

Rage

The New Darkness, Part One

A One Round Living City Tournament

By Todd M. Smart

A dwarven village destroyed. A squad of Griffin Knights missing. Thane Uldred Deepaxe desperately needs your aid. Are you brave enough to answer his call?

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag 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 that is playing which character.

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

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

A note about the text: Some of the text in this module 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 the actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total Levels 4-13
Tier 2:	Total Levels 14-25
Tier 3:	Total Levels 26-37
Tier 4:	Total Levels 38+
Tier 5*:	Total Levels 48+

Tier 5 is an optional level of combats for more powerful PCs. The option is the players, who should be told that the treasure and experience awards do not significantly change for this optional tier.

Remember that in some instances henchmen, familiars, mounts, and pets should be included when calculating tiers.

DM's Introduction

The Cult of the Dragon has found Ravens Bluff. Or more specifically, a small family of white Dragons in the mountains one weeks ride south of the city. This small group of dragons has attacked and destroyed a

small village of dwarves. Thane Uldred, not having received his scheduled monthly tithing from the village, had grown concerned and sent a squad of a dozen dwarven Knights of the Griffin to investigate. They are a week late in reporting in., but he has political obligations to attend the Winter Festival in Ravens Bluff, and cannot spare troops to investigate the village or search out the Knights.

At this point Thane Uldred Deepaxe hires the party to travel to the village and investigate the circumstances surrounding the mysterious disappearances.

Three days ride outside the village, the party will find the remains of the Griffins. Savagely mauled by a patrol of orcs, their bodies were burned and their uniforms and honors were defiled. A crudely written sign is left over the pyre.

Approaching the village the party will find it completely encapsulated by ice. Exploring the destroyed village the PCs will find evidence that someone has returned and buried the dead. A trail will lead farther up into the mountains where a small band of dwarves are hiding out, waiting for someone to rescue them.

There they will learn of the dragon attacks, and the location of the dragon lair. The PCs may either confront the dragons or attempt to return the remaining dwarves to Thane Uldred.

If the party decides to confront the dragons, they must travel beneath the mountain via a series of ancient dwarven mines. The party will find a few obstacles along the way, but will eventually find the Dragon Lair. Unknown to them, they are being watched by a squad of orcs who alert the dragons and the Cultists of the PCs presence.

After defeating the dragons and the Cultists (at least, that is the plan) the PCs can escort the dwarves back to Ravens Bluff and Thane Deepaxe's keep.

Notes on the weather

It is the dead of winter in Ravens Bluff. Cold blustery winds ravage the city. As the PCs enter the hills and mountains there will be almost constant snowfall. PCs must take some protection against the cold and snow. Sleep will be very difficult. During most of the travel into the mountains "white outs" of snow being whipped around by the wind will limit visibility. This includes infra-vision.

Encounter One: The Thane's Summons

It seemed like a normal summons, a knock on your door slightly before sunrise. But much to your surprise it wasn't the normal messenger boy who held

the note, it was a young female dwarf. Nervously, she handed you a rolled parchment, sealed with what you now know to be the new, official seal of Thane Uldred Deepaxe of Clan Bright Sword. The summons was direct and straightforward, unlike many you have received in the past. The dwarven clans had need of your services--your presence was requested at Bright Sword Keep as soon as possible. Curious as to the nature of the problem, you traveled to the keep. You now find yourself standing in the great hall of keep, waiting for Thane Uldred to enter. Nearby stand (insert number) others, who also seem to be adventurers, judging by their garb.

Have PCs describe themselves. There is food and refreshments handy, and two relatively young dwarves quite willing to fetch anything needed. (Names: Ul'Gared and Ul'Ballek)

Once the PCs are done introducing themselves, Thane Uldred will step in.

You never really thought you'd hear such an awful sound as trumpets blare for the entrance of Thane Uldred. Accompanied by eight burly dwarven women in full plate, each with a scowl on her face, Uldred takes his seat upon his throne. Once your ears finally stop ringing Uldred motions you forward.

"Thank you for coming. As you know I am now Thane of all the dwarves of the Vast. About a month ago the village of Aserlan was expected to send me their annual tithing. When it was a week over due a few of the dwarven Griffin Knights volunteered to find out why the tithing was delayed. Neither the tithing nor the knights have been seen since. The mountains the village lies in are snowed in and travel to and from the village will be exceedingly difficult."

"Clan Bright Sword asks of you, will you travel to Aserlan to see what has happened?"

Uldred will expect the PCs to accept this mission out of respect for the Clan, but if pressed, will offer 1,000 gold pieces as a total for the party. He will eventually be willing to settle at 500 gold pieces per PC.

The weather has been exceedingly harsh this winter, and with the unnatural crop loss that has occurred since the last harvest, Uldred fears the village may be either blocked in by the weather, run out of food, or both. Parties who specifically ask will be given bags of iron rations to carry to the villagers.

Uldred will be able to supply the party with a map to Aserlan, but having never been there he personally knows very little of the village, except that they were due to pay him a tithe of 5 pounds of gold. None of his current advisors know much of the village either, the only one who knew much was the leader of the Knights

of the Griffin whose patrol has disappeared. The knight's name was Sir Garek Stoneaxe, a dwarf.

The village is on the northern slope of Iron Mountain and is a 10-day pony ride into the mountains, though horses could probably make it in 6 days.

Uldred will insist the PCs start out immediately for the village, claiming to be worried about the safety of the village.

Orcs, trolls, and other mountain creatures have been seen coming out of the mountains searching for food.

Encounter Two: DeKlaved

It's been three days of boring travel through the foothills outside of Ravens Bluff. The cold, blustery wind has been in your face most of the trip. Cresting a hill, you notice what appears to be a dozen vultures circling the skies over the next hill.

Let the party determine how they are going to approach the scene.

A grisly scene lies before you. Remnants of a dozen dwarven bodies litter the path, but their heads adorn the side of the road.

Twelve dwarven skulls are stuck on the ends of staves, which are in turn struck through the snow and into the ground. Strange symbols and runes are painted or dug into the skulls, obviously of some religious significance, though their origins are not readily apparent. Near the heads, a sort of crude handwritten sign is hung from a tree, eerily creaking in the wind.

The skulls were used in a derivative of an orc ceremony, adapted to include elements of the Cult of the Dragon. A successful religion proficiency check at half will show it to be of orcish origin, but not of a normal sort. A second successful check at -12 will show some draconian influence.

The sign reads: "*Dese Grifons ain't got Klaws no mor.*" The handwriting is in a very poor common, and is done in dwarven blood.

Pieces of old and rusted orcish weaponry can be discovered after a few minutes of searching. All of the weapons and most of the armor, as well as the warm clothing the dwarves would have had is missing. All valuable and possession that might identify the victims has been stripped from them. The bodies show many arrow punctures.

The band of dwarves was ambushed by a patrol of orcs, and slaughtered before they had a chance to fight back. All valuables, including weaponry and armor have been removed. Close examination of the bodies

will show all their Griffin emblems have had the claw designs broken off.

Encounter Three: Ambush in Aserlan

This encounter takes place the morning that the party enters Aserlan. The orc patrol has been waiting for another party to approach from Ravens Bluff and has set up an ambush. The ground is covered with several feet of snow, and the orcs have covered themselves in the snow banks and ravines just outside Aserlan.

Unless the party takes extraordinary precautions, they will be caught in ambush and will have no actions for the first round of combat.

According to the map, Aserlan lies just over this last hill. It's been a cold day, with winds whipping up the newly fallen snow into little whirlwinds. The sun is hidden behind some thick dark clouds, leaving the day as dark as dusk.

Reaching the top of the hill you can finally see your destination... or what remains of it. Even from this distance it's easy to tell the village has been decimated. The wooden buildings all appear to have been burned to the ground, and most roofs of the stone ones are gone.

The wind picks up and whirlwinds of snow seem to erupt from the snow, but these ones assume humanoid shape! Arrows fly into your party as you scramble to move out of the ambush.

Tier 1

Orcs (6): Int Ave (8); AL LE; AC 6; MV 9; HD 1; hp 4; THAC0 19; # AT 1 or 2 (with bow); Dmg 1-6 (short sword or short bow); SA Nil; SD Nil; MR Nil; ML 11.

Three orcs will remain behind in the first round firing their bows, which they will drop to engage in melee during the second round. The remaining three will move in while drawing their short swords and due to the thick carpet of snow will not be able to engage until the second round.

Tier 2

Orcs (6): Int Ave (8); AL LE; AC 6; MV 12; HD 1; hp 8; THAC0 19; # AT 1 or 2 (with bow); Dmg 1-8 (sword) or 1-6 (short bow); SA nil; SD nil; SZ M; MR nil; ML 11.

Orog (2): Int High (12); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 17; # AT 1 or 2 (with bow); Dmg 1-10+1 or 1-6 with bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Ogre (1): Int Low (6); AL CE; AC 5; MV 9; HD 4+1; hp 32; THAC0 17; # AT 1; Dmg 1-10 +6; SA nil; SD nil; SZ L; MR nil; ML 11.

All orcs and the orogs wear snowshoes and will be able to move at normal movement. PCs, unless they have similar equipment or magical items to aid them, will move at half their normal rate.

The orcs and orogs are spread out to avoid area of effect spells. They will remain in place, using their bows as long as possible and will make the PCs come to them. The ogre will be hiding beneath a particularly large snow bank and will attempt to surprise any PC moving into attack the orcs. The PC will receive a +2 to their surprise roll since the ogre is very impatient and is moving under the snow.

Tier 3

Orcs (16): Int Ave (8); AL LE; AC 6; MV 12; HD 1; hp 8; THAC0 19; # AT 1 or 2 (with bow); Dmg 1-8 (sword) or 1-6 (short bow); SA Nil; SD nil; SZ M; MR nil; ML 11.

