil; SZ M (6 ft.); ML 15.

### Tier 2

**Mummy** (5): Int Low (7) AL LE; AC 3; MV 6; HD 6+3; hp 36; THAC0 13: #AT 1; Dmg 1d12; SA Fear, Disease; SD See Above; MR Nil; SZ M (6 ft.); ML 15.

### Tier 3

**Major Mummy** (1): Int Avg (17) AL LE; AC 2; MV 9; HD 9; hp 54; THAC0 11: #AT 1; Dmg 3d6; SA See Above; SD See Above; MR Nil; SZ M (6 ft.); ML 17.

**Mummy** (6): Int Low (7) AL LE; AC 3; MV 6; HD 6+3; hp 36; THAC0 13: #AT 1; Dmg 1d12; SA Fear, Disease; SD See Above; MR Nil; SZ M (6 ft.); ML 15.

### Tier 4

**Major Mummy** (1): Int Avg (17) AL LE; AC 2; MV 9; HD 9; hp 54; THAC0 11: #AT 1; Dmg 3d6; SA See Above; SD See Above; MR Nil; SZ M (6 ft.); ML 17.

**Mummy** (8): Int Low (7) AL LE; AC 3; MV 6; HD 6+3; hp 40; THAC0 13: #AT 1; Dmg 1d12; SA Fear, Disease; SD See Above; MR Nil; SZ M (6 ft.); ML 15.

### Tier 5 and 6

**Greater Mummy** (1): Int Avg (18) AL LE; AC 0; MV 9; HD 10+3; hp 70; THAC0 9: #AT 1; Dmg 3d6; SA See Above; SD See Above; MR 10%; SZ M (6 ft.); ML 17.

**Mummy** (12): Int Low (7) AL LE; AC 3; MV 6; HD 6+3; hp 44; THAC0 13: #AT 1; Dmg 1d12; SA Fear, Disease; SD See Above; MR Nil; SZ M (6 ft.); ML 15.

## Encounter 13 The Artifact

If the PCs have managed to defeat the mummies, they will still have to deal with the artifact.

*As the last mummy falls, you can finally see in the dim light an altar at the other side of the room. It stands two feet high and three feet wide. Several symbols cover the front of the altar which are obviously holy symbols referring to Dugmarin Brightmantle. Sitting on top of the altar is a large holy symbol of Dugmarin Brightmantle. It is made of fine marble, hand carved to shape and inlaid with pure gold. Time has left the symbol as clean and new as the day it was made.*

Anyone evil who approaches within 5 ft. of the altar takes 10d6 points of damage and struck by a *ray of enfeeblement*. True Neutrals avoid the area entirely, due to a magical aversion effect. Only the good and those blessed by Brightmantle may get close to the Symbol. If someone who is good who is not protected by Brightmantle in some way touches the Symbol, they are struck with a *feeblemind* spell (no save).

If the PCs don't take the proper care and touch the symbol, the following happens:

If the PCs take the symbol with all the proper care, go to **Conclusion A**.

If the PCs have managed to be hurt by any of the protections, go to **Conclusion B**.

If the PCs lost to the mummies, then go to **Conclusion C**.

## Conclusion A

*As you return to Ravens Bluff, you begin to realize that the Gloves, which used to be glowing, are now losing its glow. As you reach the dwarven shrine, the gloves glow is barely visible. One of the servants of the temple rushes into the shrine quickly, as he sees you approach.*

*Just as you arrive, Embersar Bolenbar High Old One, Xothar of Dugmaren Brightmantle, comes rushing out. He quickly approaches [insert PC name of the Holy Symbol carrier] and gently takes the Holy Symbol from you. As she lifts it from the gloves, the symbol begins to glow brightly. "Please follow me," he says, walking solemnly into the shrine.*

*Inside, the dwarven High Old Ones who asked for your help are gathering in their seats. Embersar moves among them and as the glow touches each old one, they briefly glow with the same light. Embersar passes between the chairs and under Moradin's statue, where she places the Holy Symbol. Muttering a brief prayer, he returns to his seat.*

*Duathain Forgefire Brightsword, High Old One of Moradin stands up and motions to you. "You heroes of prophecy have restored the great wisdom and knowledge that has been lost to the dwarves for centuries. Though all our kingdom would willingly pay with their lives for this gift, we have provided from our clans rewards for your undertakings." He motions to a side door, and four bearers come out, each bearing items and/or boxes.*

*"From Clan Brightsword, we give you Silvershine. This longsword was forged binding steel, iron and silver combined with ability thought lost to the ages. The sword forged true and is a strong mighty blade." With that he sits down.*

*Embersar Bolenbar then stands. "From Clan Boldenbar we provide this cask of dwarven fire ale. The horn which comes with it will fill with whatever the cask is filled with, until it is drained, no matter where the horn is." With that, he regains his seat.*

