

Tunnel Vision

Part 5 of the *Destiny of the Dwarves* series

A One-round D&D Living City Adventure

by James Traino and Frank Timar

The recovery of two pieces of a lost dwarven relic has revealed the location of the third and final piece. Driven by prophecy the Dwarves of the Vast struggle against time and fate to restore the Hammer of Thanos, but time is short and a darkness is trying to corrupt the quest. A balanced adventure for tiers 1 through 6.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

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

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

LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. 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>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

DM Background

Tunnel Vision is a one round Living City event. This tournament is part six of the *Destiny of the Dwarves* series: *Approaching Doom*, followed by *Day of the Dwarf*, *Dwarf in the Fold*, and *Race for the Rod*. It is not necessary to play them in order, though development is more cohesive that way. In earlier events an elder from Clan Bladebite approached PCs and asked them to do "Favors" for him. Clan Bladebite is a Gold Dwarf clan and as such is very Xenophobic. He asked for these "favors" to prove that non-dwarves can't be trusted. Those who did help him received the favor of Clan Bladebite in turn. He will denounce PCs who received it as untrustworthy of the dwarves.

Note: Be careful, in the final edits of these events it was not made clear that the PCs only receive this favor if they bring the items to Clan Bladebite first. Ask them how they earned the favor and use your best judgment.

History of the Hammer of Thanos:

The great hero Mordak Fellbane, wielder of the hammer "Halur a' Moradin" (Moradin's Gift) was leading a counter attack against the Drow near Faern-Barak (649 DR). He fell in the battle and was carried back to Faern-Barak. There, high priest of Dumathoin had a vision. Contained within the head of the hammer was one of the Soul Stones of Dwarvenkind. It was crucial that this stone not fall into the hands of the enemies of the dwarves. The high old ones and clan elders of the community decided to separate the hammer into three pieces. The head, with the Soul-Stone in it, was transported to Arausonnbarak where

only a dwarf could remove it. The other two pieces were reworked, marked with clues that when brought together revealed the location of the head. These two pieces were given to the greatest remaining heroes who were instructed to remove them from danger. Small companies of dwarves went with each. The vision also revealed that, when it was reforged, a true Dwarven King of the Vast would come once more.

Now the two pieces have been found and, as intended revealed where the hammer portion of Moradin's Gift, the "Hammer of Thanos" can be found. The spiritual guardians of the pieces found have indicated the only way to restore the Hammer. To do this, Arausonnbarak (a temple to the Moradinsamman [dwarven pantheon]) must be found. In that temple exists an anvil strong enough and there can be kindled a fire hot enough to allow the Hammer to be remade.

It is the purpose of the Clan Elders to recruit adventurers to escort a chosen few representatives of the clans to Arausonnbarak to reforge the hammer. They do not know the dangers they will be facing from within or without.

Adventure Summary

This tournament is broken into three parts, The Hook, Clearing the Way and Into the Temple. It also has three endings, Success, Out of Time and Out of Luck. Out of Luck should only be run if there is a TPK, including the 4 Dwarven NPCs. Out of Time occurs if the PCs require a full clearing of the passage and are unable to reduce the necessary time.

Part 1: The Hook

The adventure begins with the PCs wandering a market place, drawn by the rumor of magic to be had. Here they are approached by an agent of Citadel Urn looking to recruit adventures for an important task. His instructions will lead the PCs to the Docks and the ship waiting to take them to the pleasure island of Crimson Lagoon.

Meeting the Elders

Once they arrive, the PCs will be met by a dwarf who will give them a mini-tour while leading them to the elders. One Elder from each clan will be present to greet the PCs and explain the task at hand. (If any PCs have the Favor of Clan Bladebite, Kieradyn will denounce them as untrustworthy and demand assurances before allowing them to go on this mission. The assurances will be in the form of a quest spell.)

Once (if) this problem is taken care of, the elders will explain the mission. It will then be up to the PCs to decide how much time they wish to spend clearing the tunnel. It is a matter of hard labor from there.

Part 2: Clearing the Way

What's down this passage? Depending on the tier of the PCs, gives the path that the PCs take.

Low Adventure:

1A Destroyed Duergar Village –

The PCs encounter a destroyed duergar settlement. A lone, barely living, survivor is found. The tale he tells is even worse than the destruction around him. The Tarrasque has been seen once more.

2A Rockseer encounter –

Wandering in the Underdark always results in interesting adventure. The PCs happen upon a battle of a strange elf race and spiders. The PCs actions will determine how the new elven race will react to surface dwellers. Do the PC's help the elves? The test of Bravery.

3A Fortunes Told –

The PCs encounter a forgotten dwarven room in their travels. Still powered by ancient magic, it is a repository of deeds yet to be done. Like all cases of future knowledge the information requires "power" to invoke. Divination magic used here is more effective, if the proper deities are asked, if not it fails altogether. This is the test of Belief.

4A Chill from Below – Low Tier Encounter –

Slip on an icy path and take a ride for your life. The path deposits the PCs on a frozen lake. Once past the dangers on the lake, the PCs escape is either down through the freezing waters, or to the frozen balcony above. The balcony leads to an abandoned Frost Giant Lair. Leading to the Test of Avarice.

High Adventure:

1B Destroyed Svirfneblin Settlement –

The PCs encounter a destroyed svirfneblin settlement. A lone, barely living, survivor is found. The tale he tells is even worse than the destruction around him. The Tarrasque has been seen once more.

2B Rockseer encounter –

Wandering in the Underdark always results in interesting adventure. The PCs happen upon a battle of a strange elf race and spiders. The PCs actions will determine how the new elven race will react to surface dwellers. Do the PC's help the elves? The test of Bravery.

3B Fortunes Told –

The PCs encounter a forgotten dwarven room in their travels. Still powered by ancient magic, it is a repository of deeds yet to be done. Like all cases of future knowledge the information requires "power" to

invoke. Divination magic used here is more effective, if the proper deities are asked, if not it fails altogether. This is the test of Belief.

4B Chill from Below – High Tier Encounter –

Slip on an icy path and take a ride for your life. The path deposits the PCs on a frozen lake populated by ice mephits. Once past the dangers on the lake, the PCs escape is either down through the freezing waters, or to the frozen balcony above. The balcony leads to a Frost Giant group. Leading to the Test of Avarice.

Part 3: Into the Temple

6 Death & Darkness –

A newly constructed passage near the temple leads to a duergar ambush. But whose voice is that we are hearing? A duergar ambush arranged by Citadel.

7 The Final Tests of Faith –

The tests of faith are a series of five tests to make sure those entering are dwarves, or made welcome by dwarves. Three have already been encountered they are:

The Test of Bravery- passed if they helped the elves.

The Test of Belief- passed if they continued after being told to turn back in the prophecy area, by all gods except dwarven ones.

The Test of Avarice- passed if the PC's saved the dwarf before looting the cavern. Also they need to leave the gold because it is too much and will hamper their mission.

This leaves two tests to complete...

The Test of Truth, When is a wall, not a wall? When you are a dwarf after all

The Test of Blood, A dwarf's heritage is who he is, Do the PCs know who they are? Once they have passed the tests PCs (non Drow or Duergar) will be permitted to enter the temple.

8 Temple –

The PCs have entered Arausonnbarak. Once they have a look around at the beauty and splendor, they notice a lone masked dwarf standing on the forge. The temple statues come alive and the PCs must fight for the temple, the hammer and their lives.

Conclusion:

A: Success –

Once the threat has been taken care of, the dwarven NPCs regain their wits, claim the hammer head and perform the ceremony to sanctify the temple. They then light the forge by re-opening the rift to the elemental plane of fire. The hammer is reforged, the guardian spirits become real, taking possession of the hammer and holding it till the True Thane can claim it. Then a voice is heard in the temple, Moradin himself speaks to

those present and the PCs are imbued with the blessings of the pantheon.

B: Out of Time –

Once the threat has been taken care of, the dwarven NPCs regain their wits, claim the hammer head and perform the ceremony to sanctify the temple. They then light the forge by re-opening the rift to the elemental plane of fire, or try to. Unfortunately the comet has moved out of conjunction with the constellation of the warrior because of the time spent clearing the tunnel. The only way to complete the mission now is for 2 individuals to sacrifice themselves for all time to open the path to the plane of fire. Two of the NPCs will do this unless a PC insists. The hammer is reforged, the guardians become real and take possession of the hammer, holding it till the Thane can claim it. Then a voice is heard in the temple, Moradin himself speaks to those present. (Note, his blessing is not given if a dwarven NPC sacrifices herself for the ceremony).

C: Out of Luck –

The PCs awaken in the temple of Marthamor Duin, resurrected by the high old ones of the Clans. They are informed that the hammer has been reforged, but at great cost, a sacrifice was required to complete the task since the deadline had passed. One dwarf from each clan gave up his life in solidarity with his fellow dwarves to open the gate to the plane of fire. Only through this sacrifice was the hammer recreated. The PCs are also told that the guardians have become real and have taken possession of the hammer, holding it till the Thane can claim it.

Part 1 The Hook:

It is another fine morning in the City of Ravens. You are wandering through an outdoor bazaar in the merchant's district, wondering if the rumor you heard about available magic is true, or just another ruse to get adventurer's to wander through and maybe make a purchase or two. It is mid morning when you arrive and wander through the market. While you do not find anything of particular interest today, you do notice a dwarf eyeing various adventures and then turning towards you. He approaches you and looks your over, like he is inspecting a piece of meat. "Ah yes, you'll do finely. I am in search of some hardy persons to do a little mission for the dwarven community." He looks up to you with a gleam in his eye, "What say you, you interested?"

The dwarf's name is Stratis Schone. He was hired by another dwarf (Citadel Urn) to find adventures of lesser fame and stature for this a mission. Stratis will tell the

PCs that he knows nothing about the mission other than he was hired to find “worthy” adventures. He will give each PC a wax sealed scroll (**Players Handout 1**) which contains all the information the PCs need to know. If pressed further, bribed, etc., Stratis will describe who hired him. A local history check or the PCs having played modules *Approaching Doom*, *Day of the Dwarf*, *Dwarf in the Fold*, and *Race for the Rod* will reveal that the dwarf who hired Stratis was Citadel Urn. Stratis will make no mention of any infamy PCs may have from the “Favors” of Clan Bladebite. In fact, part of Citadel’s instructions to Stratis was to search them out for this mission.