Orog (4): Int Very (12); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 17; # AT 1 or 2 (with bow); Dmg 1-10+1 or 1-6 with bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Ogre Mage (1): Int Except (16); AL LE; AC 4; MV 9; FL 15 (B); HD 5 + 2; hp 42; THAC0 15; #AT 1; Dmg 1-12; SA spells; SD Nil; MR Nil; SZ L; ML 14.

Abilities: *fly* (12 turns), *invisibility*, *darkness 10 foot radius*, *polymorph* (to humanoid form), and regenerate 1 hp per round.

Once per day: *charm person*, *sleep*, assume *gaseous form*, *cone of cold* (8d4 damage, save for half). Note change in *cone of cold* damage.

The combat will begin with the ogre mage invisible and *polymorphed* to look like a normal orc. He will attempt to hit the party with his cone of cold during the ambush round in an attempt to inflict as much damage as possible. He has his *flying* ability already cast at the beginning of the combat.

The orcs and orogs will remain back and use their bows as long as possible. All orcs and orogs are wearing snowshoes and will move normally. PCs, unless they have similar equipment or magical items to aid them, will move at half their normal rate.

Tier 4

Orcs (8): Int Ave (8); AL LE; AC 2; MV 12; HD 1; hp 8; THAC0 19; # AT 1 or 2 (with bow); Dmg 1-8

(sword) or 1-6 (short bow); SA Nil; SD Nil; SZ M; MR Nil; ML 11.

Orcs (12): Int Ave (8); AL LE; AC 2; MV 12; HD 1; hp 8; THAC0 17; # AT 1 or 2 (with bow); Dmg 1-8 +2 (sword) or 1-6 (short bow); SA Nil; SD Nil; SZ M; MR Nil; ML 11.

These Orcs are using +2 battle-axes taken off the dead bodies of the fallen Griffins. These weapons MUST be returned to the Griffins and dwarves at the end of the module.

Ogres (4): Int Low (6); AL CE; AC 3; MV 9; HD 4+1; hp 32; THAC0 12; # AT 1; Dmg 1-10+6; SA Nil; SD Nil; SZ L; MR Nil; ML 11.

Ogre Mage (2): Int Except (16); AL LE; AC 2; MV 9; FL 15 (B); HD 5 + 2; hp 42; THAC0 15; #AT 1; Dmg 1-12; SA spells; SD Nil; MR Nil; SZ L; ML 14.

Abilities: *fly* (12 turns); *invisibility*; *darkness 10 foot radius*; *polymorph* (to humanoid form); and regenerate 1 hp per round.

Once per day: *charm person*; *sleep*; assume *gaseous form*; *cone of cold* (8d8 damage, save for half).

The combat will begin with one of the ogre magi *invisible* and *polymorphed* to look like a normal orc. He will attempt to hit the party with his cone of cold during the ambush round in an attempt to inflict as much damage as possible. He has his *flying* ability already cast at the beginning of the combat.

The second is already *flying* and *invisible* and will attempt to target any available spell caster with his *cone of cold* and then engage him/her in hand to hand combat.

The orcs and ogres will remain back and use their bows as long as possible. All orcs and ogres are wearing snowshoes and will move normally. PCs, unless they have similar equipment or magical items to aid them, will move at half their normal rate.

Note, these orcs and ogres are using stolen dwarven weapons and armor. Each piece is stamped with the emblem of the of Clan Brightsword. Thorvill will demand these items back at the conclusion of the adventure.

Encounter Four: Aserlan

This encounter takes place one hour after the previous orc combat.

The village lies before you, but the damage is even worse up close than from a distance. Even the cover of

the fallen snow cannot hide the fact that even the stone walls of the village buildings have been frozen solid beneath 3 feet of ice.

The village was razed by a rage of white dragons. If the PCs take the time to examine the village closely, they will be able to find proof of long stretches of ice marks left by the dragons' breath weapons.

In addition, they will be able to easily spot that someone has returned within the last 24 hours and burned the bodies of many dwarves on a funeral pyre. A successful religion proficiency check will show the funeral to be one dedicated to Muammon Duathal, a dwarven god.

After 3 turns of specifically searching for a trail, one can be found which heads deeper into the mountains. An effort was made to cover the trail with snow, but whoever had attempted it was not skilled.

Lost Village

The dwarven survivors of Aserlan have taken up residence in an old series of caves near their mines. Guards patrol the area surrounding the caves, but all of their true warriors were killed off during the original dragon raid. The only survivors are the very young, or the very old. The guards, while eager, are not very skilled. The PCs should have no problems finding the village after a one-hour trek up the mountain.

Remind the PCs of the increasingly bad weather as they approach the survivors and their encampment.

The PCs will find three dwarves on patrol outside the caves. The three are triplet brothers and will be found arguing over who is in command of their unit. They will be surprised to find an armed party suddenly appearing before them. They will draw weapons and challenge the party to declare themselves. They will remain stubborn about denying the existence of the dwarves until the name Thane Uldred Deepaxe is mentioned. At that point they will be wildly enthusiastic and ask when Thane Uldred will be arriving to save the village. When informed he isn't coming, they will be crestfallen. After a few moments though they will enthusiastically accept the party as the personal friends of Thane Uldred, and lead them through a concealed crevice in the mountainside.

The triplets will tell the PCs of the attack on their village by hundreds of wild dragons and thousands of orcs. In reality, they were nowhere near the village during the raid and only heard the stories from the survivors. Having told the story between them, the numbers have grown substantially with each telling.

Dwarven Guards (2) F1: Int: Low; AL CG; AC 5; MV 6; HD 1; hp 6; THAC0 19; #AT 3/2; Dmg 1-8 +1; SA Nil; SD Nil; MR Nil; SZ M (4'1" tall each); ML 18.

Dwarven Guards (1) F/M 1/1: Int: High; AL CG; AC 5; MV 6; HD 1; hp 3; THAC0 20; #AT 1/1; Dmg 1-8; SA spell; SD Nil; MR Nil; SZ M (3' 11" tall); ML 18.

Spell: *burning hands*

Spellbook: *burning hands, magic missile, read magic, detect magic.*

These spells are created, written and designed to be cast by dwarves. Though a successful **spellcraft** proficiency check will reveal what spells are in the book, no PC will be able to learn them from this spell book, no matter what they do, attempt to use, etc.

The triplets are named Ul'Garek; Ul'Garen; & Ul'Gareth. Their actual names are Garek, Garen, and Gareth. They have assumed the prefix Ul in deference to Thane Uldred, whom they worship, though they have never met him. Enthusiasm is the key word here. They worship Thane Uldred, and have heard all the stories of his exploits, but that won't stop them from pestering the party for more stories of him.

The two "elder" of the triplets are true dwarven warriors in all aspects. The younger brother, Ul'Garen, is the smallest and weakest of the three. He does have one advantage. He had been training with one of the few Dwarven Mages to return during the Module *Saviors of Sarbreen*. He had progressed to the point he could cast the simplest mage spells. But now he can't seem to remember the correct intonation of his spells, or at least that is what he perceives to be wrong. This will cause him quite a bit of frustration. He had learned to rely on his spells in his "dealings" with his other brothers and it has become his natural tendency to cast a spell when flustered. Whatever he tries does not work and after casting his spell once, he won't ever be able to relearn it again.

Ul'Garen is noticeably smaller than his brothers, and is, for dwarven standards, somewhat frail of health. His brothers can't comprehend his obsession with magic, but accept it with more than a little ribbing. Ul'Garen will latch onto any mage PC in the group who will show him the slightest inclination to train him further in "the dark arts" as he calls magic casting. He won't use his spell in public unless absolutely pushed to do so. His teacher, named Tomalek, was one of the first killed during the dragon raids.

As soon as Thane Uldred is mentioned the triplets will begin to drag the party towards the remaining villagers hiding in the caves, asking for stories of Thane Uldred the entire way. Until that point they are very suspicious. They remember the dragons had some human aid in their attack.

The Caves

The caves the dwarves are hiding in are very narrow and not deep. In fact there is only one main chamber. It is approximately 50' back, through a

twisting corridor barely 5' wide. Large, tall PCs in armor will find it hard to traverse the corridor, and anyone in full plate who is approximately 6' tall or larger will need to remove their armor to squeeze through.

There are 17 dwarves remaining alive in the chamber. Three have died in the last two days of wounds sustained in the battles with the dragons. There are five who are still badly injured. Most of them are suffering from claw wounds, though one is suffering from "freeze burn" from the dragon breath weapons. Two of the five are very near death and only some sort of magical healing, and a minimum of five points of it, per injured NPC, will allow them to survive another day.

For the most part the dwarves in the caves are extremely beat up, worn out, and starving. Most have small wounds, at the very least. They are not up to being interrogated. The exception to this are the two NPCs listed below. They will be the only ones that are healthy enough, after healing Berak that is, to talk with the PCs.

If asked about the attack most of the villagers will remember nothing other than hordes of dragons, and depending on which villager is asked, the number runs between 4 and 20. The raid occurred just after dawn and caught the city unawares. Most of the village fled on foot before the dragons. Many were cut down as they fled. Others were killed in the tree line by waiting bands of orcs. Very few made it as far as these caves.

In addition, the dwarves have had no food for nearly three days. The only remaining cleric of Dumathon, dwarven deity of mining, died in an orc raid a week before. They have also used the last of their firewood and the caves are very chilly, hovering around 50 degrees in temperature.

Some of the remaining villagers:

Berak, one of the elders and the only one who knows the dragons are hiding in the Ice Bowl. He is one of the injured, and the PCs will need to heal him before he can reveal the dragon lair. In tiers 1 & 2 he can be healed using **healing** proficiency. At tiers 3 & 4 he needs magical healing equal in hit points equal to the tier times 2.