*Dorn Grysygonth Trueforger, High Old One of Clangedin Silverbeard takes to his feet, "The master Armorer of Trueforger," he indicates the third bearer who is carrying a hammer, "has been constructing a fine suit of armor. While not a suit of dwarven plate, it will retain some of the magical enhancements of his hammer. It will be fashioned for one of you who so chooses.*

*Haeil Fyrlynn Waraxe, High Old One of Haela Brightaxe, is the last of the group to stand. "These fine tomes were made long ago by a mage of Waraxe. Made of wyvern hide and fine vellum, each book is a match for the other. The first volume contains within its first pages, some simple spells known to the dwarves of that time. The first few pages of the other tells a tale of dwarven mage's search for the Orb of Protection. Yet the books contain another purpose. Whatever is written in the last few pages of one volume appears in the first few pages of the other. While first used to teach apprentice spells for their use, it became a unique tool of communication for the wizards of that time. We give this to you." And with that she takes her seat.*

*From his seat, Duathain says, "In addition, the members of the other clan have gifted you these chests. Within one is a number of gems, while the other holds coins of platinum and gold."*

*"Oh," says Embersar suddenly, "I understand an augury I had before. These gloves, which you used to restore our Holy Symbol still carries a bit of the wisdom of Dugmarin Brightmantle. You were meant to have it as his gift to you." She passes the gloves to a runner who hands it to [the carrier of the symbol. If Citadel carried it, the PCs do not get the gloves]. "May the blessing of Dugmarin Brightmantle go with you."*

*Soon after, you find yourselves outside of the dwarven shrine, carrying the rewards for a job well done. You can see the ball of flame now begin to arc across the sky. What omen does this bring?*

End of Part IV of *Destiny of the Dwarves*.

## Conclusion B

Read **Conclusion A**, but replace the second-to-last paragraph with this one:

*"Oh," says Embersar suddenly, "I understand an augury I had before. These Gloves, which you used to restore our Holy Symbol, still carries a bit of the*

*wisdom of Dugmarin Brightmantle. I can see that you did not use your wisdom in using them. But I will heal your curses with them." She raises the gloves above her head and beams of light hit(s) the one(s) that are cursed by Dugmarin. As the rays hit and remove the curse, the remaining light dims and the gloves crumble to dust. "May you always seek wisdom in the light of Dugmarin Brightmantle."*

End of Part IV of *Destiny of the Dwarves*.

## Conclusion C

This conclusion is only if the PCs fail.

*You suddenly feel that you are filling a hole you once fit in. You ache all over and, as you slowly open your eyes, they ache from the dim light in the room. You can see that the other adventurers you traveled with also lay around you. Several tired dwarves stand in the room. They appear to be the High Old Ones you agreed to help.*

*Slowly you begin to sit up on the stone benches you were laid on. "It is good to see you rise," Embersar Boldenbar, High Old One of Dugmarin Brightmantle. "If it wasn't for Citadel Urn, you would never see the light of day. He managed to escape the attack you faced, bringing back the Holy Relic with him. Then, with some assistance by the Temple of Lathander, he led them down to where you fell to finish off the foul creatures you fought.*

*"Then your bodies were brought here. We restored you to life for your part in the prophecy. We were so blinded to see it was one of our own who would restore the Holy Symbol."*

*"For your time," says Duathain Forgefire Brightsword, High Old One of Moradin, "we give you these two chests. One contains gems from the many clans of the vast. The other, many coins of gold and platinum. May the dwarven gods smile on your future."*

If the PCs complain about not being properly compensated, read the following:

*"What!?" says Duathian Forgefire, "We give you the collected treasures of our people AND your lives intact and yet you want more!!!??? Be gone from the shrine!" Several dwarven guards escort you from the building.*

If the PCs want to cause a fight of some sort, the City Watch will arrive and after a small battle will arrest the PCs. The PCs will be tried, found guilty and sentenced to a year in jail. Mark this on their logs. PCs can

substitute 72 time units or retire the PC for 1 year. This time unit cost or year is cut in half if the PC has a certified lawyer henchman or hireling.

As long as it ends peacefully, read the following:

*Soon after, you find yourselves outside of the dwarven shrine, carrying the rewards for a job well done. You can see the ball of flame now begin to arc across the sky. What omen does this bring?*

End of Part IV of *Destiny of the Dwarves*.