If the PCs accept his offer, Stratis hands them a wax sealed scroll, wishes them well, and heads off further into the market place, scrutinizing other adventurers. Read the players the text below.

Brave adventurer, your help is need again by the Elders. Please come to Gold, Gold, Gold at 3 bells past noon, tell no one. And please bring any and all gear you think necessary for a trip under ground. Sincerely, Clan Elder Dorn Wurgym.

A successful local history check will reveal background information about Clan Elder Dorn Wurgym as outlined in **Appendix A**.

Gold, Gold, Gold is a dwarven ship in the harbor district. Asking around in the harbor district will get them directions to the ship. After all it is run and manned by dwarves, very unusual and noteworthy.

Gold, Gold, Gold has been ferrying passengers to the pleasure island of Crimson Lagoon. A successful Knowledge (local Ravens Bluff) check DC 10 will reveal the following details about the island (last seen in adventure *Everything Dies*): the past history of the island – it is a pleasure resort now, as it was previously, the necromancer and his base inside the island, and the discovery of the dwarven temple to Marthammor Duin. Currently the island is being used as a pleasure resort as well as there is an excavation and restoration going on at the site of the temple.

Gold, Gold, Gold can be found at Pier 3, dock 12. It is a magnificent ship, of true dwarven craftsmanship. When the PCs arrive, if it is before 3 bells they are told the captain isn’t available and to come back at three bells. At three bells the Captain, Thorangol Berrin will be awaiting the PCs. He stands all of three feet tall. He is of stocky build and has a well-groomed beard down to his waist. Seems pleasant and smells slightly of ale.

He will ask the PCs to introduce themselves and then ask for their ticket. The ticket is the scroll. He will greet the PCs and escort them on a brief tour of the ship and then down to the PCs quarters. He knows nothing of the mission, only that he was hired to deliver the PCs bearing the scroll to the island.

Gold, Gold, Gold is of dwarven craftsmanship. This is very evident by the fact that even though you know the boat is made of wood, it feels and smells like stone. The main deck is in tradition sailing style. Though the gold plating on the masts, captain’s wheel, and the railings does seem a bit out of place. Once below decks, the marvelous craftsmen ship becomes truly evident. You feel as if you are walking in an underground tunnel. As you inspect the quarters you are lead to, all of the furniture is made of stone.

The journey to the Crimson Lagoon takes two days and they pass uneventfully. Allow PCs to cast spells or make preparations as desired.

Meeting the Elders:

The island is as it has been described to you. Whether from the glowing reviews of the resort from the Trumpeter or from various nefarious tales heard over a pint or to a one of the various taverns in town. As Gold, Gold, Gold, arrives at the docks, you survey the landscape. The beaches of an almost pure white sand, the water of the lagoon is of a pale crystal blue color. Further up the beach you can see bamboo huts and the start of an orchard.

Once the ship has docked and the PCs disembark, they are greeted by Akfene of Clan Trueforger.

I am glad to see that you could make it on such short notice. The elders will be pleased that you are here. Come, come, don’t dilly-dally and stop gawking at the beach goers. This is a pleasure resort after all.

Akfene leads the PCs to a newly constructed tunnel that leads down to a large underground cavern.

“Ah, yes, here we are.” Akfene looks around and points towards his right. “Through there is the temple to Marthammor Duin, quite a find actually. And to your left is a tunnel we are currently excavating, rumors of a lost dwarven city or temple or something are down that tunnel. It’s in really great condition, unbelievable. Heard stories that it still had some of Marthammor Duin’s power left in it. Don’t know much about that though...”

At some point during his ramblings, the PCs will ask about meeting the elders.

“Oh yes. That’s right your not here for the tour. The elders, lets see here, oh yeah, they are over at the temple. Go on through the tunnel to the right and you will find them, no problemo.”

As the PCs enter the temple area, a dwarf in the ceremonial garb of Marthammor Duin approaches them and asks why they are in the temple area. Once he is informed of the meeting with the elders, he escorts them to the altar area where the elders are meeting. He then taps on the shoulder of one of the dwarven elders and then instructs them to introduce themselves to the elders.

Note: Be careful, in the final edits of the first three events it was not made clear that the PCs only receive this favor if they bring the items to Clan Bladebite first. Ask them how they earned the favor and use your best judgement.

After every PC has been introduced, Kieradyn of Clan Bladebite will openly denounce any PC with a favor of Clan Bladebite. ***“(Insert PC(s) name(s)) is not to be trusted, he has been susceptible to bribes before and will be so again. (He/She/They) should not be allowed to go on this most sacred of missions.”*** At this point Kieradyn sits back down and the elders discuss among themselves for a moment. Then Citadel Urn of Clan Brightsword stands and addresses the PCs. ***“Certain assurances must be made before (Insert PC(s) names(s)) can help us on this endeavor.”*** The elders will require these PCs submit to a *quest* spell, “to guard these four dwarves, doing everything in your power to be certain their mission is successful.”

After the assurances have been made or If no PCs have any favors of Clan Bladebite or they mistakenly received them, Asrynda, of Clan Duruth will then address the PCs.

“Some of you have preformed tasks for us in the past (Approaching Doom, Day of the Dwarf, Dwarf in the Fold, Race for the Rod) we are now willing to reveal the reasons for those tasks and what is required of you now. As you may know, we are in perilous times, both the planes and the Underdark are “united” against us.” She looks around at everyone and continues, ***“By us, I mean dwarves, elves, humans, halflings, gnomes, etc. We have assisted Ravens Bluff with the search for the Orb of Protection, we now ask for Ravens Bluff’s assistance. One year ago, one of our high priests and esteemed warriors, Tungsten Ironheart, fell in battle. While this is not an unordinary event, at his funeral***

Clangeddin Silverbeard and Moradin appeared in spectral form. This event caught the attention of the clans and then one of our priests of Dugmaren Brightmatle translated an ancient dwarven text that had amazing similarities to the events that caused Tungsten’s death and the events at his funeral.” She pauses for a moment and then continues on. ***“We have called this text the prophecy of the Ironheart and as further translations have been made, more events have correlated to its text. The warrior in the sky with the flaming sword, and the reappearance of dwarven magic have been prophesied by the text.***

“The prophecy spoke of a hammer wielded by Thanes of the past. Over the past months, we have had adventures locating and returning the parts of the hammer from their resting places. One thing we didn’t expect was the Guardians of the Hammer to appear. We have discovered that the guardians are the dwarves who hid the original parts of the hammer and swore to keep them hidden. It is this hammer that we intend to re-forged from its parts. To do this however, we need to find Arausonnbarak, a temple of to the Morndinsamman. We do not know the exact location of Arausonnbarak, the Guardians can only tell us that it exists and can be found near here. We need you to escort a group of chosen dwarves down to the temple to perform the ceremony to re-forged the hammer.”

“The prophecy foretells of a deed that must be preformed in order to gain access to the temple. It also speaks of tests and challenges which must be overcome, the tests of Truth, Bravery, Steel, Avarice and Blood according to the prophecies. Also, time is against us. The prophecy states that the hammer must be re-forged while the warrior in sky is armed. Astronomers from Ravens Bluff tell us that the comet, which makes the warrior constellation appear to be armed, will leave the constellation of the warrior in six days. Hence we have six days to complete the task.”

At this point the PCs are bound to have questions. There has been no offer of payment, nor will one be made. If the PCs demand payment, then 500 gp will be offered to each PC, but not to any PCs with Favors of Clan Bladebite. Furthermore those PCs who demand payment receive an infamy point in dwarven clans for their lack of voluntary assistance. The clans have readily made information and assistance available for the search of the Orb of Protection and many dwarves gave their lives so that it might be recovered. The PCs can keep anything they find, provided it is not of historical significance to the Dwarven Clans.

Information the elders can provide, the temple is to be found down the tunnel that is being excavated. Other than that, they know nothing of the dangers beyond the rubble. Their divinations have revealed nothing. DM

Note, the dwarven gods have made this a test of faith of the dwarves of the Vast, and the other gods will not meddle in these affairs.

If the PCs ask about the hammer, no details will be revealed, because even the Clan Elders do not know the powers of the hammer.

If asked about re-forging the hammer, Asrynda will inform the PCs that the group of dwarves the PCs are escorting to the temple will handle that part. The PCs job is to get the dwarves to the temple, in once piece.

Asrynda will then go on to explain about the excavation process.

“So far we have been able to clear about one quarter of the tunnel. With your help, it will take five more days to fully clear the rest of the tunnel. This leaves us with little time to find the temple. However our miners have informed me that we can do a rush job that will lower the time to three days or one more day. But beware, the one-day option is a tunnel in the rubble of dwarven size and not very stable.”

Now give the PCs time to make a decision. They can go for a Full Clear (five-day effort), Partial Clear (three-day effort) or Quick Tunnel (one-day effort). The length of time given by Asrynda is based on manual labor, not spells. Spells will reduce this as indicated on **DM Aid 5**. The use of henchmen will lessen time by 1/2 hour per HD of creature/hour available, provided it can do this sort of work. Max time equal to 1/3 Con each day. An earth elemental counts as 3x its HD for work it can accomplish. Read the Part 2 text below that corresponds with the decision the PCs make. If they reduce the time necessary insert the amount of time used in the indicated spot.

DM Note: The ceremony and re-forging will require 1 full day. If a full clearing is done the PCs must somehow shave 24 hours off the clearing time. If they don't do this run the rest of the event normally but use **Conclusion B: Out of Time**.

There are two potential paths available to the PCs. They become available in this order:

- If a complete tunnel clearing (five-day option) is taken, then paths A and B are available.
- If a three-day tunnel clearing option is taken, then path B becomes available to the PCs.
- If a one-day tunnel clearing option is taken, then only path A is available to the PCs.
- Under no circumstances can a party take more than one path (A or B).