Berak saw several large white dragons in the Ice Bowl. During the raid on the village he saw 8 white dragons attack, some of which were being ridden by humans. Since the only white dragons he had seen in this area were in the Ice Bowl, he assumes they were behind the attack. He also spotted many orcs rushing the village before he was knocked unconscious early in the raid.

Once the PCs have healed Berak, he will be able to tell them of the Ice Bowl, a large indentation on the East Side of the mountain. He had followed the dragons

back to their lair, but was ambushed and badly injured by Orcs on his way back through the caves. He doesn't believe the PCs will stand a chance attacking the dragons by traveling over the mountain, even if they were able to survive the storms. Instead he knows of a quicker way to pass through, a series of mines in the mountain. Though he knows the way, he is in no shape to travel.

Tirian: The triplet's mother, she is doing her best to heal the wounded, though her skills are limited. She normally would be very preoccupied watching the boys, but hasn't been able to keep an eye on them. She will argue against the triplets joining the party in tracking the dragons. She will quickly relent, however, when they begin to beg her to allow them to go.

She did not see much of the attack. When it began, she ran into the tree line for protection. Later she joined up with others and traveled to these caves for defense. Her sons soon found her here. She would press the PCs to not attack the dragons, but instead to escort surviving dwarves back to Thane Uldred for protection.

Unfortunately, the only others with the knowledge of the mines are the triplets, who used to explore them when they were younger. They will quickly offer to show the PCs the way through. If the PCs refuse to allow them to join them, the triplets will simply follow behind. No efforts, short of use of large-scale magic will be able to stop them. Even if put to sleep, they will follow behind when they wake up. The triplets know the caves and mines quite well and will be able to catch up to the party.

The PCs will have to decide whether to continue on to fight the dragons, or return to Uldred with any remaining villagers.

Encounter 5: Entering the Dwarven Halls

The PCs will have to travel through the remnants of an ancient dwarven mining community. The mines have been closed for over 1,000 years and the only people who know the safe route through the mines are the triplets.

There are many branches off the route, though all of these leads to dead ends after a while. If the party attempts to travel through the tunnels without the triplets leading them, they will become helplessly lost, unless they have some sort of magical means of direction sense, such as *find the path*. They will be able to reemerge from the mines after 10 days. But by that time, the remaining dragons will have made an arrangement with the Cultists to use their orc allies to

kill the surviving dwarves and have left the region. The Cult would have finished their rituals and moved on as well.

It will take approximately 16 hours to travel through the mines. Roving bands of orcs patrol the mines. If the party attempts to stop for any length of time in the mines, they will be attacked by bands of orcs sent by the Cultists to interrupt the party. The Cultists know of the party's presence, and do **not** want them to be able to rest and recover spells nor heal their wounds. Assume the PCs are being watched, and any attempt to rest will be seen. An orc band will be sent to attack the party 30 minutes after they rest.

If the PCs have some way to magically teleport to the other side of the mountain, then let them. They will miss out on much of the encounters in this module, but that is a risk they will have to take.

Orcs (5 per tier): Int Ave (8); AL LE; AC 6; MV 12; HD 1; hp 8; THAC0 19; # AT 1 or 2 (with bow); Dmg 1-8 (sword) or 1-6 (short bow); SA Nil; SD Nil; SZ M; MR Nil; ML 11.

There are only a total of 50 orcs in the mines. If the group sent to harass the party is easily taken care of, they will resort to other tricks, such as pounding of loud drums that reverberate throughout the mines, fire bombs, fire arrows, etc., to attempt to disturb the PCs. They will try to do it in such a way to imply there are more of them than actually exist.

Encounter 5a: The Fires of Hell

The trip through the mines is essentially a boring one. For the first six hours the party will be traveling in a general downward direction. For the final ten they will be traveling upward. That will put them above the altitude they were in when they entered the mines.

You travel through the mines, heading in a slight downward direction. It's obvious no one has truly traveled these paths in generations. Rock falls block many of the side passages, and large crevices cut through the main ones. Spiders web, and worse, hang off the ceilings and cover most of the walls. It's been a tiring eight hours stepping over the stones lining the path, back tracking in attempts to pass by newer cave ins, and investigating strange sounds and sights from the side tunnels.

The air has grown warmer. A large fountain sprays steadily warmer for the past quarter hour as you enter a circular water into the air as a fine mist, which falls back into a pool at its base. Beyond the room another passage continues on in the direction you must travel.

At this point, if the triplets are not with the PCs, they will step out from behind the fountain and greet the party. They are proud that they were able to beat the PCs down to this room, and congratulate themselves on “winning the race”.

If the triplets are traveling with the party, then Ul’Garen, the smaller of the triplets, and the wisest, will step forward. Either way, read the following to the PCs as they are ready to proceed.

Elder Tomalek spoke to us of this fountain. One of the ancient gods placed it here to protect the miners from the fires below. He warned us never to pass this point without first taking a drink from its cooling waters.

Ul’Garen, or either of the other two dwarves, can and will tell the PCs about the lava flow ahead, and the crevice and bridge across it. The PCs should be intelligent enough to drink from the fountain, but if they are not, so be it.

The fountain will provide a protection against the heat of the lava, but **not** the lava itself. From this point on the PCs will feel the heat from the lava, and its effects, but will not be damaged by it. This means they will sweat, become dehydrated, etc., but will not take any physical damage until the effects wear off. **THE PROTECTION LASTS FOR 12 ROUNDS, NO LONGER.** If a PC comes into contact with the lava itself, the protections end immediately, but the PC does not take damage for that round. He/she is susceptible to full damage after that.

Covering the distance from this fountain to a safe area on the other side of the lava flow **should** take 10 rounds. This is based on a movement base of 12. 4 rounds to reach the bridge, 2 rounds to cross it, and 4 more to pass on past the area of the heat. Time frame should be adjusted for differing movement rates of demi-human races, as well as encumbered PCs. PCs may speed up somewhat, but cannot traverse the corridor at a full run, there are simply too many rocks on the floors to allow running without tripping and injuring an ankle or a leg. In its heyday, this corridor was clear and the dwarves had no difficulties passing through in the allotted time. As always, adjust time and movement for PC actions. If they have a reasonable means of travelling the path more quickly, so much the better for them.

Lava Temperature and Damage:

The lava river is approximately 2,000 degrees. The air around the bridge is nearly 1,000 degrees. For simplicity sake assume that the temperature drops 100 degrees per 10’ of distance from the bridge in either direction.

Contact with the lava is not a good thing. If they drank from the pool they will be protected from damage for the first round. On the second round they will take 5-60 (5d12) points of damage. On the third round they die. Any body part in contact with the lava after the third round will dissolve. That means if the entire body is in the lava, the entire body is gone, and their chances at raises and resurrections affected accordingly.

Please note that the fountain protects the PCs from the lava, NOT their items. All items in contact with the lava must make a save vs. magical fire at -5 or be destroyed.

The PCs will not take damage from the heat as long as they drank from the fountain. If they did not, they will take the following damage, per round, all distances listed are from the bridge, not the lava itself.

<u>Distance</u>	<u>Damage</u>
1 to 20 feet	1d10 per tier
21 to 80 feet	1d6 per tier
81 to 150 feet	1d4 per tier
151 to 240 feet	1d2 per tier

PCs may make a saving throw vs. breath weapon to halve the damage.

Gases make this room difficult to breathe in. A wet cloth or similar provision will aid the PCs in breathing.

Remember, these caves and mines do not have much ventilation. The heat and gases from the lava simply sit in this area. As long as the PCs continue on through they should not have a problem from the heat. Of course, that won’t happen or this wouldn’t be much of an adventure.

The Bridge and Dimensions:

The chasm that the lava flows through is 25 feet wide. The bridge extends five feet to either side of the chasm walls. It rises approximately 8 feet above the floor level of the room in a graceful arc. Part of the bridge has collapsed leaving only a rough 1-foot wide section remaining. The bridge, at its apex, is 110 feet above the surface of the lava. There is a small three-foot ledge beneath the bridge that is about 20 feet above the lava. There is a small area of ground, about 3 foot wide on one side of the lava, between it and the cavern wall.

Traveling across the bridge is not really the test for the PCs. That would be too simple. The true test lies in protecting the dwarven triplets. Ul’Garek **will** fail his dex check to pass over the bridge. If offered a magical item to aid him in passing over, he **will** fail his 20% dwarven resistance to magic items.

The Problem:

Ul'Garek will fall from the bridge landing on a ledge approximately 20 feet above the lava flow, i.e. he is 80 feet below the floor level of the room. He will have suffered a broken leg and a concussion and will be unable to aid in his rescue.

The PCs must, or should, find a way to rescue Ul'Garek from the lava flow without falling in themselves. For Tiers 1 and 2 a small rope ladder can be found on the other side of the bridge to aid them. This rope ladder is NOT available to Tiers 3 and 4.

Attempting to fly over the chasm is also a poor idea. The updrafts coming from the heated lava are very powerful. Any attempt to fly over the crevice, by use of magic, will require a **wisdom** check and a **dexterity** check at half. The wisdom check is to hold concentration on the task at hand, and the dexterity check at half is to prevent them from slamming into the wall overly hard. In any event the PC **will** be violently thrown up against the ceiling of the room above the chasm. If they make both their checks they can continue on with only bruises. If they fail either they slam into the ceiling very hard and must make a save vs. PPDM WITHOUT BENEFIT OF MAGIC ITEMS ADJUSTING THE SAVE to remain conscious. A conscious PC may make another wisdom check to proceed forward or backward. An unconscious PC falls to the floor and has a 50/50 chance of falling into the crevice or to the floor on either side.

You can feel the heat grow even more oppressive as you pass a curve in the tunnel. Ahead is a large open room, with a wide chasm splitting it's center. What looks to be the remnants of a stone bridge across the chasm still stands. An eerie red glow can be seen emanating from the chasm. The air in this room is thick with a fog of some noxious gas. You can see the waves of heat stirring the air above the chasm and around the bridge, as the winds from the chasm wash over you.