## 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:	Character levels 7 and 8
Tier 5:	Character levels 9+

### Encounter 2

If the PCs figure out the prophecy 50 xp

### Encounter 3

If the PCs get the info about both entrances 50 xp

### Encounter 4

If the PCs remove the fallen tree 25 xp

OR

If the PCs return to the Seven Tigers Inn 25 xp

### Encounter 6

If the PCs defeat the Eye Tyrants 50 xp

OR

If the PCs become aware and avoid the Eye Tyrants 50 xp

### Encounter 8

If the PCs defeat the Duergar 50 xp

### Encounter 9

If the PCs defeat the drow 50 xp

### Encounter 11

If the PCs figure out the door combination 50 xp

### Encounter 12

If the PCs defeat the mummies 200 xp

### Encounter 13

If the PCs retrieve the artifact properly 100 xp

OR

If the PCs are affected by the artifact 25 xp

Total experience for objectives 625 xp

Discretionary roleplaying award 0-500 xp

**Total possible experience 1,125 xp**

Tier 2: 2,250 xp

Tier 3: 3,375 xp

Tier 4: 4,500 xp

Tier 5: 5,625 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 worth more than 100 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 8

- *Short sword* +2 (Value 8,310 gp)

### Conclusion A Only

- *Gloves of Dugmarin Brightmantle* (Value 3,200 gp, Unusual): There is enough magic left in these gloves to activate the blessing of Dugmarin Brightmantle one time, for a period of 2 minutes. The blessing grants a +2 bonus to all Intelligence-based checks while active, and protects the wearer from the effects of the following spells: *charm person*, *feeblemind*, *command*, *greater command*, *confusion*, *suggestion*. These spells are temporarily suspended while the blessing is active; they are not dispelled by the blessing. The gloves must be worn to activate the blessing. If the wearer is under the effects of one of these spells, and can speak, the wearer can make an Int check with the +2 bonus to give the command phrase. The command phrase to activate the blessing is “give me clarity, Brightmantle.” The gloves will not work on anyone antagonistic to the faith of Dugmarin Brightmantle.

### Conclusion A or B

- *Silvershine, bane longsword* +1 (Value 18,320 gp, Unusual): Forged by the Brightsword clan, the weapon combines Iron, Silver and steel, bound through magic with a permanent edge. This weapon is a bane weapon against those affected by cold iron and silver (2E: +2 to attacks, does +2d6 points of damage to creatures vulnerable to cold iron and silver).
- *Cask & Horn of the Boldenbar Clan* (Value 10,300 gp, Unusual): This cask, which holds two gallons of liquid, is currently filled with a gallon of fine dwarven ale. The horn is magically connected to it. When the horn is pressed to someone’s lips, it fills with liquid from the cask. The horn holds a pint,

and removes liquid from the cask to fill itself. This magic works until the cask is emptied, at which time the magic ends (thus, to keep the magic effective, the cask needs to be refilled before it is emptied). The cask and horn magic do not work if magical liquids are poured into the cask. The cask cannot be remotely refilled using the horn. The cask and horn must be on the same plane for the magic to work.

- *Fine Suit of full plate mail*+2 (Value 5,650 gp, Unusual): This suit of plate mail was made by the armorer of the Trueforger clan. This suit is made to fit the PC named above.
- *Tomes of the Dwarven Mages* (Value 8,000 gp as set, 1,000 gp separately, Unusual): This pair of books was made by an ancient dwarven mage centuries ago. Both are bound by wyvern hide, and vellum sheets make up the pages. The first book lists the following spells: *flare*, *arcane mark*, *read magic*, *mending*. The second tells the story of the dwarves and their efforts to guard the Orb of Protection. Each book has 25 blank pages in the back. The magic of the tomes is tied to these 25 pages.

If anything is written on a blank page of one book appears on the blank page of the other, as long as both books remain on the same plane. The pair can be used 25 times, as there is no means, magical or non-magical, to erase anything written on the pages of these books.

### Conclusion A, B, or C

- Chest of Gems:
  - Rubies 20 worth 50gp each
  - Diamonds 5 worth 1000 gp each
  - Emeralds 5 worth 600 gp each
  - Sapphires 5 worth 400 gp each
  - Amethyst 10 worth 100 gp each
  - Moonstones 10 worth 50 gp each
  - Topaz 10 worth 50 gp each
- Chest of coins
  - 10,000 gp in gold
  - 6,000 gp in platinum

### Fame Award

+1 Temples or General

### Knightly Honor

Knights and squires can only receive one honor.

- *Golden Roosters*: The golden Cloak, given to a knight or squire of the Golden Roosters for competing a dangerous mission while facing the mummies in the vault.

- Griffons: Griffon Feather Necklace- given to a Griffon knight or squire who rushed into the combat against the mummies inspiring the others.
- Dove: The White Rose Ring - for defeating the mummies without resorting to weapons or damage spells.
- Hawk: Bronze Hawk Ring - for discovering the Eye Tyrants and avoiding the combat with them. To fully receive this honor they must attempt to report their existence to the Hawks.
- Phoenix: The Iron Feather- for destroying the great evils in the Vault without wavering.
- Right Hand of Tyr: Book of Fair Prayers - for banishing or destroying the mummies guarding the Vault.
- Keepers of the Mystic Flame: Ruby Ring - for defeating a greater Mummy (Tier 3-5), a great threat to possibly all of Faerun.