Part 2: Clearing the Way

Once the PCs have made their decision on to how best clear the tunnel, they are introduced to the dwarves they are escorting to the temple. See **DM Aid 2**. The four dwarves are 3 priests and 1 fighter. The dwarves will stay out of the PCs' way at most times, but will join in during fights if necessary at the DM's discretion.

Text for Full Clearing of tunnel

After (5 days or insert time) of back-breaking labor, you have successfully cleared the entire tunnel of rubble. This is when you noticed something unexpected. The tunnel is actually two tunnels. The clan elders look at you in surprise and inform you that the temple has to be down one of them, best to make a choice and get moving.

Text for three-day clearing option

After (3 days or insert time) of work, you have successfully made a passage through the rubble. The passage then opens up into a larger tunnel. It seems this is the route you must take to find the temple. The dwarven priests gather around you and await your decision to move on into the maw.

This is tunnel B.

Text for one-day clearing option:

After (1 day or insert time) of work, the dwarves have successfully carved out a small passage through the rubble. It looks small, cramped and entirely too unstable for your tastes. Gorak (head of the miners) looks over your group and informs you that for most of you, pointing at the taller races, you'll have to traverse the passage on your hands and knees. “Also, don't brush too much against the walls, they are barely holding up themselves and at any moment they can cave in. Now please hurry, you need to get through the passage to the larger tunnel before this all collapses.”

It will take one minute for each PC to crawl through the passage, unless the PC is a dwarf, halfling, or gnome; in those cases it only takes 30 seconds. Each round a PC is in the tunnel, there is a 10% chance of a cave in where the PC is crawling. If a cave-in occurs, the PC caught must make a Reflex save DC 15. Success indicates that the PC moved forward or backwards, if there is room, and avoided getting hurt. Failure (or the PC blocked in on both sides) means the PC will result in 1d12 points of damage per tier. A cave-in will take 1 hour to clear before the PCs can move on. After the last PC is through, please read them the following.

Just as (insert PC name) crawls out of the passage, a distant rumbling sound is heard and dust and debris spew out of the hole you just crawled through. It seems you may not be coming back the way you came, at least until the tunnel is cleared fully this time.

The tunnel you have entered is a very tight and twisty passage.

The tunnel is about five feet wide and seven feet in height. The tunnel continues on for about 70 feet, twisting and turning. There is no light source in the tunnel. The walls are completely barren. The tunnel then opens into a reverse funnel shape.

Part 3: Tunnel Adventure

Encounter 1: Destroyed Duergar Settlement

The tunnel continues on and opens up into a larger cavern area. The sight that greets you here is a scary one indeed: a destroyed settlement. Not one building, either wood or stone, has been left standing. Rubble and debris are everywhere.

A successful Spot Check (DC 10) will reveal the lack of any bodies. If the PCs decide to search (Search DC 15) the remains of the settlement, they are able to find a dying duergar. The duergar has had his lower half of his body bitten off. Any type of curative spells will allow the duergar to speak his final words in Undercommon before he dies. The injuries the duergar has sustained are fatal.

“It was huge...cough...cough. It attacked us unawares, destroyed everything and ate everyone it could catch. Cough...Cough. My family, my friends, it ate them and then tried to eat me...cough.”

At this point the duergar dies. If the PC(s) wish to use a *Speak with Dead* spell, or bring him back from the dead, the duergar can better describe the thing that attacked the settlement.

Description: a scaly biped with two horns on its head, a lashing tail, and a reflective carapace. All the spells slung at the thing were reflected back. It was huge, over fifty feet in length. Everyone fled and ran in terror.

If the PCs continue to search the wreckage they will find a new tunnel heading off towards the east. It looks to be dug out of solid rock by claws, teeth, and horns.

Time Notes:

Continuing down a tunnel	15 Min
Interacting with Duergar and continuing	20 Min
General Search	40 Min
Take 20 Search	5 hrs.

Encounter 2: Close Encounters

Leaving the destruction behind you, you continue on your journey into the unknown that lies ahead.

The tunnel continues winding deeper into the Underdark on a steady path leading down. After about ½ hour of walking through the tunnel, the PCs will here the sounds of a battle ahead. A ways further down, about 900 feet, the tunnel opens up into a small cavern. Inside the cavern a fight is going on between a small group of Rockseer elves and, depending on tier, multiple spiders (see **DM Aid 2** and **DM Aid 3** for information on both Rockseers and spiders).

The situation is as follows for all tiers: The Rockseer elves are fighting their way out of an ambush by the hunting spiders. One Rockseer is hurt and the others are fighting off the remaining spiders. See **DM Aid 4**.

The PCs have two options here: they can stand back and watch, or they can join the fight. The dwarven NPCs with the PCs will not argue for or against the PCs' actions. Though, one of the NPCs clerics will make a statement.

“Perhaps these strange elves may have some information that may help us in our quest.”

If the PCs decide to do nothing, the Rockseers will win easily with the use of spells and such. The Rockseers will then walk into the stone, ignoring any attempts at communication by the PCs. They **cannot** be followed through the stone (you try seeing inside solid stone sometime).

If the PCs wade into the fight, the dwarven NPCs will stay off to the side. Use the stats in **DM Aid Encounter 2**, by tier, and the stats for the Rockseers in **DM Aid 4**.

Description of the room: The cavern where the fighting takes place is huge: 50 yards by 40 yards by 20 yards high. There are various stalactites and stalagmites in the room. On the west side of the room is a narrow ledge about ten feet wide. Off that ledge is a small tunnel,

about 40 feet in diameter which leads back to the lair of the spiders.

After the fight, if PCs intervene:

The Rockseers will be skittish and nervous of the PCs and the dwarves. If there are any elves in the party, Stag Stonetooth will address that PC(s).

“I want to thank you for your assistance in this battle. We were caught unaware and were corned into a spot from which we could not have fled to safety. We are in your debt.”

If there are no elves, then the above will be spoken to the group.

On a successful Spot check (DC 25), a PC will see a vague apparition of a 12-foot tall Dwarf off in the shadows, smiling and nodding his head, before slowly fading into the shadows. This should lift the spirits of the PC.

Information the Rockseers have:

1. The Rockseers will offer to tell the PCs where the tunnel is headed and what is beyond it. **PC Handout 2.**
2. The dwarven temple the PCs seek is about a day’s travel from here. It is protected by magic and the Rockseers have never entered the place
3. A new tunnel has recently opened in the rock by the temple.
4. They have observed the coming and going of duergar in that area.

Searching The Spider’s Lair:

The passage goes about 25 feet and opens into a large cave filled with webs. If the PCs search (Search DC 15/minute, or take 20 in 60 minutes) they will find 484 gp 340 sp, various pieces of armor, rusted and useless. Under a pile of rusted mail in the corner, if searched, a suit of elven chain is found.

Treasure: *elven chain mail*, 484 gp, 340 sp

Time Notes:

Reaching the battle site	35 Min
Search	10 Min
Search (take 20)	60 Min
Interaction w/Rockseers	Varies
Reincarnation*	30 Min ea.

*Can overlap search and interaction time.

After the fight, if PCs DID NOT intervene:

After the elves defeat the spiders and vanish into the earth, have the PCs make Spot checks (DC 30). Any that succeed will see a vague apparition of a 12-foot tall

dwarf off in the shadows, frowning and shaking his head, before slowly fading into the shadows. This should give the PC a sense of foreboding.

Encounter 3- The Guardians of Destiny:

It has been several hours since you left the strange elves behind you. The subterranean passage you have been traveling winding ever deeper into the heart of the Island. For the last quarter mile the walls have been worked, leading you to pay greater attention to them. Then the tunnel ended; perhaps this is not the way. Runes carved into the wall provide a slim hope that you have indeed been traveling the right path. Closer examination reveals they are Dethek (Dwarven).

Time Notes:

Reaching the Runes 4 Hours

DM Note: *This encounter area is very similar to one in Desperately Seeking Selune; assure them that they recall that place was on the mainland.*

Anyone examining the runes must make a Will save DC 14. Success will enchant the readers with a *comprehend languages* spell, and allow them to perceive the third stanza below. Anyone who can read dwarvish can read the first two even if they fail the save.

What will be sought, we perceive

What will be needed, we know

What shall be asked, will be answered

Touch these runes and speak the words

Your language lacking import

But speak them gently and carefully

(Only to those enchanted)

Three Doors, Three Rooms, Three Times

All one, yet each individual

What is, has been and will be again

Lest the chains are broken

The readers can decide how to react. Reading the first stanza of the rune-set while touching the runes activates their magic, causing the reader to vanish (No save since they are touching the runes) and requires everyone else present make a Will Save (DC 15) or also vanish. After it has been activated either reading the rune-set aloud or touching the runes will cause people to vanish for the next half hour. Don’t panic if the party is split by this. If

the PCs choose to ignore this encounter let them continue on.

Once everyone who is going to has vanished, read the following.

For a time you felt as though you were hanging in a void, as though space and time held no meaning. Your hearing returns before your sight, it sounds as if hundreds of people surround you, all whispering in the darkness. Slowly your vision clears, revealing a dome-shaped hemispherical chamber glowing with the sheen of polished steel. Immediately in front of you is a granite pillar, some 3½ ft. in height. Floating above it is a metal sphere etched with runes. As you watch the sphere, it slowly spins and rotates in place. Beyond it is a pair of statues, almost identical to the pair behind you. Each represents a different dwarf, all garbed in robes and bearing rods of granite. With the exception of the rods, the statues appear to be made of steel as well. So polished is the room that your every motion creates a dizzying array of reflections. You also notice one more thing; there don't seem to be any entrances or exits to the chamber. The ever-present whispers continue as you take this all in.

This chamber echos the prayers invoking all dwarven divinations. If the PCs try to focus on a single voice they can hear things like, *“Maiden of the Fray guide me, should Kiervan be used for this task?” “What were the events leading up to your death?” “Will this path lead to those who destroyed Glimmeringstone?” “Do you want us to sell of your equipment to get you raised?”*

If any of the PCs move to examine the sphere, the statues will animate. They move with a fluid grace beyond any clockwork's ability. Continue with the following.