Allow PCs with observation that drank from the fountain, to realize they are not feeling the effects of the heat that they should be. Any PC that specifically mentions it can make an intelligence check to realize the same thing.

Encounter Six: Hall of the Hero

This encounter takes place about 30 minutes prior to the party finally coming to the exit under the mountain. It is entirely optional, the party or the DM may bypass it if so desired.

This Hall was built to honor an ancient dwarven hero, Derog Rockhammer. Derog was the founder of Iron Mountain. The dwarves have created pictographs to represent Derog's life. These pictographs are used to control a hammer golem. The hammer golem guards a great dwarven treasure. The PCs must push the pictorials in the correct order the events happened in Derog's life to safely activate the golem.

Derog's Life Story

Derog was the younger son of a minor dwarven nobleman, who was assigned the task of leading a small mining group to explore Iron Mountain over 2,000 years earlier. While exploring the mountain the miners found a large vein of mithril. While attempting to return to his family to show them his find, all of his party was killed by orcs in an ambush. Derog was the only one to survive, and brought the sample of mithril home. He lied about fighting off the orc army (in fact there were only 10 orcs), when in fact he hid in a gully until they passed on.

Derog was celebrated at home, and led a dwarven army back to Iron Mountain to claim it from the orcs. This was the founding of the village now known as Aserlan.

A few years later, Derog led an army composed of dwarves and elves against an invading army of orcs. This war destroyed almost all of the orcs in this area of the Vast. It was a great victory that turned Derog into one of the most famous dwarves of the Vast, and led to his eventual downfall.

Upon the death of the Thane of the Dwarves, and in spite of the presence of a legitimate heir to the throne, Derog led a small army into battle and took the Crown of the Thane to be his own. At his crowning ceremony, the true heir to the Throne appeared and challenged him to a personal duel. Derog, overconfident in his own battle skills, accepted the challenge. He lost badly.

Thrown into exile, Derog made a pact with the drow in an attempt to reclaim his lost power. But during an Underdark raid against Aserlan, Derog was slain by the treacherous drow.

The pictographs were placed here to teach all dwarves that greed and lust for power are a path that only leads to corruption and death.

The Pictographs

(From left to right, in order of appearance on the pedestal)

1) Betrayal: This pictograph shows a dwarf shaking hands in agreement with an elf. Any PC with the **observation** proficiency may make a check. Success will show a small hand crossbow at the hip of one of the elves, symbolizing drow. PCs may believe it to be

agreement with the elves that led to the allegiance to fight off the orcs.

2) **Greed:** This pictograph shows a dwarf holding a crown above his head.

3) **Victory:** This pictograph shows a mighty dwarven warrior leading an army of dwarves and elves against an army of orcs. The orcs are shown to be in full retreat.

4) **Home:** This pictograph shows a dwarf leading other dwarves in the construction of a town.

5) **Treasure:** A pictograph displaying dwarven miners finding a vein of some precious metal.

Entering one last large hallway, you see what appears to be a large, 10 foot tall statue of a dwarven miner. He holds a large rock in one hand, and a pick in the other. The statue stands on a pedestal built into the floor of the Hall.

Once PCs examine the pedestal closer, read the following.

Along the top of the pedestal stands a phrase, chiseled into the stone. The phrase is written in what appears to be dwarven. Below the phrase are five pictographs showing some story. The pictographs appear to be buttons of some sort, each which can be depressed.

The dwarven phrase reads:

Push the story of Derog Rockhammer's life, to show you honor the history of the dwarves, and have learned the wisdom of the ages.

How to learn the story of the Derog's life:

There are three ways to uncover the story.

- Use of the **ancient history** proficiency:
Dwarves brought back during the module *Legends* can make the attempt at normal proficiency check.
Others with the **ancient history** proficiency must make the check at -4 due to the obscurity of the story.
- Any of the triplets know most of the story, but are confused as to the exact order of events. They can relate the story, but do not remember whether or not the village was founded before the treasure was found. They also do not remember the fact that he allied himself with the drow unless someone notices and mentions the hand crossbow in **Betrayal**. But even then, they are not sure if he

aligned himself with the drow before or after claiming the throne.

- The triplets will argue constantly over the facts of the story. One is sure the drow alliance got him the Throne, another will say the alliance is what cost him the throne. After a few moments, as brothers tend to do, the argument will degenerate into a wrestling match.
- The triplets know of an ancient dwarven library, which may hold the story of Derog. Unfortunately it will take many weeks of digging to find it. If the PCs take this route at this point, the module ends. If they attempt to come back at some later point, they will find the statue destroyed.

The correct order to push pictographs:

- 1) **Treasure**
- 2) **Home**
- 3) **Victory**
- 4) **Greed**
- 5) **Betrayal**

Yes, the pictographs are arranged backwards on the pedestal. Blind luck may help the PCs find the clue to this puzzle.

If the PCs push the pictographs correctly:

The hammer golem will animate, and move over to a wall. He will use the pick to break through a wall revealing a treasure room. Inside the room the PCs will find a dwarven pickaxe. The pick is obviously very magical. As a weapon it is a pickaxe +2/+4 vs. drow. But it also has the ability to cast the mage spell *dig* once per adventure, if wielded by a dwarf, as well as protect them from certain drow spells.

The triplets will inform the PCs that the pickaxe is an ancient dwarven relic, and with the pickaxe the villagers could easily reopen these mines again. The PCs may keep the pickaxe, if they wish, or donate it to the villagers. Donating it to the villagers will gain any Knight or Squire PC a **Chivalry Point**.

Failure to donate the pickaxe will earn each party member an **Infamy Point**. Or in the case of a Knight or Squire, a **Negative Chivalry Point**.

Pushing the last of the pictographs, the giant statue begins to move! As you watch it turns toward the northern wall and strikes it one time with its hammer. With a crunching sound of machinery that hasn't been used in centuries the wall begins to slide to the left.

Beyond the door you can see a small room filled with many sorts of treasures. Near the front of the room stands a small, exquisitely detailed statue of a

dwarven thane. In his hands he holds out a gleaming pickaxe. Lying on the ground around him are four chests. Hanging on the wall behind him is a large 20' by 15' tapestry.

The four chests are trapped. Each chest has a poison needle trap installed in it. These dwarven chests are resilient to magic and cannot be opened by the use of magic. This resistance fades once removed from this room, but does last long enough to be effective through the end of this module.

See the chart below for difficulty and damage from traps.

<u>Tier</u>	<u>Penalty</u>	<u>Damage</u>
1	0	1d6
2	-15%	1d10
3	-25%	2d8
4	-35%	2d10

The four chests contain a total of 3,500 copper pieces, 1,200 silver pieces, 900 gold pieces, and 250 platinum pieces. In addition there are 50 10 gold piece gems, and 6 100 gold piece diamonds.

Inside one of the chests is a small scroll tube that contains a piece of parchment. It contains writing in dwarven. If any PC has the ability to read or decipher the writing, hand out **Player Handout #1**.

For those with the **ancient history** proficiency – *Vast* or any other similar ability, the statue is of Barthax Stonefist, an ancient dwarven thane who ruled the dwarves over 1,000 years earlier. Barthax was rumored to be a great prophet, though how many prophecies he made, the quality of them, and how many came true is unknown. A second ancient history check – *Vast* at –10 will reveal he spoke of prophecies of a great invasion of devils led by a beautiful, but conniving, woman.

If a PC asks about the tapestry, read the following:

The tapestry is finely detailed and very colorful. You recognize the dwarf represented by the statue in the foreground holding aloft a gleaming axe. Beside him is a circle of dwarven clerics, one for each of the major dwarven gods. Between the clerics floats an orb that looks to be about 8 inches in diameter. It glows with a soft white light. The dwarves seem to be beseeching the orb in some form.

In the background of the tapestry you can see a great dwarven army being led into battle against a horde of baatezu their leader appears as an incredibly beautiful woman, however, her wings, forked tail, horns and copper-colored skin betray her origins. Her

outstretched hand seems to hold the symbol of a heart between her long fingernails.

This tapestry shows a dwarven prophecy involving the *orb of protection*, the item sought in the High Level Underdark Campaign. The background of the tapestry does not resemble the local environs and was obviously meant to show another locale. The female baatezu pictured in the tapestry is Glasya.

The tapestry, if sold as an antique, will bring 3,500 gold pieces in the open market.

A second tapestry lies rolled up on the floor beside the statue. If unrolled it shows a scene of what are obviously dwarven mages studying spells books under the light gleaming from the Orb of Protection. It would be valued at 500 gold pieces

If the PCs do not push the pictographs in the correct order, they will have very little chance of locating the secret door. Any attempt to force the door open or unlock it will activate the hammer golem.

Drow Note:

If there is a drow PC in the party, even if the party is successful in pushing the pictographs, the hammer golem **will** activate and attack the party, including any dwarves present. The PCs will **not** find the axe if this occurs.

If the PCs push the pictographs incorrectly:

If the party pushes the pictographs in the incorrect order, the hammer golem will activate and attack the party. It will not attack any dwarves unless they attack it. The PCs will not find the treasure room, nor the pick.

For Tiers 1 & 2 note the difference in combat ability for the Hammer Golem. It does not have MR nor does it have the pounding attack.

For Tiers 3 & 4, as soon as it activates, the hammer golem will pound its hammer into the floor, causing a shower of stone shards flying about the room. This will cause 1d4 points of damage to all PCs in the hall. This event takes place in a surprise action prior to the beginning of combat.

Tier 1

Hammer Golem (1): Int Nil; AL N; AC 6; MV 6, or Br 6; HD 6; hp 40; THAC0 15; #AT 2; Dmg 1d4/ 2d3; SA Nil; SD Nil; MR Nil; SZ L (9'); ML 19.