**PLAYER'S HANDOUT 1:**

**PART OF PROPHECY REVEALED**

Excerpt from the Book of Dwarven Deeds:

As the tide shall turn  
So shall the fortune  
Of dwarves eternal  
Has been set in motion

As the star comes falling  
At the Heroes calling  
Such as the rod be found  
And the dwarves rebound!

The staff of the handle bound to the rod  
The Binder be holy and blessed in accord  
Hidden by Sight of time immemorial  
To be wrestled into light for a time harmonium.

The path shall be found  
The Binder be seen  
The path that beckons has always been  
The Wilde Tigers of New Sarbreen.

And thus shall the heroes revealed  
Vanquish the evils dispelled  
And through hardships unknown  
Find the Binder renown.

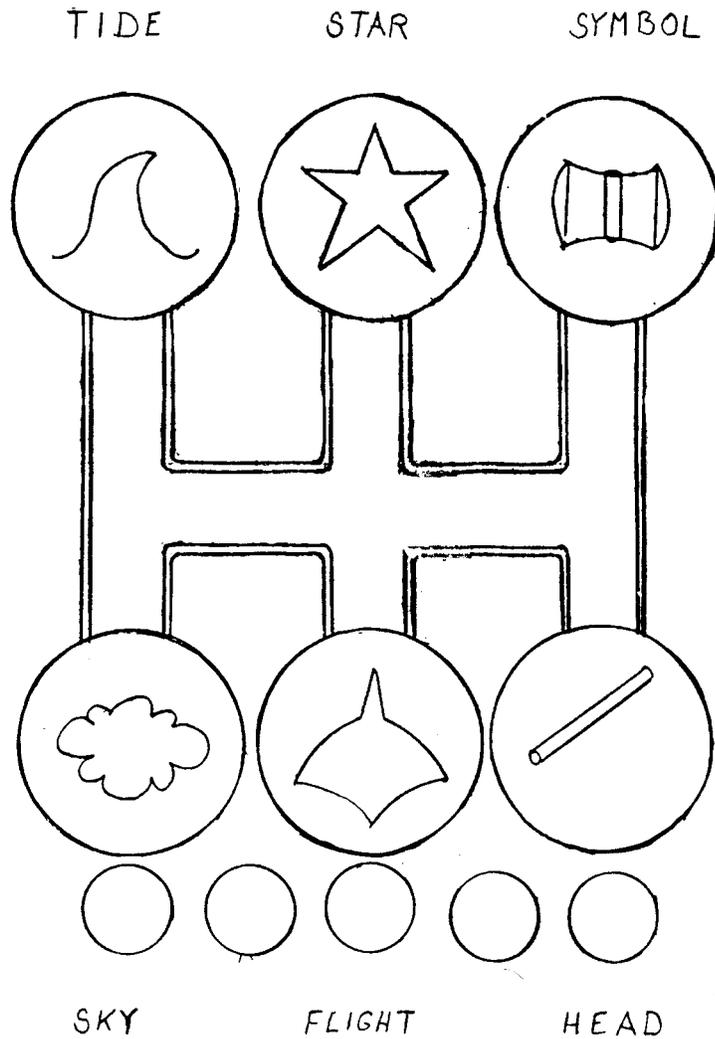
Players Handout 2:

## Door Lock

**Above the top circles : TIDE, STAR, SYMBOL**

**Under the bottom circles: SKY, FLIGHT, HEAD**

The large circular plates can be turned and/or moved along the grooves. The smaller five circles are made of gold and don't seem to move at all.



## Dwarves Player Handout

Not since the war has the city of Ravens Bluff become so united over an event. The unexpected death of Tungsten Ironheart, Squire to the Pillar's of the Realm, of the Brightsword Clan, has united the adventuring community. An eerie depression and sadness has come across the city. While it is not unusual for an adventurer to succumb to foes in the line of duty, usually priestly magic of the gods will restore the adventurer back to life. Not so in this case. The restorative magic were not successful in restoring Tungsten to life. Sources on the street believe the failure of restorative magic may have been because of the recent chaos effects that swept through the city some time past. I have not been able to confirm those reports.

A traditional dwarven funeral pyre was held during the winter celebrations. Tungsten's body, dressed in his dwarven armor and with his axe, was carried through the streets of Ravens Bluff from the Temple District to the sight of the pyre. Once at the pyre site, the high priest of Clangeddin Silverbeard performed the last rights, laying Tungsten's axe (Moradin's Might) with his remains, and I then set the pyre a blaze.

As the pyre was lit, the **Book of Deeds** came ablaze and off in the distance a small star appeared. The High Priests of the Dwarven clans gathered and began to decipher text of prophecies not understood for generations. The prophecy revealed that several events are leading up to crowning a new Thane to lead the dwarves to their greater glory.