As you move to examine the sphere a deep voice booms out in the chamber, speaking in an old dialect of common. “Hold interlopers, identify thineselves and thy purpose in this the chamber of destiny.” As you hear this, the four statues animate and move towards you.

These are the guardians, ancient beyond measure. If the PCs decide to attack them their stats are below. If the PCs answer honestly, he voice will state, *“Your quest is worthy, you may rest here before continuing if you desire.”* If the PCs decide to rest or ask about continuing their mission, the guardians will indicate that they will be sent onward to complete their journey when they are ready.

If the PCs ask the statues any other questions they will reply by saying, **“We watch over all possibilities and guide those with the strength to ask.”** They will only answer questions associated with a *divination* Spell.

If any PC who casts a *divination* spell, and invokes a dwarven god in the spell in this room, will cast is if they were effectively 5 levels higher (for duration, area of effect, number of questions, chance of accurate answer...) Answer such questions based on what is asked and your knowledge of the event. If the PCs ask non-dwarven gods, they will receive answers of death and impending doom. The answers will be the most foreboding and dismal that you can think of. Telling the PCs to turn back before they all are doomed. A successful Knowledge (religion) check (DC 25) will let the PC know that something seems wrong with these divinations. This is a Test of Belief, belief in dwarven gods.

If the PCs press on when given the horrible divinations they have passed the test. A successful Spot check (DC 25) reveals a vague apparition of a 12-foot tall dwarf off in the shadows, smiling and nodding his head, before slowly fading into the shadows.

If they turn back, have the PCs make Spot checks (DC 30); success allows them to see a vague apparition of a 12-foot tall dwarf off in the shadows, frowning and shaking his head, before slowly fading into the shadows. This should give the PC a sense of foreboding.

Guardians (4): Medium Construct (5 ft. tall); HD 18d12+180; hp 300; Init +0; Spd 20 ft.; AC 50 (construct materials); Atks +19/+14/+9/+4 melee (2d4+12 [18-20/x4] [x4], fists); SA Poison Gas Cloud; SQ Immune to most spells, ¼ damage from non blunt weapons; AL N; SV Fort 0, Ref 0, Will 0.

Str 34, Dex 10, Con 30, Int —, Wis 10, Cha 10.

SA: Poison Gas Cloud: Fort save DC 30 – failure means PC falls unconscious for 2d4 rounds. PC needs to save every round in the cloud.

SQ: Immune to Alteration, Enchantment/charm, Illusion, fire, cold, and electricity. Takes only ¼ damage from non-blunt weapons.

Time Notes:

Interacting w/ Guardians
Resting

app 10 Min
Varies

Encounter 4: Chill From Below

After the PCs have finished with the Rockseers, the tunnel continues on in a relative straight path and widens to about twelve feet in width and about fifteen in height. The tunnel continues this way for about a half day's travel. After about 3 hours travel, the temperature drops significantly, to about 40 degrees or so. The tunnel itself will start to get a thin coating of ice and become slippery, and the tunnel begins to fill with a mist/fog of water vapor. At this point, if the party is fourth tier or below, an apparition will appear before them, if the party is fifth tier or higher, they will continue on.

Time Note:

Reaching the passage 4 hrs

As you press forward into the mist-strewn tunnel, the floor becomes slippery and harder to maintain a good footing.

After about 10 more feet, the tunnel makes steep descent, a 60-degree angle; all PCs and NPCs must make a Reflex save (DC 20) to avoid slipping and sliding down the tunnel. Modify the save DC as follows:

Plate mail	+2
For every 200 lbs character or gear weight	+2

Failed saves mean the PCs slip and fall and begin sliding down the tunnel. The PCs at the top will have to figure out a way to traverse to the bottom safely to get their fallen brethren.

Falling PCs will slide down the tunnel for 150 feet, and take 5d6 damage from buffeting. A Reflex save will cut this damage in half. Characters with at least 5 skill ranks in Tumbling get a +2 Synergy bonus on the save.

The tunnel then evens out and opens up to a large frozen lake. The falling PCs will end up in the middle of the ice lake, scattered in all directions. The lake is 300 ft. wide and circular. The ice is thick enough to handle the weight of 200 lbs on each square foot. Hence if more than 1 PC/NPC is standing next to another, the ice will break. Give each PC/NPC a Reflex save DC 15, modified with armor check penalty, to jump to safety. If failed they plunge in to the icy waters below. Also, if any large fire-based spells (more than 25 points of fire damage done) are used by the PCs here, the ice melts and its strength is reduced by half.

Cold Hazard: Every ten minutes spent in this area an unprotected character must make a Fortitude save (DC 15 +1 per previous check) or take 1d6 subdual damage on each failed save. Characters who fail a save also function as if fatigued and suffer a -2 Str and Dex and cannot run or charge.

The ice is an unnatural occurrence here; a PC may make a Wilderness Lore (DC 15) check to determine that this is not natural.

Tiers 5 and 6 Only

As the PCs look around at the surroundings of the lake a gang of ice mephitis will show themselves and move in to attack. See **DM Aid Encounter 4** for the stats.

There are two tunnels leading out of the frozen lake and to the dwarven temple: one is through the frost giant lair and the other is through the bottom of the lake.

In The Lake:

Cold & Water Hazard: If any PCs fall through the ice or decide to enter the lake, they will take 1d6 subdual damage every minute they are in the water. Characters who take damage also function as if fatigued and suffer a -2 Str and Dex and cannot run or charge.

If the PCs search the bottom of the lake for at least 5 rounds (Search DC 20 due to poor visibility; darkvision won't help), they will find an underwater passage leading out. It will take an additional three rounds to swim the passage to the point it empties out above water. Once out of the water, the passage continues for 20 feet to where another tunnel merges with it. If the PC(s) decide to follow the other passage (which leads back the way the PCs just came from, but above water), it eventually ends in a wall of ice over two feet thick. If the PCs decide to break it down, they will be greeted by the frost giants.

Frost Giant Lair

The balcony overlooking the lake of ice leads to into the frost giant lair.

The entire surface of the balcony and the lair are covered in ice; only the hoards of treasure in the corner are not covered in feet of ice. The glitter of immense wealth shines through the clear ice. The lair is oblong in shape, 100 feet long and 70 feet wide, and the ceiling cannot be seen through the mist and dense fog. Around the room, are various decorations. Frozen in to the walls are various suits of armor and weapons. Two pillars of ice are of note, one appears empty and the other contains a frozen dwarf.

The mist and fog reduce visibility to 20 feet and light sources to 20 feet of range.

In Tiers 1-4, the lair is abandoned.

Tiers 5 and 6 ONLY

A gang of frost giants have a lair above the lake, with a balcony so they can see the action below. The balcony is 100 feet about the lake. A Spot check (DC 25) will expose that the balcony is occupied by someone. Spot checks DC 30 will identify the occupants as frost giants. If the PCs climb up to the balcony and enter the lair, they will be opposed by the giants. The giants will not make themselves known until a PC is halfway to the balcony and then they will throw boulders at the PCs. See **DM Aid Encounter 4** for the stats.

The Lair

The treasure horde contains 120,394 gp, 235,018 sp, 35 diamonds valued at 1,000 gp. This will weigh the party down; any PCs who take any of the treasure will be fatigued for the rest of the adventure, and after the temple encounter the treasure will vanish. THE PCs CANNOT KEEP ANY OF THIS WEALTH.

DM Note: This hoard is frozen in the ice, and is the Test of Avarice. Be sure to mention the two pillars before allowing the PCs to act.

Around the room, are various decorations. Frozen in to the walls are various suits of armor and weapons. They may also find several “decorations” in the lair and figure out how to get them out of the ice. Of note, there are two columns of ice, both on pedestals. One is has a dwarf in dwarven plate and the other appears empty, yet the ice glitters with a radiant brilliance.

Frozen Dwarf – The dwarf Tharbadin is frozen in the block of ice and the prized decoration of Vellious. The dwarf is alive via a *necklace of adaptation* and a *ring of sustenance*, and this can be determined by a successful Spot check (DC 20) His plate mail is made of pure mithril. He will be revived if the PCs thaw him out. He will join the party as an NPC and only talk in ancient dwarven. See **Appendix B** for his stats and history. The block of ice is 5 feet by 5 feet by 10 feet tall. If revived, the *necklace of adaptation* is broken and rendered non-magical.

Ice Block: Hardness 0, hp 216. Fire deals triple damage. For the last 70 hp, the dwarf takes damage as if he had a hardness 6 (Damage above 6 hp in a single round both he and the ice take/ fire damage is figured at base, not triple, to determine if it affects him) Up to four people can work on the block at a time.

Empty Block of Ice: A Spot check of DC 25 will reveal the image of a long sword in the middle of the ice. If the PCs thaw out the block, they will find a masterwork crystal long sword. The block is 5 feet by 5 feet by 10 feet tall.

Ice Block: Hardness 0, hp 216. Fire deals triple damage. For the last 70 hp the sword takes damage as if it had a hardness 16 (Damage above 16 hp in a single round both the sword and the ice takes if inflicted by a +4 or better weapon/ fire damage is figured at base not triple to determine if it affects the sword). Up to four people can work on the block at a time.

The exit to this lair can be found on the north wall through a sheet of ice via a Spot Check DC 15 (2 feet thick) or Search check DC 12. The PCs can open a hole in the ice. The tunnel is about 6 feet in height and 5 feet in width.

Ice Wall: Hardness 0, hp 216. Fire deals triple damage. One or two people can work on the wall at a time.

Once broken, it leads to a tunnel that continues on for about a mile, continuing to warm up as the PCs move farther down it. At the one-mile point, a second tunnel merges with this one. It runs for about 20 feet in the direction towards the lake/lair and submerges into freezing cold water.

The tunnel then continues on for another mile where it drops off into Tunnel B at the crossroads. Continue to **Part 3 – Into the Temple.**

If the PCs rescued the dwarf first

If the PCs rescue the Dwarf first, they have passed the test. A Spot check (DC 25) will allow a PC to see a vague apparition of a 12-foot tall dwarf off in the shadows, smiling and nodding his head, before slowly fading into the shadows.