Tier 2

Hammer Golem (1): Int Nil; AL N; AC 6; MV 6, or Br 6; HD 8; hp 50; THAC0 12; #AT 2; Dmg 1d6/ 2d4; SA Nil; SD Nil; MR Nil; SZ L (9'); ML 19

Tier 3

Hammer Golem (1): Int Nil; AL N; AC 2; MV 6, or Br 6; HD 10; hp 70; THAC0 10; #AT 2; Dmg 2d8/2d10; SA nil; SD +1 weapon or better to hit, immune to spells; MR see text attached; SZ L (9'); ML 19.

Tier 4

Hammer Golem (1): Int Nil; AL N; AC 0; MV 6, or Br 6; HD 14; hp 110; THAC0 7; #AT 2; Dmg 2d10/2d12; SA pounding force; SD +1 weapon or better to hit, immune to spells; MR see text attached; SZ L (9'); ML 19.

See appendix for a description of hammer golems.

Encounter Seven: Steps into the Cold

The PCs will find once they have left the dwarven mines, that a snowstorm has just left the area. There is an additional 3 feet of fresh snow on the ground. Temperatures linger around 5 degrees above zero. With the wind chill, the temperatures will reach 45 degrees below zero. Appropriate precautions against the wind and cold must be taken, or the party will begin to freeze. Without some sort of aid in digging through the snow piles, movement will be cut in half for all PCs. Use your best judgement to adjudicate efforts used by the party.

If no precautions are taken against the cold, all party members will receive a -2 on all actions after one half-hour. For each half-hour thereafter they will receive an additional -2 on all actions. This is a cumulative penalty.

If they spend over one hour in the cold unprotected they will begin to lose 1 hit point per turn exposed to the cold until they reach half their hit points, when they will begin to lose 1 hit point every round due to frostbite.

Observation and sight will also be affected by sun glaring off the newly fallen snow. Unless the PCs have some way to protect their eyes, all range of sight will be cut in half. Observation checks will not be allowed.

Finally reaching the end of the dwarven tunnels, your eyes are assaulted by the bright daylight reflecting off new fallen snow. The howl of the wind echoes through the chambers, and you can see the swirls of snow kicked up as the wind moves across the mountain face.

Ul'Gareth runs out into the fallen snow and begins to make snowballs, looking excitedly back at the party.

Ul'Gareth will select a PC at random and throw the snowball at them. Note this is not considered an attack and will not remove *stoneskins*.

Make a point after a few moments of mentioning the triplets bundling up against the cold and the wind. They are experienced mountaineers and will know to bundle up against the weather. They are not experienced enough to recommend the PCs do the same. The PCs must make that decision on their own.

After a few minutes of frolicking in the snow, or being yelled at by the party whichever the case may be, the remaining triplets will begin to show the party down the path towards the Ice Bowl.

Climbing down the frozen steps is very difficult. Again, unless the PCs make relatively intelligent attempts to prevent this, each PC must make three Dex checks at -4 to successfully walk down the steps. Failure indicates they fell and rolled into a snow pile. They will take 1d3 per tier of damage from ice and cold. In addition, they must make a save vs. paralyzation or suffer a -2 penalty on all actions for the remainder of the day.

It will take approximately 90 minutes of climbing down the steps to reach the Ice Bowl. With the wind blow and gusts reaching up to 25 miles per hour, Flying will be extremely difficult, not to mention cold.

Encounter Eight: The Ice Bowl

Finally reaching the end of the third flight of stairs, Ul'Gareth motions the party to quiet. He points over towards an outcropping of stones to the left.

“Over there”, he whispers. “If they are here, that’s where they’ll be.”

Ambush in the Ice Bowl:

The Cult of the Dragon knows the PCs are coming and have arranged for an ambush/delay while they complete their ritual intended to create another dracolich. For the lower tiers the Cultists needed to start the ritual have not yet arrived and the Cultist is hoping to distract them long enough for his fellow Cultists to appear.

A Cultist is waiting in the Ice Bowl for the PCs and has a young white dragon with him. The Cultist and the dragon are sitting in the middle of the Bowl seemingly unaware that the PCs are approaching. To further enrage the PCs, and hopefully distract them, the Cultist is feeding a captured dwarf to the young dragon.

Nearby, secreted in the snow banks and/or behind snowdrifts, orcs and other Cultist followers are waiting to ambush the PCs as they attack the feeding dragon. The Cultist will wait patiently if the PCs take their time

moving in. His main goal is to slow the PCs down so the ritual may finish. But remember, he is feeding a live dwarf to the dragon who is enjoying playing with his food before eating it. There should be plenty of incentive for the party to move in quickly.

The Bowl:

The Cultists will be defending a relatively newborn dragonet. Depending on the tier, the dragonet's parents may arrive shortly.

The Cultists will have one member feeding the small dragon in the center of the bowl. This is a trap. The others are scattered around the bowl ready to ambush the party.

As soon as the party sees the dragon, the remaining triplets will charge into melee with it, screaming "For Uldred". Nothing short of magic cast well before finding the Ice Bowl will stop them.

The first of them, Ul'Gareth, will run directly towards the dragon. He will freeze in fear then will fail his save vs. the Breath Weapon and be killed.

Approaching the Ice Bowl, you hear a cry from behind you as the (remaining triplets) dwarves scream at the top of their lungs "FOR ULDRED" and rush over the edge of the bowl and towards the dragon. Their weapons have been drawn. Seemingly startled, the Cultist appears to have been feeding a struggling dwarf to the dragon. The dragon and the Cultist turn their heads towards the screaming dwarves.

Terrain description:

The Ice Bowl is just as it sounds a large circular depression on the side of the mountain. It is approximately 100' wide and dips down to 50' dip at its bottom. Yes, it is very steep and icy on the way down. PCs should be using care when moving in. A set of stairs carved into the mountain face lead up and past the Ice Bowl, circling it on the south side. On the west side of the Bowl the steps are 5 foot wide and designed for travel by dwarves. On the side of the stairs away from the Bowl is a cliff face that drops approximately 150 feet down the side of the mountain. The stairs continue past the Ice Bowl and farther up the mountainside. A small ledge overlooks the Bowl from about 30' feet above it.

It will take the PCs 20 minutes to climb to the Ice Bowl from the mine exit. This assumes they are moving at a movement rate of 12. Adjust the time frame according to their actions and any magical effects they might have in effect.

There is a large cave and entrance on the north side of the Bowl.

Please note: at 4th Tier and above the cave entrance is covered by a permanent illusion of a solid ice wall. At Tiers 1 through 3 the cave is easily spotted.

Refer to **DM's Map #1** for more information on the Ice Bowl.

Weather:

A small snowstorm is blowing across the mountaintop as the party exits the mines. The steps will be difficult, but not impossible, to climb. As long as care is taken, the PCs won't have any trouble traveling to the Bowl. With the storm is a very strong wind, which will severely hinder a PCs attempt at flight. Any PC attempting to fly must make a Dexterity Check at half and Wisdom Check at half to successfully fly. These checks must be made each round of flight. Dexterity is to control their body movements, and Wisdom is to check their control over their flight. Failing either of these checks will cause the PC to lose control over their flight and end up off course and/or out of control. They must spend the following round regaining control, which involves making another set of Dexterity and Wisdom checks at half. Failure again indicates they are widely out of control and are either in a flat spin or about to crash into the mountainside. Use your best judgement to interpret the results.

The temperature at this elevation is about 5 degrees below zero. With the wind chill added in it would seem more like 60 degrees below. PCs should be taking some reasonable precaution against the cold or they will begin to suffer a -2 to all actions and saves after one turn in this environment. This effect is cumulative for each turn spent in the cold, so after a half-hour they would have a penalty of -6 to all actions and saves.

The Cave:

Inside the cave is a dying White Wyrm. Depending on the tier, the Cult of the Dragon is either in the process of transforming him into a dracolich or have already started the ritual needed. Standing near the dead or dying wyrm is Shalimarra Daradusk, of the Ravens Bluff noble family of Daradusk. A young, beautiful woman, Shalimarra has joined the ranks of the Cult of the Dragon.

Shalimarra Daradusk: Int Ave (9); AL CN; AC 5; MV 6; HD 1-1; hp 4; THAC0 20; # AT 1 (slap); Dmg 1; SA nil; SD nil; MR nil; SZ M (5' 9"); ML 18.

Magic Items: *bracers AC 5, wand of magic missiles* (12 charges remaining).

One of the elder daughters of House Daradusk in Ravens Bluff, Shalimarra has become infatuated with anything concerning dragons. She was a natural target of the Cult of the Dragon and she gladly joined their ranks. She has been an active member of the Cult for

almost 2 years now and was the person responsible for bringing the existence of these dragons to the Cult's attention. Over a dinner party at her mother's estate one night, she overheard merchants telling of a family of dragons that lived near this mountain. She was the impetus behind the attack on the dwarven village, since she considered the village a threat to the dragons' control over this area.

Shalmarra is a stunningly beautiful brunette, approximately 19 years of age. Her voice is highly nasal and is considered "whiny". She is extremely haughty and believes her status as a daughter of a Baroness of Ravens Bluff will protect her from prosecution

Tier 1

Priest of Malphagor: (1) P3: Int Ave (8); AL CE; AC 5 (leather and ring +3); MV 9 (snow shoes); hp 25; THAC0 18; #AT 1; Dmg 1-6+4; SA *ice mace* (see below), spells; SD nil; MR nil; SZ M; ML 12;

Magic Items: *ring of protection +3, ice mace*

Spells: 1st: *cure light, faerie fire*; 2nd: *hold person*

In this tier, he does not know about the special abilities of the Ice Mace, and they are not activated.