## **DM HANDOUT 1: PROPHECY EXPLAINED**

The High dwarves have made some interpretations of this part of the prophecy. Notes of things the High Elders will say are in plain print, *Italics are things they either won't say or don't know:*

As the tide shall turn  
So shall the fortune  
*Of dwarves eternal  
Has been set in motion*

*As the star comes falling  
At the Heroes calling  
Such as the rod be found  
And the dwarves rebound!*

*The staff of the handle bound to the rod  
The Binder be holy and blessed in accord  
Hidden by Sight of time immemorial  
To be wrestled into light for a time harmonium.*

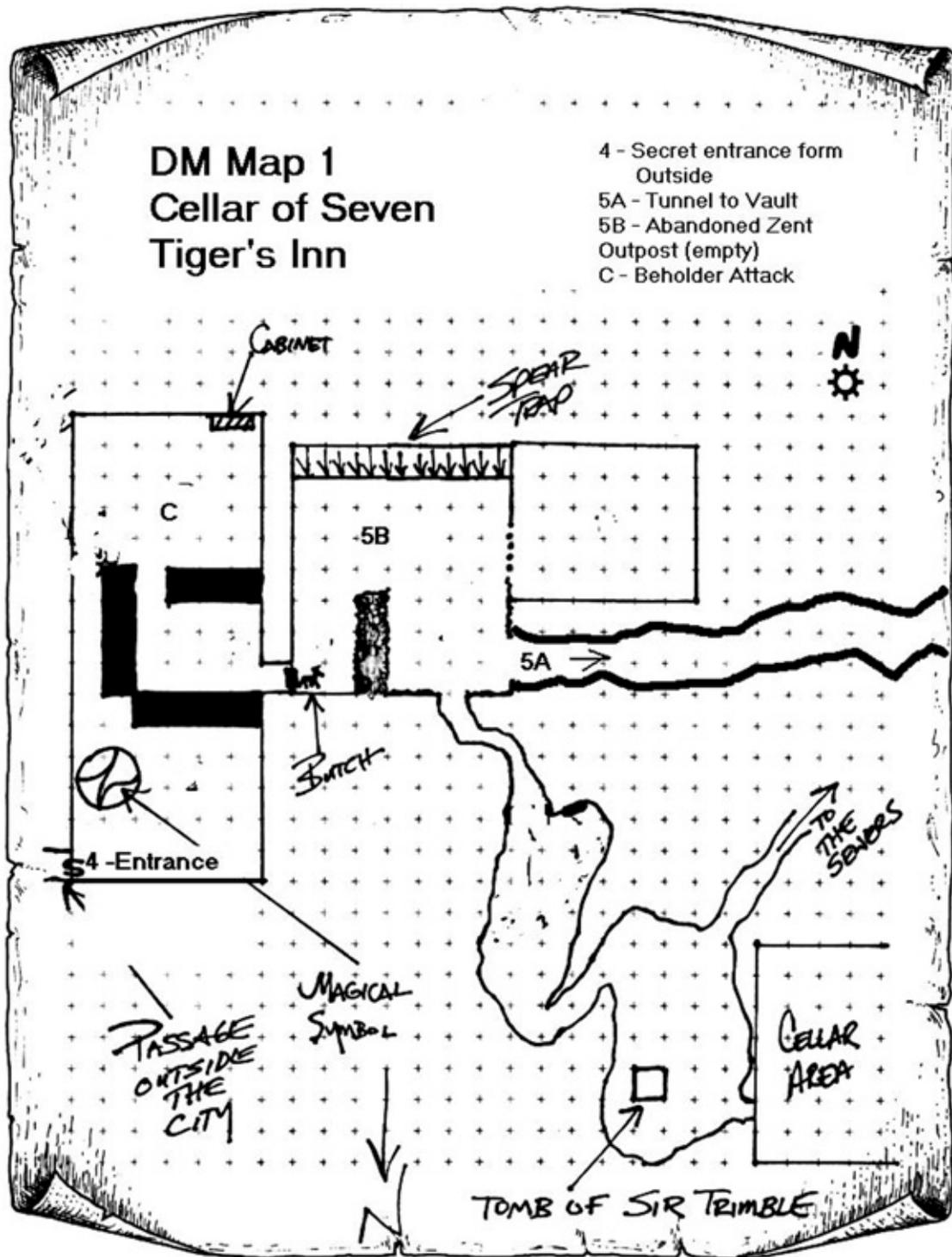
*The path shall be found  
The Binder be seen  
The path that beckons has always been  
Under the Wilde Tigers of New Sarbreen.*

The prophecy actually refers to the Seven Tigers Inn whose proprietor is Oscar Wilde. The Seven Tiger's Inn is actually against the walls of the old city. A PC with local history will know of the seven Tigers Inn. A half Wis check to realize that the Wilde Tigers of New Sarbreen is the Seven Tigers Inn (if they also have local history). Don't just give this away at first. See if the PCs remember the inn from the many adventures that have started, or ended there.

*And thus shall the heroes revealed  
Vanquish the evils dispelled  
And through hardships unknown  
Find the Binder renown.*

They have determined that the heroes the prophecy speaks of are the adventurers they summoned.