If the PCs tried to loot the cavern first.

A Spot check (DC 25) will allow a PC to see a vague apparition of a 12-foot tall dwarf off in the shadows, frowning and shaking his head, before slowly fading into the shadows. This should give the PC a sense of foreboding.

Treasure: masterwork crystal longsword, *necklace of adaptation*, *ring of sustenance*, *mithril plate mail* sized for a dwarf

Time Notes:

Reaching Crossroads 1 Hour
Everything else Subjective*

*Specific actions by PCs determine how long things will take.

Part 3: Into the Temple

Choices, Choices, Choices

Time Note

Reaching the crossroad 1 hr

They should now be looking for the “fake wall” that leads to the dwarven temple.

The PCs have two choices here, either to continue down the “new tunnel” or to search for the entrance to the dwarven temple. The new tunnel is covered in **Encounter 6 Darkness and Death**. The temple entrance is covered in **Encounter 7 Test One – Test of Truth**.

Right before the PCs move on, the dwarven NPCs will point out that the tunnel they are going to head down has been recently constructed. This should alert the PCs to the potential of a trap.

Encounter 6: Darkness and Death:

Traveling down this tunnel, you become aware, almost immediately, that it has been recently dug. It is not worn with age as the passages you have recently traversed. Bits of crumbling rock can be seen strewn across the tunnels floor. After about 450 feet the tunnel opens up into a large circular chamber. Once the PCs have reached the middle of the room, or there about, From the darkness towards the back of the room you hear a familiar that you can't place, call out, “It's about time you got here, do you think I have an entirety to wait for you?”

The PCs will not be able to determine whose voice they just heard, but they have heard it before. The dwarven NPCs will stare at each other in shock, but will not speak of what they think, at least not yet. At the sound of the voice, the room lights up to reveal an ambush; duergar will rush the PCs.

See **DM Aid Encounter 6** for stats.

After the fight is over, the PCs will find a map written in dwarven detailing all the passages from the Temple of Marthammor Duin to the Temple of the Moradinsammen. Further it will show the entrance passage to the temple and the area newly constructed,

marked ambush. The duergar will not talk. The map can randomly found on any of the duergar.

Encounter 7: The Tests

This temple was sacred but it was open to all dwarves who made the journey to it. The only concern was that it was Dwarves who made the journey. As such the tests were designed to pass all dwarves and sort out non-dwarves. Several of the Tests have been already made. The Tests of Bravery, Steel, and Avarice.

Encounter 7A: Test of Truth

At the intersection of Tunnels A and B is the entrance to the Temple to the Moradinsmen. It is hidden by an illusionary stone wall, created by Moradin. Only dwarves may sense that the stone before them is not real.

Any dwarf PC will be able to sense something wrong with the wall. It is not that same as the stone next to it. If they close their eyes, they can feel through the stone and then walk through it. If the dwarf PC(s) do not realize it, one of the dwarven NPCs will and walk through, as outlined below.

If there are no dwarven PCs in the party, Marantos will walk towards the stone wall in the tunnel and then walk through it. The rest of the dwarven NPCs will follow suit. A Spot check (DC 10) allows the PC(s) to notice the dwarves have their eyes closed. Any PC attempting to follow who has their eyes open will walk into solid stone.

Encounter 7B: Test of Bravery

If the PCs passed the first test by helping the elves, then skip this encounter.

Once the PCs have walked through the stone, they find themselves in a room by themselves. Facing them is a lifelike stone construct of Clangeddin Silverbeard, 12 feet tall and holding two hand axes over its head.

The statue turns and looks at the PC, starts swinging his axes over his head and begins to sing of a glorious battle. “Now sing to me, as I sung to you, of your battles.”

The PC must hold his/her weapon above his head, and sing about his/her glorious battles. Failure to hold a weapon above their head results in Clangeddin laughing heartily and telling the PC, “Surely you must have had more glorious battles than that.” If they then hold his/her weapon above his head, and sing about his/her glorious battles, they will pass.

Encounter 7C: Test of Steel

If the PCs passed the test in the Divination Room, skip this encounter.

Even without the detailed training of a weapon smith or armorer, all dwarves learn a little about metals and alloys. They can even tell when a forge or blade in progress is hot enough based on visual cues alone. Any dwarf will be able to answer the questions below with a successful Craft (armorsmith or weaponsmith) check (DC 10). A non-dwarf weapon smith or armorer can answer a question with a successful check with DC 20. Jahrodel Askel will answer the first questions; the others will wait until all PCs have gone will wait for the last question. She will coach anyone else who can't answer.

Completing your tale you now find yourself in another place, a room of sorts. Four statues of dwarves, all garbed as smiths, line the walls, two per wall and about 20 feet apart. In the center of the four a circle is marked out on the floor. Just beyond the far pair is a curtain of mist.

Passing the first pair activates the test; read the following once any of the PCs do so.

As you pass between the first two statues a deep, gravelly voice rings out. "Know you that you face the Test of Steel. All who seek to pass must answer the question of the guardians. Answer rightly and be granted entrance to Arausonnbarak."

The characters must individually step into the circle to receive their question. Jahrodel will immediately step up. If anyone tries to pass the curtain without answering, or with the wrong answer, they will be teleported about a quarter mile from the Guardians of Destiny entrance, facing back towards the entrance. If anyone gives a wrong answer, Asrynda will correct them; if they call out the answer Asrynda gives them before leaving the circle they will be allowed to pass. In fact the next question will not be asked till the last person has passed the curtain.

Questions and Answers:

- 1) **Four images of metal rods in the forge fire appear in the air, Blue, White, Dull Red, Bright Red. "Which of these is ready to be worked?"** Jahrodel will immediately answer the third is, then step through the curtain.
- 2) **Again four images appear Each showing a single chunk of rock with metal deposits in it. One bright silver, one dull silver, one silvery black**

and one golden. "Which of these ore samples are Truemetal?" Answer: The third one is.

- 3) **"Once a metal has received the everbrite treatment, what will destroy that treatment?"** Answer: Forgefire, Earthfire (lava) or Dragonfire.
- 4) **Three images appear of forges appear, the coals glowing different hues, bright red, dull red, orange, white. "Which of these has been brought to the proper temperature to work Steel?"** Answer: The first one.
- 5) **"What metals must be mixed to create the Adamantine Alloy?"** Answer Mithril or True metal and the alloy steel, formed of Iron and Carbon.
- 6) **"What treatment better protects equipment in a region populated with giant slugs?"** Answer: Blueshine
- 7) **"In a region known to have Rust Monsters what treatment will prevent them from destroying weapons and armor?"** Answer: Everbrite
- 8) **"Can Adamantine be found in natural deposits?"** Yes, very rarely in deposits of Jet black ferrous ore and in deposits of Adamant.
- 9) No 11th question should be needed. No PCs will be present to hear the question asked of Asrynda

Wrong answer text: *As the mist parts before you the rough-hewn walls of a subterranean passage come into view. [Describe the lack of other people if only 1 answered wrong, etc.] It is nearly an hour before you see evidence that you have traversed this passage before; this is the passage to the chamber of the Guardians, only they are back the other way.*

Encounter 7D: Test Four – Test of Avarice

If the PCs properly passed the test in the Frost Giants Lair, skip this encounter.

Passing through the mist you find yourself alone in a room. A chamber filled beyond their wildest dreams in gold and silver and gems and ale. As you take it in a dwarven voice booms out, "To leave this place take no more of this dwarven treasure than a dwarf would take." At the back of the chamber is another curtain of mist.

The answer is that the PC must not take any item from the room as dwarves are greedy by nature and with this much wealth they would want it all. This would lead to the temptation of Abbathor. Also, first and foremost in clan law is that no dwarf will steal from another. Leaving the temple with any wealth from the room will result in the PC being teleported to a pitch-black room. A voice will then announce that avarice is the way to Abbathor and that Abbathor is not welcome in Arausonnbarak. A successful Knowledge (Religion)

check DC 15 or will result in the knowledge that Abbathor is the dwarven god of greed (among other things). Once the PCs return the wealth taken from the room, they are transported to the Test of Blood two rounds after any PC leaving the room empty-handed arrives.

Encounter 7E: Final Test, One of Blood

To the dwarven people heritage and family is very important. Therefore it is a sign of respect when they greet others with their extended names. The general format for such greetings is, "I am (name) (title if any) of the (clan), son or dual [daughter] or blood of (parents or some past hero)." To gain entrance to the temple the group must properly introduce themselves. Anyone of non-dwarvish blood must then be spoken for by one of dwarvish blood or they will be denied entrance.

DM NOTE: No Drow or Duergar PC, regardless of alignment, will be granted access to the temple.

The mist parts before you revealing beautiful dwarven stonework. The natural stone has been worked just enough to give the place a natural grandeur. This chamber, about half a bow length wide, has a vaulted ceiling strung with ribbons of crystal. Opposite where you entered are a pair of double doors flanked by statues. Looking back you can see the corridor you just traversed, four statues set to observe those being questioned. There is no sign of the mist. Drawing near the entrance the deep voice rings out once more. "You stand before the gates of Arausonnbarak. One challenge yet faces you, the Test of Blood. To earn this right is a great honor, return that honor by introducing yourselves."

Each person is expected to introduce themselves. If any of the PCs ask the dwarves they will explain the format for a proper greeting. **Note:** Honorary members of Clan Gemsplitter are to be considered dwarves for this encounter unless they are Drow or Duergar. The NPC introductions follow:

- Asrynda Runweaver Duruth of Glimmeringsword, daul of Kayrinda wyrm flayer.
- Daggan "the Rock" Ironbeard Greataxe of Glimmeringsword, Blood of Orinth Truestrike and Kralick Fardelver
- Martanos Mac Moradin Goldthrone of Glimmeringsword, Son of Dorn, Grandson of Balund, Blood of the Servants of Moradin
- Jahrondel the Younger Duruth of Glimmering sword, Blood of Everand Blackaxe

The format is:

First name (Titles/qualifiers) Clan of Kingdom, Relations of Heroes
[Daul and Grandaul are daughter and granddaughter, son or mac are used for Son. More than 2 generations is referred to as blood.]