Orcs (4): Int Ave (8); AL LE; AC 6; MV 9 (snow shoes); HD 1; hp 6; THAC0 19; # AT 1 (short sword or sling); Dmg 1-6 or 1d4 +1 (sling bullet); SA nil; SD nil; MR nil; SZ M; ML 11.

Two of the orcs are hiding in the snow piles waiting to attack. Two others are on the ledge above with slings and bullets.

White Dragon (10 years): Int Low (6); AL CE; AC 3; MV 12; FL 24 (C), Br 6, Sw 12; HD 4; hp 30; THAC0 18; #AT 3; Dmg 1-2/1-2/2-6; SA breath weapon; SD nil; MR nil; SZ M (5 foot long body, 4 foot long tail); ML 16.

Breath weapon does 2d6+2 in damage, useable once.

Dwarven Prisoner: Int Ave (8); AL NG; AC 10; MV 6; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA nil; SD nil; MR nil; SZ S; ML 7.

Tier 2

Priest of Malphagor P5: Int Ave (8); AL CE; AC 2 (Chain and ring +3); MV 9 (snow shoes); hp 38; THAC0 18; #AT 1; Dmg 1-6+4; SA *ice mace* (see below); SD nil; MR nil; SZ M; ML 12.

Magic Items: *ring of protection +3, ice mace*

Spells: 1st: *cure light, faerie fire, cause light*; 2nd: *hold person*; ~~*spectral hand*~~; 3rd: *vampiric touch*; glyph of warding

In this tier, he does not know about the special abilities of the Ice Mace, and they are not activated.

Orcs (8): Int Ave (8); AL LE; AC 6; MV 9 (snow shoes); HD 1; hp 6; THAC0 19; # AT 1 (short sword or sling); Dmg 1-6 or 1d4 +1 (sling bullet); SA nil; SD nil; MR nil; SZ M; ML 11.

Six of the orcs are hiding in the snow piles waiting to attack. Two others are on the ledge above with slings and bullets.

White Dragon (10 years): Int Low (6); AL CE; AC 3; MV 12; FL 24 (C), Br 6, Sw 12; HD 4; hp 30; THAC0 18; #AT 3; Dmg 1-2/1-2/2-6; SA breath weapon; SD nil; MR nil; SZ M (5 foot long body, 4 foot long tail); ML 16.

Breath weapon does 2d6+2 in damage, useable once.

Dwarven Prisoner: Int Ave (8); AL NG; AC 10; MV 6; HD 1; Hps 4; Thac0 20; #AT 1; Dmg 1-2; SA Nil; SD Nil; MR Nil; SZ S; ML 7;

Tier 3

Priest of Malphagor P7: Int Ave (8); AL CE; AC 0 (chain, dex, ring +3); MV 9 (snow shoes); hp 50; THAC0 16; #AT 1; Dmg 1-6+4 + 1d6/ SA *ice mace* (see below); SD nil; MR nil; SZ M; ML 12.

Magic Items: *ring of protection +3, ice mace*

Spells: 1st: *cure light, faerie fire, cause light, command*; 2nd: *hold person, spectral hand, silence 15 foot radius*; 3rd: ~~*vampiric touch, glyph of warding, prayer*~~; 4th: *enervation, control temp 10' radius*

In this tier, he does know about the special abilities of the Ice Mace, and they are activated.

Orcs (4): Int Ave (8); AL LE; AC 6; MV 9 (snow shoes); HD 1; hp 6; THAC0 19; # AT 1 (short sword or sling); Dmg 1-6 or 1d4 +1 (sling bullet); SA nil; SD nil; MR nil; SZ M; ML 11.

Two of the orcs are hiding in the snow piles waiting to attack. Two others are on the ledge above with slings and bullets.

Ogre (1): AL CE; Int Low (8); MV 9; AC 3; HD 4+1; hp 32; Thac0 12; # AT 1; Dmg 1-10 +6; SA Nil; SD Nil; SZ L; MR Nil; ML 11

White Dragon (10 years): Int Low (6); AL CE; AC 3; MV 12; FL 24 (C), Br 6, Sw 12; HD 4; hp 30; THAC0 18; #AT 3; Dmg 1-2/1-2/2-6; SA breath weapon; SD nil; MR nil; SZ M (5 foot long body, 4 foot long tail); ML 16.

Breath weapon does 2d6+2 in damage, useable once.

Dwarven Prisoner: Int Ave (8); AL NG; AC 10; MV 6; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA Nil; SD Nil; MR Nil; SZ S; ML 7;

Tier 4

Cultist Warrior F9: Int Ave (8); AL CE; AC 0 (chain, shield, dex); MV 6 (snow shoes); hps 90; THAC0 9 #AT 2/1; Dmg 1-8 + 6; SA nil; SD *free action*; MR nil; SZ M; ML 14.

Cultists (8) F4: Int Ave (8); AL LE; AC 4; MV 9 (snow shoes); hp 25; THAC0 19; # AT 1 (short sword) or 2 (with bow); Dmg 1-6 or 1-8 (arrows); SA nil; SD nil; MR nil; SZ M; ML 11.

Four of the Cultists are hiding in the snow piles waiting to attack. Four others are on the ledge above with bows.

Cultist Mage M5: Int Exceptional (16); AC 6; MV 9 (snow shoes); hp 12; THAC0 19; #AT 1; Dmg 1-4; SA spells; SD spells; MR Nil; SZ M; ML 14;

Spells: 1st: *magic missile* (x2); *enlarge*; 2nd: *stinking cloud*; *mirror image*; 3rd: *fireball*

White Dragon (20 years): Int Low (6); AL CE; AC 2; MV 12; FL 40 (C), Br 6, Sw 12; HD 7; hp 50; THAC0 12; #AT 3; Dmg 1-4/1-4/2-8; SA breath weapon; SD Nil; MR Nil; SZ L (20 foot long body, 14 foot long tail); ML 16.

Breath weapon is 3d6+3, useable once in this combat sequence.

Dwarven Prisoner: Int Ave (8); AL NG; AC 10; MV 6; HD 1; Hps 4; Thac0 20; #AT 1; Dmg 1-2; SA Nil; SD Nil; MR Nil; SZ S; ML 7.

Tier 5 (Optional):

Cultist Warrior (1) F12: Int Ave (8); AL CE; AC -4 (full plate, shield, dex); MV 12 (snow shoes); hp 120; THAC0 5; #AT 4/1; Dmg 1-8 + 8; SA *hasted*; SD *free action* and *endure cold* previously cast upon him; MR nil; SZ M; ML 14.

Cultists (8) F4: Int Ave (8); AL LE; AC 4; MV 9 (snow shoes); hp 25; THAC0 15/ 13 (w/ bow); # AT 2/1 (short sword) or 4/1 (with bow) due to *haste*; Dmg

1-8 +6 or 1-8 (arrows); SA *hasted*; SD nil; MR nil; SZ M; ML 11.

Four of the Cultists are hiding in the snow piles waiting to attack. Four others are on the ledge above with bows.

Cultist Mage: (1) M7: Int Exceptional (16); AC 6; MV 9 (snow shoes); hp 12; THAC0 19; #AT 1; Dmg 1-4; SA spells; SD *stoneskins* (7); MR nil; SZ M; ML 14.

Spells:

1st: *magic missile* (x2), *enlarge*

2nd: *stinking cloud*, *mirror image*, ~~*invisibility*~~

3rd: *fireball*, ~~*haste*~~

4th: *ice storm*

White Dragon (20 years): Int Low (6); AL CE; AC 2; MV 12; FL 40 (C), Br 6, Sw 12; HD 7; hp 50; THAC0 12; #AT 3; Dmg 1-4/1-4/2-8; SA breath weapon; SD nil; MR nil; SZ L (20 foot long body, 14 foot long tail); ML 16.

Breath weapon is 3d6+3, useable once in this combat sequence

Dwarven Prisoner: Int Ave (8); AL NG; AC 10; MV 6; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA nil; SD nil; MR nil; SZ S; ML 7;

Once the PCs have finished with the combats outside the caves, allow them to do any actions they wish. Depending on the tier, the Cultists inside the caves may begin precasting spells to prepare for combat, but do **not** want to initiate it. They would rather have the PCs think that the Cult has been defeated and leave the caves.

Inner Cave Combats:

Tiers 1 & 2:

Inside the cave the PCs will find an adult white male dragon who is near death from wounds he suffered while attacking the dwarven village. Next to him stands Shalimarra Daradusk., a young female human noble of Ravens Bluff. If the PCs manage to enter quietly, they will find her talking to the dragon and extolling the benefits of the Cult of the Dragon and how they will soon arrive to give him immortality and great power.

Shalimarra is extremely arrogant and haughty and believes (rightfully) that the PCs have no authority over her.

The PCs may attempt to kill off the dying dragon. He is weakened to a state where he can only attack once per round, using one of his claws.

White Dragon: Int Low (7); AL CE; AC -1; HD 13; hp 10; THAC0 14 (due to weakened condition); #AT 1; Dmg 1-6; SA Nil; SD Nil; MR 15%; SZ H (24 feet long); ML 20.

Tier 3:

Inside the tent the PCs will find an adult white male dragon who is near death from wounds suffered while attacking the Dwarven village. Next to him stands Shalimarra Daradusk,, a young female human noble of Ravens Bluff.

Beside the two, standing in a pentagram drawn into the ice floor, stands a Cultist necromancer mage who is finishing up the last of the ritual to transform the dying dragon into a dracolich. The mage is extremely exhausted with the spell casting he has done to this point. He has very limited spells available and if the ritual is interrupted in any way he will attempt to teleport away.

The dying dragon's mate is also in the cave. The female dragon is in deep shock and will be enraged by the PCs entrance. She is so enraged that she neglects to use her breath weapon and instead attacks using her claws and bite in an attempt to tear the PCs limb from limb.