**DM HANDOUT 2: MAP OF CELLAR**



## APPENDIX I: Citadel Urn

Stats are provided here for ease of use. They should not be necessary in the scenario

**Citadel Urn, d(duergar)m P(Sp)10 of Noroghor:** Int Avg (10); AL N; AC -1; MV 6; hp 86; THAC0 ; # AT 1; Dmg ;SA See Below; SD See Below;MR Nil; SZ M (4 ft.); ML 16 Stats:13 Str, 18 Dex, 18 Con, 10 Int, 18 Wis, 7 Chr 13.

Magic Items: *mace of disruption* +2 (1d6 x2 damage), *Dwarven chain mail* +2

Innate specialty priest powers: immunity to young adult drsgons, *efficacious monster ward* 1/day, *shape change* 3/day, *polymorph other* 1/day on willing subjects

Spells: 1<sup>st</sup> *bless*, *cure light wounds* x3, *light*, *magical stone*, *sanctuary*; 2<sup>nd</sup> *Aid*, *augury*, *heat metal*, *slow poison*, *messenger*, *warp wood*; 3<sup>rd</sup> *continual light*, *create food and water*, *feign death*, *dispel magic*, *speak with dead*; 4<sup>th</sup> *detect lie*, *free action*, *protection from lightning*, *tongues*; 5<sup>th</sup> *cure critical wounds*, *true seeing*

**Duergar Abiliites:** Citadel was reincarnated as a duergar, and is slowly realizing his abilities.

**SA:** Stealth -2 to opponents surprise roll; *enlarge* and *invisibility* as spell cast by a 10<sup>th</sup> level wizard.

**SD** Only surprised on a 1; +4 bonus to saving throws vs magical attacks; Immune to paralysis, poison, and illusion/phantasm spells; Magical light has no apparent effect on duergar, but daylight does.

Notes

Citadel doesn't know who is supplying him with his powers.

The specialty priest info on Noroghor can be found on page 45 of the *Demihuman Deities*.

## Appendix II: Destiny of the Dwarf & Clan Notes

### Founding Principle:

The character Tungsten (played by James Traino) died in the event *The Scars That Never Heal*. Because (s) he was the bearer of the anklet of keys tattoo (*Life and Death Struggle*) normal methods of life restoration would not work to restore him to life.

### The Concept:

Tungsten's death has fulfilled certain prophecies referring to the coming of a great leader of the Dwarven people. (See Prophecies below.)

Elders of the various Dwarven clans have learned of these prophecies and are working to bring the rest to their fulfillment (i.e. toward the resurrection/crowning). The most difficult (in their sight) is the restoration of Tungsten.

Question, do the elders reveal to the PCs, when they are hiring them, the reasons behind their actions? Why would they, it seems to be a matter for the dwarves. Certain prophecies could implicate the PCs as a hook for one of the events but that doesn't necessitate they tell non-dwarves the true reason they are being hired.

The Anklet of Keys Tattoo comes jointly from Kelemvor and Lathander (and perhaps Cyric), instead of quests only for the "required items" quests could be undertaken, at the dwarves behest, to benefit the temples of these gods effectively buying off their intervention/releasing Tungsten.

### Prophecies:

Examples of prophecies and concept for additional ones. Using lots of scattered prophecies that the Dwarven high ones believe refer to these events (Resurrection/Crowning):

- She shall give birth to life, restoring life to all. (*Life and Death Struggle*)
- He shall be drawn from our darkest hour, tempered in the flames of war. (*Saviors of Sarbreen*)
- From her the future shall be reborn, restoring hope to a city with none. (*Life and Death Struggle, Legends*)
- The death of the mother of hope and the warrior of (suitably impressive title) shall foreshadow the crowning of the great thane. With the rebirth his presence will be at hand. (Referring to Tungsten's resurrection, the mother of hope and the warrior of ... is the same person. 2Two people were looked for throughout history to fill these roles, only with Tungsten's death did they (Dwarven elders) realize that this referred to him.

- Additional one-liners referring to heroic actions taken by Tungsten

### **Prophecies, apart from Tungsten referring to the crowning**

Thrice the City of Hammers shall face great perils ere the Thane be crowned. Watch for the signs lest the salvation of the dwarves shall pass.

The foe shall approach, armed with a hammer of fire, mightier even than the hammer of Untieus Boldenbar. Strike ere he can act, for a blow from his hammer shall spell doom for all. (Refers to Hammer of Fire, an old LC event. Intended to make characters look for some upcoming event)

A slumbering evil shall stir once more, a darkness that will lay waste to all in its path. Only an alliance between the people of the forest, the people of the lands above and Moradin's children can end the destruction for all time. (Refers to the tarasque in the Menagerie series, but these events can resurrect this threat and then close it out forever.)