Once the introductions are complete the voice speaks once more.

- *Each dwarf who gave a proper introduction the voice will call to by first name (if time is running short call all of them at once. E.g., Jim, Bob, Mike, Erik...)and state, "**(Name), you are true to your blood. Be welcome in Arausonnbarak.**"*
- *Any dwarf who didn't give a proper introduction the voice will also address by name, "**(Name), you don't hold a proper respect for your heritage. The Folk are nothing without their kin. It is this that sets us apart from the beasts. Go to those who are true to their heritage and learn our ways. Swear to this and you will be made welcome also.**" Any PC who swears to learn of the dwarven heritage will be granted access.*
- *Drow or Duergar PCs. "**(Name(s), your kind have ever been the foes of the Folk. Your presence will not be tolerated in this most holy of locations. If you carry no ill in your heart you may wait here, else speak your hatred and we shall send you where all dark creatures belong.**" Any PC who loses venom in response must make a Will save each round they are within 60 ft. of the statues or be affected by a teleport without error and be sent to the 1st level of the Abyss.*
- *Other non-dwarves, regardless of the introduction offered, will be addressed as follows, "**You are not of the Folk, you are forbidden to enter Arausonnbarak, lest one who is true will speak on your behalf. If no dwarven PCs will vouch for non-dwarf PCs the NPC dwarves will, unless in the course of the event they have offended them. (e.g. an elf that continually talks down about dwarves, pretends they aren't there etc.)**"*

Once all the PCs (who can) have passed the Test of Blood the gates will open to the temple. The doors are counterweighted iron doors, plated with Hizagkuur, which means spells cast at them are reflected back at the caster and anyone touching them will receive 2d6 damage/round.

Encounter 8: Arausonnbarak

It is a sight to behold, Arausonnbarak, Temple to Moradinsmen. Its beauty, though wore with age and neglect is a sight to behold. Light torches in sconces line the walls evenly spaced apart. The main chamber

is one hundred feet long, fifty feet wide and thirty feet in height. The back wall depicts expertly carved reliefs of all the dwarven gods, both good and evil. Ornately carved statues of each of the Moradinsmen line the outskirts of the room. In the center of the room is the forge of Moradin, the place where the Hammer of Thanes was first forged and will be again.

As you take in the beauty of the before you, you notice a masked dwarf standing on the unlighted forge. He cries out in a familiar voice, "The Hammer of Thanes will be mine yet. I shall be the one to lead the dwarven people to a new kingdom and forever rid this realm of those vile elves." With those words, you notice the statues leaving the pedestals and heading towards you.

DM's Note: At tiers 1 to 4, the dwarven NPCs will take up arms and attack the masked dwarf. Each of them realizes that the dwarf is Citadel Urn. They are enraged by his treachery. In tiers 5+, they will be unsure if it is Citadel or not and await the actions of the PCs.

See **DM Aid Encounter 8** for stats.

Conclusion

Conclusion A: Success

The masked dwarf lies dead on the floor, the stone constructs destroyed. The dwarven entourage you escorted to this temple do not want to go near the masked dwarf's body. They make themselves busy with the ceremony preparations.

Unmasking the dwarf reveals it to be none other than Citadel Urn. Your are you are stupefied by this turn of events. That such a stalwart of the dwarven community could turn against them is almost unthinkable. Then before your eyes, the body begins to dissolve, finally becoming no more than a puddle of goo.

With that, your attention is torn away from the mess on the floor, by the rhythmic chanting the dwarves are doing. You stand back and watch as the room begins to brighten and the forge begins to grow hot. Within moments, the forge is red hot, as you realize the rift to the Elemental Plane Of Fire has been reopened.

Asrynda approaches the forge and lays upon it the head, the hilt and the holy symbol, as well as a strange metal. As each begins to glow she begins to strike a hammer to them and combine the pieces. When she is done and the hammer is cooled in a pool of purified water, a strange event happens.

The guardian spirits of the hammer pieces become real dwarves. Then a voice is heard in the temple, the dwarves bow their heads as they hear

Moradin speak, "You have done well my children. The Hammer of Thanes has been reborn upon Toril. I charge the spirits of the hammer to now become its guardians until the right dwarf is able to lay claim to the hammer. Let word be spread amongst the clans that any dwarf whom thinks themselves worthy of being thane come forward and try to lift the hammer. Only the true thane will be able to lift the hammer above their head. Then the guardians of the hammer will become the guardians of the thane.

(Insert the PC names here), *you have earned my thanks and the blessing of the Moradinsamman, take with you this blessing." With that, you find yourselves back at the Temple to Marthammor Duin at Crimson Lagoon.*

If any of the PCs died in the quest:

(PC Name(s)), *your sacrifice does not go unnoticed. Through your selflessness a new hope has been forged, by that selfsame token arise reformed to enter the fray once more. At these words a blaze of fire springs from the forge, washing over your fallen companion(s). When the blaze dies down the figure stirs, then stands. No sign of injury or harm remains.*

The elders are shocked to see you re-materialize back at the temple. "What news have you?"

Give the PCs a chance to tell the story. The elders will be shocked and appalled to find out Citadel's part in the happenings at the temple. The elders will thank the PCs and arrange for their transport back to the city. If asked about Citadel's whereabouts, the elders will inform the PCs he left two days ago for Ravens Bluff to handle business there.

Thus ends Tunnel Vision.

Conclusion B: Out of Time

The masked dwarf lies dead on the floor, the stone constructs destroyed. The dwarven entourage you escorted to this temple do not want to go near the masked dwarf's body. They make themselves busy with the ceremony preparations.

Unmasking the dwarf reveals it to be none other than Citadel Urn. You are you are stupefied by this turn of events. That such a stalwart of the dwarven community could turn against them is almost unthinkable. Then before your eyes, the body begins to dissolve, finally becoming no more than a puddle of goo.

With that, your attention is torn away from the mess on the floor, by the rhythmic chanting the

dwarves are doing. You stand back and watch. It is quickly apparent that something is wrong. Marantos' eyes go wide as he loses a howl of despair.

"We are too late, the conjunction has ended. Our quest has failed." Marantos and Jahrondel slump to the floor in dejection, Daggan stares at them with glazed eyes.

Asrynda, slumped as though carrying the weight of the world takes a staggering step back. "No," she whispers, "there is still a way to open the path." The cost is high, almost too high. Two of our number must offer themselves up." She turns to face everyone, dread etched across her face. "I mean nothing so simple as death, there is no way to return from this fate. Those who sacrifice themselves will become one with the Plane of Fire. Further the sacrifice must be of free will." Her words fall into the deathly silence like stones in a well.

Give the PCs a few moments for this to sink in. Marantos and Jahrondel will both volunteer after a few moments. Unless one of the PCs insist that they wish this honor Marantos and Jahrondel will step into the forge and open the way, turning into living pillars of flame. If any PC do decide to sacrifice themselves they may bequeath three items to their companions or heir. Asrynda will explain this if necessary.

Two of your number climb into the forge pit at Asrynda's direction. A look of contentment and even pleasure covers their faces for a moment before they become pillars of flame. The room begins to brighten and the forge begins to grow hot. Within moments, the forge is red hot, as you realize the rift to the elemental plane of fire has been reopened.

Asrynda approaches the forge and lays upon it the head, the hilt and the holy symbol, as well as a strange metal. As each begins to glow she begins to strike a hammer to them and combine the pieces. When she is done and the hammer is cooled in a pool of purified water, a strange event happens.

The guardian spirits of the hammer pieces become real dwarves. Then a voice is heard in the temple, the dwarves bow their heads as they hear Moradin speak, "You have done well my children. The Hammer of Thanes has been reborn upon Toril. I charge the spirits of the hammer to now become its guardians until the right dwarf is able to lay claim to the hammer. Let word be spread amongst the clans that any dwarf whom thinks themselves worthy of being thane come forward and try to lift the hammer. Only the true thane will be able to lift the hammer above their head. Then the guardians of the hammer will become the guardians of the thane.

If any of the PCs died in the quest:

(PC Name), your sacrifice does not go unnoticed. Through your selflessness a new hope has been forged, by that selfsame token arise reforged to enter the fray once more. At these words a blaze of fire springs from the forge, washing over your fallen companion. When the blaze dies down the figure stirs, then stands. No sign of injury or harm remains.

If PCs sacrificed themselves to open the rift:

(Insert the PCs names here), you have earned my thanks and the blessing of the Moradinsamman, take with you this blessing." With that, you find yourselves back at the Temple to Marthammor Duin at Crimson Lagoon.

If NO PC sacrificed themselves to open the rift:

(Insert the PCs names here), you have earned my thanks of the Moradinsamman,." With that, you find yourselves back at the Temple to Marthammor Duin at Crimson Lagoon.

The elders are shocked to see you re-materialize back at the temple. "What news have you?"

Give the PCs a chance to tell the story. The elders will be shocked and appalled to find out Citadel's part in the happens at the temple. When they learn of the sacrifice made to restore the forge the elders vow that their names shall forever more be remembered in the songs of their people.

The elders will thank the PCs and arrange for their transport back to the city. If asked about Citadel's whereabouts, the elders will inform the PCs he left two days ago for Ravens Bluff to handle business there.

Thus ends *Tunnel Vision*.

Conclusion C: Out of Luck

All is dark, slowly a deep throbbing sound fills your hearing. The sound is steady, rhythmic. It takes a few moments for you to realize it is your own heartbeat you hear. Slowly your eyes open and come into focus, revealing the exhausted and careworn features of Duathain Forgefire, and the other High Old Ones of the Clan. Then you realize all of the pain is gone, it is evident that they healed you.

Welcome back to the realm of life brave friends. We rejoice that you at least were able to be saved. Asrynda, your foresight in realizing you might fall was both blessing and curse. The Hammer of Thanes has been reforged, but the cost... Seven of our bravest warriors, one from each clan, gave up their essence

that the forge might be kindled. Their names shall forever be sung as heroes.

The guardian spirits of the Hammer have also been restored to life. As in death they are charged to keep the hammer until it's rightful heir claims it. And then they will become guardians of the new Dwarflord.