Shalimarra is extremely arrogant and haughty and believes (rightfully) that the PCs have no authority over her.

The PCs may attempt to kill off the dying dragon. If attacked he is weakened to a state where he can only attack once per round, using one of his claws.

White Dragon: Int Low (7); AL CE; AC -1; HD 13; hp 10; THAC0 14 (due to weakened condition); #AT 1; Dmg 1-6; SA nil; SD nil; MR 15%; SZ H (24 feet long); ML 20.

White Dragon (Female) (250 years): Int Low (7); AL CE; AC -2; MV 12; FL 40(C), Br 6, Sw 12; HD 11; hp 85; THAC0 9; #AT 3; Dmg 1-6/1-6/2-16; SA breath weapon; SD *stoneskins* (8); MR 35%; SZ M (55 foot long body, 45 foot long tail); ML 16.

Breath weapon does 7d6 + 7.

Special Abilities: *gust of wind* 3/day; ice walking

Spell: *polymorph other*

Tier 4:

Inside the tent the PCs will find an adult white male dragon who is near death from wounds suffered while attacking the Dwarven village. Next to him

stands Shalimarra Daradusk,, a young female human noble of Ravens Bluff.

Beside the two, standing in a pentagram drawn into the ice floor, stands a Cultist necromancer mage who is finishing up the last of the ritual to transform the dying dragon into a dracolich. The mage is extremely exhausted from the spell casting he has done to this point. He has very limited spells available, and if the ritual is interrupted in any way, he will attempt to teleport away.

A priest of Malphagor stands in the back corner of the cave watching the ritual. If the PCs attempt to interfere he will send his wights to attack the PCs and begin spell casting to aid the dragons.

The dying dragon's mate is also in the cave. The female dragon is in deep shock and will be enraged by the PCs entrance, and she will move to attack them immediately using all of her abilities.

Shalimarra is extremely arrogant and haughty and believes (rightfully) that the PCs have no authority over her.

The PCs may attempt to kill off the dying dragon. If attacked he is weakened to a state where he can only attack once per round, using one of his claws.

White Dragon: Int Low (7); AL CE; AC -1; HD 13; hp 10; THAC0 14 (due to weakened condition); #AT 1; Dmg 1-6; SA nil; SD nil; MR 15%; SZ H (24 feet long); ML 20.

White Dragon (female) (250 years): Int Low (7); AL CE; AC -2; MV 12; FL 40(C), Br 6, Sw 12; HD 11; hp 85; THAC0 9; #AT 3; Dmg 1-6/1-6/2-16; SA breath weapon; SD *stoneskins* (8); MR 35%; SZ M (55 foot long body, 45 foot long tail); ML 16.

Breath weapon does 7d6+7 damage.

Special Abilities: *gust of wind* 3/day; ice walking

Spell: *polymorph other*

Priest of Malphagor P9: Int Avg (9); AL CE; AC 0 (Chain, Dex, and *ring* +3); MV 9 (snow shoes); hps 60; THAC0 16; #AT 1; Dmg 1-6+4 + 1d6/ SA *ice mace* (see below); SD nil; MR Nil; SZ M; ML 12.

Magic Items: *ring of protection* +3, *ice mace*

Spells: 1st: *cure light, faerie fire, cause light, command*; 2nd: hold person, ~~spectral hand~~, silence 15 foot radius; 3rd: ~~vampiric touch, glyph of warding, prayer~~; 4th: *enervation, cause serious wounds*; 5th: *summon shadow, slay living*

In this tier, he does know about the special abilities of the Ice Mace, and they are activated.

Priests of Malphagor have the following innate abilities:

- Use necromantic sphere mage spells as clerical spells of the same level

- Control up to 10 hit dice of Undead per level. These Undead are not able to be turned while he is in control of them.

Wight (3): Int Avg (8); AL CE; AC 5; MV 12; HD 4 +3; hp 25; THAC0 15; # AT 1; Dmg 1-4; SA energy drain 1 level per hit; SD silver or +1 weapons to hit, immune to sleep, charm, hold, or cold based spells, poisons, or paralyzation; MR nil; SZ M; ML 14.

Cultist Necromancer, M12: Int Genius (17); AL CE; AC 5; MV 9 (snow shoes); hps 40; THAC0 17; Dmg 1-4; #AT 1; SA spells; SD *stoneskins* (8); MR nil; SZ M; ML 10.

Spells remaining: 1st: *magic missile*; 2nd: *invisibility*; 3rd: *fly*; 5th: *teleport*; 6th: *cone of cold*

Tier 5 (Optional):

As you step into the cave you realize the fight outside had just been a diversion to delay you. As its head rises nearly 30 feet above you, you have only one thought "I didn't realize a dracolich could smile".

In this tier the ritual has ended and the Cultists are standing nearby. Many of them are exhausted, but all will defend the newly created dracolich.

White Dracolich (450 years): Int Low(6); AL CE; AC -5; MV 12; FL 40(C), Br 6, Sw 12; HD 15; hp 110; THAC0 5; #AT 3; Dmg 1-6 +2d8/1-6 +2d8/2-16+2d8; SA breath weapon, spells, chilling damage, paralyzation; SD *stoneskins* (8), see below; MR 25%; SZ H (48foot long body, 37foot long tail); ML 19.

Breath weapon does 8d6+8 and is useable once every three rounds.

Immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, cold (magical or natural), electricity, holds, insanity, and death spells or symbols. Cannot be poisoned, paralyzed, or turned by priests.

Only magic attacks from wizards or monsters of 6th level or HD can affect the Dracolich.

The additional damage per physical attack is due to chilling damage. Any victim struck by the Dracolich must save vs. paralyzation or be paralyzed for 2d6 rounds.

Special Abilities: *gust of wind* 3/day; ice walking;
Spells: *invisibility*, *disintegrate*

The Dracolich will fight hand to hand for the first round of combat at least. But if he determines the PCs pose a threat to him he will fly directly up towards the ceiling.

The cave is actually more of a giant igloo, and the ceiling is a layer of ice. His burrowing will cause the ceiling to collapse upon anyone near the center of the

cave area. The priest and the necromancer know this and will stay to the sides of the cave if at all possible.

Anyone in the area of the falling ice chunks will take 3d6 points of damage, with a saving throw vs. paralyzation for half.

Priest of Malphagor P9: Int Avg (8); AL CE; AC 0 (Chain, Dex, and ring +3); MV 9 (snow shoes); hp 60; THAC0 16; #AT 1; Dmg 1-6+4 + 1d6/ SA *ice mace* (see below); SD nil; MR nil; SZ M; ML 12.

Magic Items: *ice mace*, *ring of protection* +3

In this tier, he does know about the special abilities of the Ice Mace, and they are activated.

Spells: 1st: *cure light*, *faerie fire*, *cause light*, *command*; 2nd: *hold person*, *spectral hand*, *silence 15 foot radius*; 3rd: ~~*vampiric touch*~~, ~~*glyph of warding*~~, *prayer*; 4th: *enervation*, *cause serious wounds*; 5th: *summon shadow*, *slay living*

Priests of Malphagor have the following innate abilities:

- Use Necromantic Mage spells as clerical spells of the same level
- Control up to 10 hit dice of Undead per level. These undead are not able to be turned while he is in control of them.

Wight (3): Int Avg (8); AL CE; AC 5; MV 12; HD 4 +3; hp 25; # AT 1; THAC0 15; Dmg 1-4; SA energy drain 1 level per hit; SD silver of +1 weapons to hit, immune to sleep, charm, hold, or cold based spells, poisons, or paralyzation; MR Nil; SZ M; ML 14.

Cultist Necromancer W14: Int Genius (17); AL CE; AC 5; MV 9 (snow shoes); hp 40; THAC0 17; Dmg 1-4; #AT 1; SA spells; SD *stoneskins* (8); MR Nil; SZ M; ML 10.

Spells: 1st *magic missile* (x2); 2nd *invisibility*; 3rd ~~*fly*~~, *lightning bolt*, ~~*haste*~~; 5th *teleport*, *magic jar*; 6th *cone of cold*, ~~*globe of invulnerability*~~

Cultists (8) F4: Int Avg (8); AL LE; AC 4; MV 9 (snow shoes); hp 25; THAC0 15/ 13 (w/ bow); # AT 2/1 (short sword) or 4/1 (with bow)—due to *haste*; Dmg 1-8 +6 or 1-8 (arrows); SA *hasted*; SD nil; MR nil; SZ M; ML 11.

Encounter Nine: Plight of the Dwarves

The PCs should return at this point to the dwarven survivors. During the party's absence a band of orcs has raided the dwarven caves. The dwarves were able to

hold them off, if barely, and have decided it would be best for them to return with the party to Uldred's Keep.

Encounter Ten: The Return

Defeating the Dragons and saving the village:

Following the battle with the Dragons in the Ice Bowl, you return to Keep Brightsword for your reward.

Ushered into the Great Hall, you are surprised to see Thane Uldred is not present. A stern faced, and aged dwarf sits on his throne awaiting you.

The dwarf is Thorvill, one of Uldred's advisors. He was left to wait here for the party while Uldred, his Hearthguard, and most of the nobles of the court have left for Ravens Bluff to attend the annual Winter Festival. He is not happy to have been left behind, and once this (in his mind) petty business is taken care of he intends to leave for the Festival.

He will demand, quite bluntly, to know the results of the expedition. He will grudgingly pay the party the agreed on payment for the mission.

If told of the pick Axe, he will demand the party turn it over to him, since it is a Dwarven Artifact. The PCs must suggest turning it over to receive the Chivalry Point. If he asks for it before they offer, they will not receive it.

If the party refuses to turn over the Axe, then he will say, *"Well, we'll see what Thane Uldred has to say about that. I'll inform him you have stolen dwarven property. We'll get the Axe back one way or another."*

At this point he will storm out of the Hall. In actuality he will forget about the Axe long before he makes it to Ravens Bluff.