(Third peril, which the city has already faced, concept is these parts of the prophecy have already been met, but no one recognizes this and they are viewed as approaching perils. Any other Realms shaking threats that I'm not remembering guys?)

The warrior, armed once more with blazing sword, shall stalk the land. His cry will split the Heavens and shake the earth. In his wake shall follow salvation or doom, hope or hopelessness, power or impotence. From his hand a Thane will be crowned or hope will pass.

Mistaken research based on this prophecy—Legends of 3 dwarven heroes armed with flaming weapons have been uncovered. Each clan has their own beliefs about the warrior who will wield the weapon and crown the Thane. Dwarven elders will send PCs to recover these weapons (In *Approaching Doom*)

Reality- The Prophecy refers to the Dwarven constellation "The Warrior" and an approaching comet. When the comet comes into conjunction with the constellation it will resemble a blazing sword in the "Warrior's hand." This conjunction marks the time of the Resurrection or Crowning.

Requires the designation of constellations:

Note, add tablet to day of the dwarf that says in Dethek "The Warrior?" and has had gems, which were embedded in random patterns removed. Dwarven elders will eventually come to realize it is constellations.

### **About the comet timeline:**

- Event 1, as it ends. Looking up into the night sky you see a red star glowing where none has ever

been before. What does this portend? Is it a sign, a warning? Does it mark an end to the problems of Ravens Bluff, or an approaching doom?

- Event 3 (Round 2 of *Day of the Dwarf*) the Red star resolves itself to be a comet.
- Event 4 or 5, Meteoric material kicked towards Toril by the approaching comet strike, quest to recover the material. Fit into the prophecy about the warrior this material is to be made into the crown of the new Thane.

### **Dwarven Clans of the Vast/ RB area**

(This material draws upon official sources, but much of it comes from my imagination. I have tried to denote what is official and what I created.)

- Clan Brightsword (Formerly Clan Gemsplitter) [*House Cleaning 2*], Clan War Axe [*House Cleaning 2*], Clan Stoneshaper (Nearly extinct) [*Pillars of the Community*], Clan Bouldergrinder [*Birds of a Feather*], UhuBreen (Lost Wealth, formerly Clan Gold Axe) [*Greater of Two Evils*], Boldenbar, Goldthrone, Duruth and Shatershields [*The City of Ravens Bluff*]

Suggested Clan names for other important Dwarves: (Mine)

- King Tuir Stonebeard of Clan Trueforger - Ghaulden the Rock of Clan Deepdelve,
- Hobold Keencarver of Clan Bladebite - Jalagalar Forkbeard of Clan Eagleleft

### **On Clans:** (From Fr11- *Dwarves Deep*)

The clan was once all-powerful in Dwarven life in Faerun, but over the last thousand winters, the powers and influence of all clans, particularly in the North, has dwindled. Many are now little more than drinking societies or clubs, with virtually no influence over their member dwarves lives, though clans do not allow members to belong to another clan. Many isolated dwarven communities, particularly in the North, are now clanless, or have only the weakest clan affiliations.

### **Clan Organization:** (From Fr11- *Dwarves Deep*)

All dwarven clans have chiefs. In the north, dwarven chieftans are sometimes known as “clanmasters” or “lairds.” Their southern counterparts are often known as “ardukes.” These ranks give us “the word of the laird shalt be the whole of the law,” for the arduk,” all honor to the chief,” and other sayings. The term “house” refers to the ruling family in a clan, or the ruling clan of a land. This term is most used when there is no single monarch, the ruler uses a lesser title (such as Iron Duke), or when a king is elected rather than inheriting the title. Almost all positions of clan leadership are

obtained today by election from among, and by, the clan elders. In olden days dwarves had kings who could trace their lineage through generations of previous hereditary rulers. A few kingships survive today, but all rely on the monarch’s personal popularity and fitness to rule, not on an automatically-acknowledged blood-right to rule.

Every clan has it’s elders; dwarves of influence, wealth, and personal might- and almost always, distinguished by age. Their thoughts and plans aim and shape the lives of clan members; their votes determine clan policy, laws and justice. Clan elders once held the right to approve marriages in a clan, renouncing the membership of any who married against their will, or married out of the clan. However the dwindling birthrate of the Deep Folk has put a stop to such influence by the elders. Most clans have clan champions, who offer themselves in tests of personal combat in the clan’s name. They also maintain the clan’s police-forces, gathered clan warriors, often called “the fists of the clan,” or “the hammers of the clan.” Outcast dwarves remain, however, outcast to this day. “The memory of a dwarf is long and strong,” as the saying goes.