Thus ends *Tunnel Vision*.

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.

Encounter 2 Rockseer encounter

Helping the Rockseer	25 xp
Defeating the spiders	100 xp
Getting the Rockseer Map	25 xp

Encounter 4 Chill from Below (High Tier 5+)

Defeating Ice Mephits	50 xp
Defeating Frost Giants	250 xp

Part 3: Into the Temple

Defeating the Duergar	50 xp
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Encounter 8 Temple

Defeating Citadel and his minions	
Tiers 1-4	200 xp
Tiers 5-6	400 xp

Total Experience for Objectives:

Tiers 1-4	400 xp
Tiers 5-6	900 xp
Role-playing Experience:	0-100 xp

Total Possible Experience

Tiers 1-4	500 xp
Tiers 5-6	1,000 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 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 2:

- 484 gold pieces, 340 silver pieces in lair
- Suit of *elven chain mail* (Value 4,150 gp)

Encounter 4:

- *Ring of sustenance* (Value 2,500 gp)
- *Dwarven plate mail* (Value 10,500 gp)
- Masterwork crystal longsword (Value 550 gp): It is made entirely of an unknown clear substance. It is completely transparent and is extremely sharp.

Encounter 8:

- *Icy burst warhammer* +2 (Value 32,312 gp, Unusual)
- *Dwarven chain mail* +2 (Value 9,000 gp): Dwarven means “made of mithril, but otherwise treated as armor of the type mentioned. Mithril armor is very light: Max Dex bonus +4, Armor Check penalty -3, Arcane spell failure 10%.
- *Small shield* +2 (Value 4,009 gp)

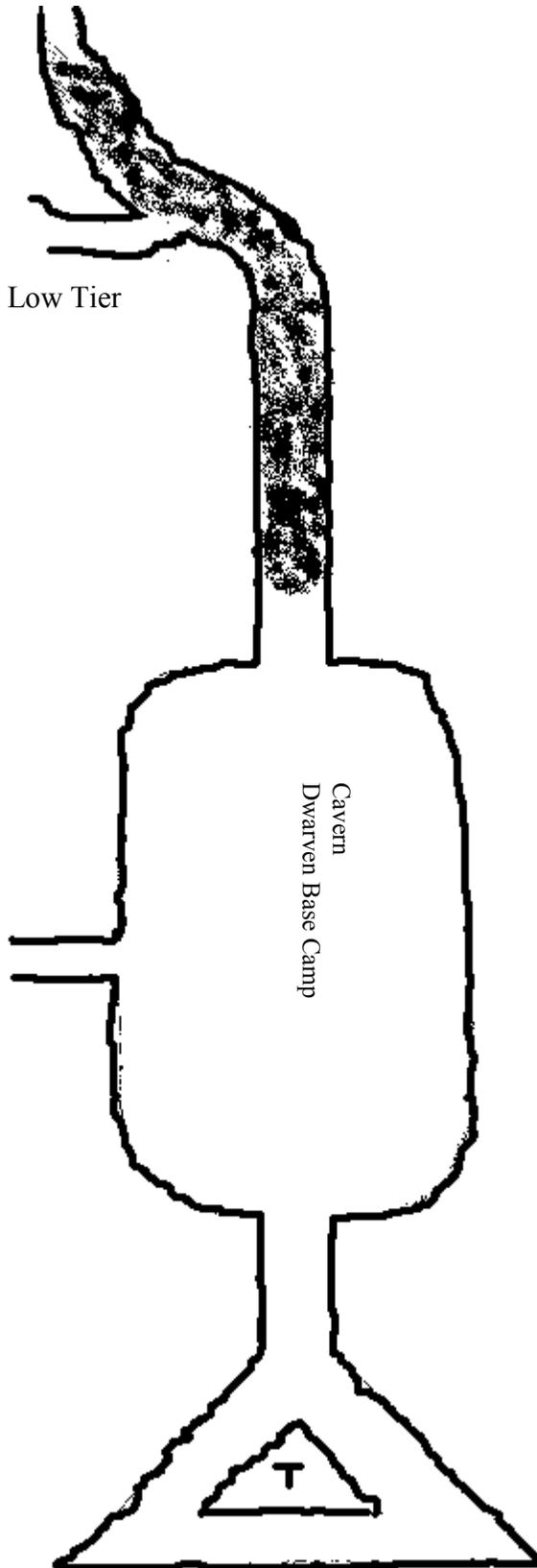
Knightly Honor:

The Cold Forged Hammer -- The war hammer is earned by a knight who proves by his actions that he or she deserves respect from dwarves. The knight must have learned to speak dwarfish and have done a great service for the benefit of dwarfish peoples -recovered and returned a dwarfish relic or artifact, aided a royal heir to recover his throne, slain a great enemy that holds a dwarfish stronghold and aiding its return to the dwarfish people. The hammer is not magical but it is plus 1 to hit and damage because of quality. Any dwarf seeing a knight with this weapon will view the character as a true friend.

DM Map 1

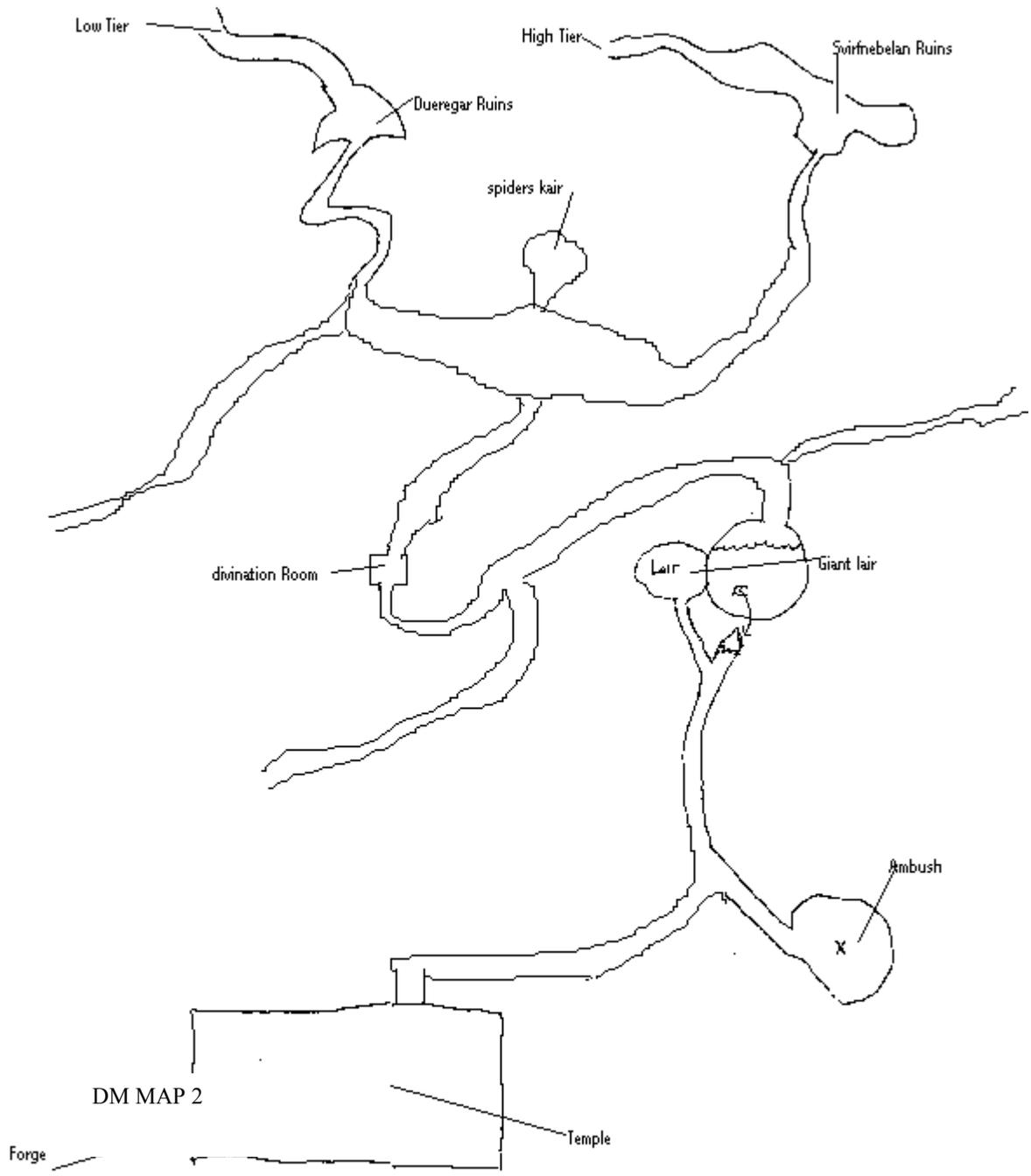
Tunnel High Tier

Tunnel Low Tier



T = Temple to Martharmor Duin

DM Map 2



DM Aid #1: Dwarven NPCs with Party

Asrynda of Clan Duruth, High Old One, female shield dwarf Clr5/Rgr5: Medium Humanoid (Dwarf) (41/2 ft. tall); HD 10d8+20; hp 84; Init +1 (+1 Dex); Spd 15 ft.; AC 20 (+9 Banded Mail, +1 Dex); Atks +8/+3 melee (1d6+2, *quarterstaff* +2), +7/+2 ranged (1d8 [crit 19-20/ x2], light crossbow); SA Spells, Runes; SQ Dwarven qualities, Rune Defense, Rune Power, Improved Runecasting, Craft Domain; AL N; SV Fort +9, Ref +3, Will +10.

Str 10, Dex 12, Con 14, Int 16, Wis 16, Cha 12.

Skills: Appraise +5, Craft (Metal Working) +20, Craft (Weaponsmithing) +14, Craft (Armorsmithing) +16, Diplomacy +3, Heal +9, Search +3, Wilderness Lore +3, Knowledge (arcana) +9, Knowledge (religion) +9, Spellcraft +11. *Feats:* Inscribe Rune, Craft Magical Arms and Armor, Skill Focus (Metal Working), Magical Artisan (Runes), Martial Weapon Proficiency (warhammer).