Any remaining triplets will remain behind in the keep, to train to become one of Uldred's guards.

Unsuccessful in defeating the dragons:

Following the battle with the Dragons in the Ice Bowl, you return to Keep Brightsword to try to heal your wounds.

Ushered into the Great Hall, you are surprised to see Thane Uldred is not present. A stern faced, and aged dwarf sits on his throne awaiting you.

The dwarf is Thorvill, one of Uldred's advisors. He was left to wait here for the party while Uldred, his Hearthguard, and most of the nobles of the court have left for Ravens Bluff to attend the annual Winter Festival. He is not happy to have been left behind, and once this ((in his mind)) petty business is taken care of he intends to leave for the Festival.

He will demand, quite bluntly, to know the results of the expedition. He will refuse to pay the PCs for the mission, since in his mind they were not successful. One week after returning to Ravens Bluff, the PCs will receive a visit from a young dwarf who will bring the party the agreed on reward. He will apologize from Thane Uldred for the misunderstanding.

If told of the pickaxe, he will demand the party turn it over to him, since it is a Dwarven Artifact. The PCs must suggest turning it over to receive the Chivalry Point. If he asks for it before they offer, they will not receive it.

If the party refuses to turn over the Axe, then he will say

"Well, we'll see what Thane Uldred has to say about that. I'll inform him you have stolen dwarven property. We'll get the Axe back one way or another".

At this point he will storm out of the Hall. In actuality, he will forget about the axe long before he makes it to Ravens Bluff.

If either Ul'Garek or Ul'Gareth have survived, they will remain behind to join Thane Uldred's Troops.

If Ul'Garen has survived and the party contains a mage who has befriended or aided him, proceed with the following encounter.

Apprentice

As the party turns to leave the Thane's Keep, Ul'Garen approaches (insert PC Mage name) and asks to speak in private.

Ul'Garen will offer his services to the mage as an apprentice for the next year, if the PC agrees to train him in the use of magic.

The PC will be required to sacrifice 25% of his earned experience points for the next 20 modules. Ul'Garen will spend a year ((represented by the 20 modules)) in training with the PC, at which time he will leave to begin adventuring on his own, and to join Uldred's army.

At no point will the apprentice adventure with his teacher. He cannot advance past 1st level as a mage, nor can he learn any new spells.

Present the PC with the appropriate certificate and inform them they must have their DM for the next 20 modules sign it. At the conclusion of the 20 modules they will submit the certificates to Dan Donnelly, Regional Director of the Living City Campaign, at which point the PC will be eligible for a further award.

This concludes Rage

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 according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

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.

Encounter 2:

Recognizing Orc Religion	50 XP
Connecting Cult to Orcs	50 XP

Encounter 3:

Defeating the ambush	100 XP
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Encounter 5a:

Successfully passing over the bridge	100 XP
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Encounter 6:

Each pictograph pushed in the correct order	50 XP
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Encounter 7:

Defeating the cultists	200 XP
For each triplet surviving:	50 XP

Tier 5 Only

Defeating Dracolich	2,000 XP
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Total Experience for Objectives:	600 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,100 xp

For Tier 2:	2,200 xp
For Tier 3:	3,300 xp
For Tier 4:	4,400 xp
For Tier 5 *:	8,600 xp

Treasure Summary

If it is not on this list, the PCs cannot keep it.

- **Ice mace:** This +2, normal sized mace is built of solid ice. Once per adventure, for up to one turn, the command word can be spoken causing wisps of ice to flicker across its surface. When activated these wisps of cold force do an additional 1 to 6 points of damage per successful hit. At least once per adventure the Ice ability of the mace must be activated so the Mace's connection to the Elemental Plane of Ice can be re-established. Failure to do so will cause the Mace to lose its magical bonuses. Record the adventure on the back of the cert and have the judge sign off to indicate the mace was invoked.
- **Ring of protection +3:** This ring of protection was created using the *semi-permanency* spell. The magic inherent in this ring will expire two years after the date the module is run.
- **Pick Axe +2/+4 vs. Drow:** This ancient relic of the Dwarven Clan Stone Fist was found in the deserted mines of Anselon. Originally constructed for a dwarven Thane to lead his people to prosperity, he later had it enchanted to fight his hated enemy, the drow. Its handle is made of smooth marble that supports a stone pick and axe. When wielded by a dwarf, this pick axe can cast a *dig* spell once per adventure. When facing drow opponents it confers a 20% magic resistance against drow clerical spells.
This axe is an ancient dwarven artifact and all dwarves should believe that it must remain within their society, not used by an individual. Any PC who keeps this pickaxe will gain an immediate Infamy Point in reference to all Dwarves, who will refuse to have anything to do with him. Knights or Squires who keep this axe also receive a Negative Chivalry Point.
- **Favor of Thane Uldred Deepaxe:** This favor was awarded to _____ for returning a dwarven artifact to Clan Brightsword. This favor is redeemable for Uldred to create one suit of White Dragon Scale Armor. This armor is created specifically for _____ and will not fit any other PC. This armor is a non-magical base of AC 2 and grants its wearer a +2 on all saves versus cold-based attacks.
Note, this favor is given to one specific PC for returning the Axe. That PC may choose to have the armor created for a different PC. The favor and the axe may not both be kept by the PCs.

- 500 gp per PC from Thane Uldred, if requested

From the Dwarven Treasure Room:

- 3,500 copper pieces
- 1,200 silver pieces
- 900 gold pieces
- 250 platinum pieces
- 50 10 gold piece gems
- 6 100 gold piece diamonds

- Orb of Protection Tapestry: 3,500 gold pieces
- Mage Study Tapestry : 500 gold pieces

- 6 250 gp Diamonds from the Cultists

Fame Award:

One Fame Point in Lower Class.

Chivalry Point:

Awarded to Knights or Squires of parties that willingly turn over the pickaxe found in the Hall of Heroes.

Certificate of Apprenticeship: The character accepted the Dwarven Mage Ul’Garen as an apprentice. Ul’Garen is a first level mage and spends much of his time training in a vain attempt to relearn how to cast spells. No matter what is attempted he cannot relearn the ability. Ul’Garen can adventure with the above named player character. Ul’Garen will count as two levels for tiering purposes.

In accepting Ul’Garen as an apprentice the player character sacrifices 25% of his experience (from level advancement—the XP still applies toward retirement) earned over the next 20 modules, to represent the year of service Ul’Garen agrees to. The player should have his judge sign below for each of the modules played. Ul’Garen need not actively adventure with the PC to count against the 20 modules. Once the 20 modules are completed the PC may continue to have Ul’Garen as an apprentice or release him. Once completed this certificate should be returned to either Dan Donnelly, Regional Director of the Living City Campaign, or to Todd Smart.

Golem, Hammer

Climate/terrain:	subterranean (dwarven kingdoms)
Frequency:	very rare
Activity Cycle:	any
Organization:	Solitary
Diet:	nil
Intelligence:	none (0)
Treasure:	nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	6, Br 6
Hit Dice:	60 hp (14HD)
Thac0:	7
No. Of Attacks:	2
Damage/Attack:	2d10/2d12
Special Attack:	Pounding Force
Special Defenses:	+1 weapon needed to hit it, immune to spells
Magic Resistance:	see text
Size:	L (9' tall)
Morale:	Fearless (19-20)
XP Value:	13000

The nightmare of orcs and other dwarven enemies, this rare golem is constructed by dwarves themselves. The process is as rare and secretively kept as the manufacture of the most powerful dwarven magical weapons.

A hammer golem stands about 9' tall and weighs about 2000 pounds. It resembles a gigantic stone dwarf (beard included) covered in adamantite plate mail. Two weapons have replaced its forearms—a hammer on the right arm and a pickaxe on the left. A hammer golem moves heavily and slowly. When encountering orcs and their kin, it gives out a hollow roar as it attacks.

Combat: This golem attacks only if ordered by its master, if it encounters orcs, or if it is kept from its assigned task. The latter condition allows it to attack if someone tries to get at what the golem is guarding when it is carrying out this task. It can remember as many commands as the creator wishes, but at most the commands must total up to only twice the creator's Wisdom in words. When without a master, a hammer golem attacks anything in front of it until the opponents leave it or its charge alone or they are dead. If the opponents are goblinoids, only their death or the Golem's destruction will break off its attack.

This golem attacks with its pick, for 2d12 points of damage, and hammer for 2d10-hp damage. In addition, it can employ a pounding force every turn. This is

similar to a repulsion spell, except that, in addition to the usual effects, it inflicts 4d6 hp damage if the save fails, or 2d6 hp otherwise.

A hammer golem is immune to every spell except for wish (which affects the golem as the caster wants) and stone to flesh (which acts as a heal spell on the golem). In addition, a weapon of +1 or more magical power is needed to hit this golem.

Habitat/Society: Hammer Golems are made by dwarven priests (or High Ones in the Forgotten Realms setting) for use as guards, warriors, or massive miners (they can tunnel through rock at MV 6). A hammer golem for war possesses an Axe on the left arm, and one for mining has pickaxes on both.

Ecology: Hammer Golems contribute nothing to deep earth ecology, except for the destruction of goblinoids and the mining of minerals."

From Dragon Magazine Issue 193, May 1993, p 21

Player Handout 1

*Night comes soon to cover the Orb of Light.
For 1,000 years it shall sleep,
Til the Thane again needs its Might,
And returns it from the Caves of the Deep.*

*When the forces of Hell shall return,
Following the Lady of the Heart,
The Orb's Power will again burn,
And across the Planes its war will start.*

*Stand strong throughout the years,
And keep the Key near,
Guard you well the keepers of the Faith,
Til the three Stars in the Skies are Clear.*