## Important Dwarven Personages in the RB area:

Name	Clan	Position/ Title	Gender	Class	Level	Align
Adiir Araukuld	Bladebite	High Old One of Gorm Gulthyn	m	SP	12	LN
Sorniiril	Bladebite	Clan Elder/ Mine Owner	f			
Zundringwarr	Bladebite	Clan Elder/ Mine Owner	m			
Cael Splendarr	Bladebite	Clan Elder/ Whitesmith	m			
Elwyinde	Bladebite	Clan Elder/ Whitesmith	f			
Shendar	Bladebite	Clan Elder/ Armorer	m			
Kieradyn	Bladebite	Clan Elder/ Weapon Smith	m			
Elgyth	Bladebite	Clan Elder/ Weapon Smith	m			
Maerit	Bladebite	Clan Elder/ Jeweler-Gem Cutter	f			
Inder	Bladebite	Clan Elder/ Stone Mason	m			
Barundar	Boldenbar	High Old One of Marthammor Duin	m	SP	11	NG
Embersar	Boldenbar	High Old One of Dugmaren Brightmantle	m	SP	7	NG
Tol Cindarm	Boldenbar	Clan Elder/ Stone Mason	m			
Everild	Boldenbar	Clan Elder/ Stone Mason	f			
Velm Turbaern	Boldenbar	Clan Elder/ Stone Mason	m			
Osknor	Boldenbar	Clan Elder/ Weapon Smith	m			
Pheldynn	Boldenbar	Clan Elder/ Brewmaster	m			
Miira	Boldenbar	Clan Elder/ Mine Owner	f			
Joyuin Isilar	Boldenbar	Clan Elder/ Jeweler-Gem Cutter	f			
Embrynnil	Boldenbar	Clan Elder/ Merchant	f			
Duathain Forgefire	Bright Sword	High Old One of Moradin	m	SP	13	LN
Zarna Tuvala	Bright Sword	Clan Elder/ Loremaster	f			
Morinn	Bright Sword	Clan Elder/ Jeweler-Gem Cutter	m			
Citadel Urn	Bright Sword	Clan Elder/ Merchant	m			
Buckali	Bright Sword	Clan Elder/ Weapon Smith	m			
Arnvald	Bright Sword	Clan Elder/ Armorer	m			
Glyir Veltela	Bright Sword	Clan Elder/ Mine Owner	m			
Mirra Brightsword	Bright Sword (Ancient)	High Old One of Berronar Truesilver	f	SP	9	LG
Asrynda	Duruth	High Old One of Dumathoin	f	SP	10	N
Ghaern	Duruth	Clan Elder/ Merchant	m			
Chaera	Duruth	Clan Elder/ Loremaster	f			
Starag Vapryn	Duruth	Clan Elder/ Brewmaster	m			
Orablyn	Duruth	Clan Elder/ Stone Mason	m			
Rhandace	Duruth	Clan Elder/ Armorer	f			
Yurdag Nebiir	Goldthrone	High Old One of Vergadain	m	SP	8	N
Belaer	Goldthrone	Clan Elder/ Mine Owner	m			
Jorn Askel	Goldthrone	Clan Elder/ Mine Owner	m			
Pyradar Askel	Goldthrone	Clan Elder/ Mine Owner	m			
Blodkuir	Goldthrone	Clan Elder/ Whitesmith	m			
Anadarn	Goldthrone	Clan Elder/ Jeweler-Gem Cutter	m			
Mongoth	Goldthrone	Clan Elder/ Merchant	m			
Siolfor Keshil	Goldthrone	Clan Elder/ Weapon Smith	f			
Dorn Grysygonth	Truforger	High Old One of Clanggedin Silverbeard	m	SP/ F	9 / 8	LG
Delemara	Truforger	High Old One of Sharindlar	f	SP	10	CG

Jhaster	Truforger	Clan Elder/ Loremaster	m			
Gadlyn Barr	Truforger	Clan Elder/ Merchant	m			
Teshura	Truforger	Clan Elder/ Weapon Smith	f			
Elshar Elmuthae	Truforger	Clan Elder/ Armorer	m			
Therlarn	Truforger	Clan Elder/ Stone Mason	m			
Obryn Haeil	Truforger	Clan Elder/ Jeweler-Gem Cutter	m			
Immar Delg	Truforger	Clan Elder/ Mine Owner	m			
Gwythiir	Truforger	Clan Elder/ Brewmaster	f			
Haeil Fyrlynn	Waraxe	High Old One of Haela Brightaxe	f	SP/ F	7 / 8	CG
Dorn Wurgym*	Waraxe	Clan Elder/ Weapon Smith	m			
Cernd	Waraxe	Clan Elder/ Weapon Smith	m			
Blaeth	Waraxe	Clan Elder/ Armorer	m			
Dornglyir	Waraxe	Clan Elder/ Stone Mason	m			
Dorna Elshae	Waraxe	Clan Elder/ Mine Owner	f			
Faernuu Tuathra	Waraxe	Clan Elder/ Merchant	f			
Hathr Bryth	Waraxe	Clan Elder/ Brewmaster	m			

Last name bestowed upon him in his youth because of his deformed features. In Dwarvish it means ugliness, ugly thing or being