SQ: Dwarf qualities—Darkvision 60 ft.; Stonecunning; +2 racial bonus vs. poison; +2 racial bonus vs. spells; +1 racial bonus vs orcs and goblinoids; +4 dodge bonus vs. Giants; +2 racial bonus on appraise checks w/ rare & exotic items; +2 on stone & metal craft checks. *Rune Defense*—+2 bonus to saves vs. glyphs, runes, symbols and spells with the pattern designator. *Rune Power*—+2 DC to Save, dispel, disable and erase attempts and to caster level checks to overcome a rune target's spell resistance. *Improved Runecasting*—Can create charged runes and runes that trigger when passed or read. *Craft Domain*—Can acquire item creation feats as if their prerequisite levels were halved. *Positive Energy wielder*—Spontaneous casting of cures. *Turn undead*.

Equipment: Final Rest (+2 Undead Bane (+4 vs. undead), *quarterstaff* +3, Banded Mail, Light Crossbow, 10 Bolts, Rune Tablets (*cure light wounds* 3 charges, *cure critical wounds* 2 charges, *neutralize poison* 5 charges), Warhammer

Spells (6,6,6,4,4,3): 0—*create water, cure minor wounds, cure minor wounds, detect poison, guidance, guidance*; 1st—*animate rope, bless, cure light wounds, cure light wounds, doom, entropic shield, remove fear*; 2nd—*heat metal, bull's strength, consecrate, cure moderate wounds, resist elements, spiritual hammer*; 3rd—*stone shape, bestow curse, dispel magic, daylight*; 4th—*rusting grasp, cure critical wounds, dismissal, freedom of movement*; 5th—*wall of iron, hallow, true seeing*

Representative as Clan Elder for Duruth. Knows secret of reforging the hammer, ritual requires a priest of Moradin, Dumathoin, and Clangeddin. As a keeper of the secrets she intends to be one of the party to make

the journey and reforge the hammer. The clans each wanted to send a representative from their clan but the ritual requires four be chosen to make the journey. With her knowledge she was accepted but the others were hard chosen.

Daggan of Clan Greataxe, Advisor, male shield dwarf Ftr9: Medium Humanoid (Dwarf) (4 ft. tall); HD 9d10+36; hp 105; Init +2 (+2 Dex); Spd 15 ft.; AC 24 (+10 dwarven full plate, +2 large steel shield, +2 Dex); Atks +15/+10 melee (1d6+7 [Crit 17-20], Rak-Heil), +11/+3 ranged (1d8 [crit 19-20], light crossbow); SQ Dwarven qualities; AL CN; SV Fort +9, Ref +5, Will +3.

Str 16, Dex 14, Con 18, Int 13, Wis 10, Cha 9.

Skills: Bluff +4, Diplomacy +4. *Feats:* Weapon Focus (Short Sword), Specialization (Short Sword), Power Attack, Improved Critical (Short Sword), Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

SQ: Dwarf qualities—Darkvision 60 ft.; Stonecunning; +2 racial bonus vs. poison; +2 racial bonus vs. spells; +1 racial bonus vs. orcs and goblinoids; +4 dodge bonus vs. Giants; +2 racial bonus on appraise checks w/ rare & exotic items; +2 on stone & metal craft checks.

Equipment Rak-Hiel (+2 Flaming Burst Short Sword—Inflicts +1d6 fire damage on a successful hit. On a natural 20 inflicts a further +1d10 fire damage. Grants a permanent Endure Heat spell and can cast Protection from Fire 1/day at 12th level.), +2 *dwarven full plate*, 2 *potions of cure moderate wounds* (2d8 +3), *potion of endurance* (5 hours 1d4+1 points to Con)

Marantos Daul of Clan Goldthrone, male gold dwarf Clr8/Disciple 1: Medium Humanoid (Dwarf) (4 ft. tall); HD 9d8+27; hp 85; Init +1 (+1 Dex); Spd 15 ft.; AC 22 (+7 Half Plate, +5 Large metal shield,); Atks +10/+5 melee (1d8+3 [crit x3], Moradin's Might), +7/+2 ranged (1d8 [crit 19-20], light crossbow); SA Spells; SQ Gold Dwarf qualities, Good Domain; AL LG; SV Fort +12, Ref +3, Will +10.

Str 14, Dex 12, Con 16, Int 12, Wis 16, Cha 14.

Skills: Concentration +13, Diplomacy +11, Sense Motive +6, Spot +3, Swim +2, Knowledge (religion) +9, Spellcraft +11. *Feats:* Great Fortitude, Martial Weapon Proficiency (Warhammer), weapon Focus (Warhammer), Spell Penetration, Greater spell penetration, Smooth Talk, Still Spell.

SQ: Gold Dwarf Qualities—Darkvision 60 ft.; Stonecunning; +2 racial bonus vs. poison; +2 racial bonus vs. spells; +1 racial bonus vs. aberrations; +2 racial bonus on appraise checks w/ rare & exotic items;

+2 on stone & metal craft checks. *Good Domain*—Good spells are cast at 10th level

Equipment: Moradin's Might (+1 Brilliant Energy War Hammer—Head of the hammer is made of pure energy, gives off light like a torch and ignores all non-living material Only Dex and Magical protections apply. Useless against the statues in the final battle.), +3 shield, Light Crossbow, 10 Bolts

Spells (6,6,6,5,3,2): 0—*guidance, guidance, light, mending, resistance, virtue*; 1st—*protection from evil, bane, bane, command, divine favor, shield of faith*; 2nd—*spiritual warhammer, augury, consecrate, lesser restoration, make whole, shield other*; 3rd—*magical vestment, cure serious wounds, daylight, dispel magic, prayer*; 4th—*holy smite, dimensional anchor, status*; 5th—*dispel evil, healing circle*

Brother of Askel (*Approaching Doom* project leader), his family has a long history as priests of Moradin. He represents the 23rd generation of priest in his family. He isn't sure if he likes the reason that he was appointed to the team (or the reason he thinks he was.) He feels Barrundar, High Old One of Dugmaren, backed his position because his brother just wed Barrundar's daughter. While a plausible reason, this is not the case. Barrundar's auguries indicated Marantos was best for the task, nothing more.

Jahrodel Askel of Clan Duruth, male gold dwarf

Clr9: Medium Humanoid (Dwarf) (4 1/2 ft. tall); HD 9d8+27; hp 85; Init +1 (+1 Dex); Spd 15 ft.; AC 22 (+8 full plate, +3 *ring of protection*, +1 Dex.); Atks +11/+6 melee (1d8+4 [crit x3], Rock Biter), +7/+2 ranged (1d8 [crit 19-20], light crossbow); SA Spells; SQ Gold Dwarf qualities, Strength Domain; AL LG; SV Fort +8, Ref +4, Will +9.

Str 15, Dex 12, Con 16, Int 10, Wis 18, Cha 10.

Skills: Heal +10, Knowledge(religion) +8, Profession +4. *Feats:* Martial Weapon Proficiency (Battleaxe), Weapon Focus (Battleaxe), Power Attack, Cleave, Great Cleave, Sunder.

SQ: *Gold Dwarf qualities*—Darkvision 60 ft.; Stonecunning; +2 racial bonus vs. poison; +2 racial bonus vs. spells; +1 racial bonus vs aberrations; +2 racial bonus on appraise checks w/ rare & exotic items; +2 on stone & metal craft checks. *Strength Domain*—1/day add a +9 enhancement bonus to Strength for 1 round as a free action

Equipment: Rock Biter (+2 *keen great axe*); +3 *ring of protection*; divine scroll @ 9th level with *cure moderate wounds* (2d8+9), *cure disease*, *neutralize poison* X2; light crossbow, 10 bolts

Spells (6,6,6,5,4,2): 0—*guidance, guidance, detect magic, detect magic, resistance, virtue*; 1st—*endure elements, doom, command, divine favor, divine favor, shield of faith*; 2nd—*spiritual battleaxe, bull's strength,*

consecrate, cure moderate, death knell, remove paralysis; 3rd—*magical vestment, cure serious wounds, daylight, dispel magic, prayer*; 4th—*divine power, lesser planar ally, sending, tongues, status*; 5th—*righteous might, flame strike.*

Jahrodel is a dedicated warrior and champion to his people. He has proven his courage and ingenuity in battle many times, earning the backing of the High old ones of the militant faiths (Gorm, Haela and Clangeddin), much like Daggan has. That and Jorn Askel's politicking got him this prestigious duty. He just hopes there is a chance for battle along the way. Unlike the other team members he will join the PCs in every fight.

DM Aid 3

Use only the description for these elves from this sheet. The stats have been updated to 3rd edition in the stat blocks.

Elf, Rockseer

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (14–20)
TREASURE:	M + 1 jewelry (U, W)
ALIGNMENT:	Neutral
NO. APPEARING:	5–20 (100 in lair)
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1+1 and up
THACO:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 with long sword
SPECIAL DEFENSES:	<i>Meld into stone</i> , immune to petrification, 90% resistance to <i>sleep</i> , <i>charm</i> , <i>hold</i> , and <i>web</i> , communal powers
MAGIC RESISTANCE:	50% vs. Earth magic
SIZE:	M (7')
MORALE:	Champion (15–16)
XP VALUE:	Variable (420+)

Rockseer elves are the rarest of all elvenkind. They are far taller than most of their kin, with a few reaching almost eight feet in height. An average weight for a Rockseer is between 120 and 140 pounds, with little gender difference. Rockseers are very pale-skinned, and they have no body hair. Head hair is extraordinarily fine, always worn long, with the appearance and texture of exquisitely fine silk. The hair is silver, and eye color is invariant: a pale, almost ice-blue. They are androgynous in appearance, making it difficult for outsiders to tell males and females apart.

Rockseers have been separated from the rest of elvenkind since mythic times. Their own history tells that they were cowards at the great battle of Corellon Larethian and Lolth, fleeing the combat and taking refuge far below ground. They have no knowledge of surface elves. They know of the drow and hate them, avoiding them whenever possible. They are extremely seclusive and shun the company of all other races, including the *svirfneblin*. The only exception to this are *pech*, with whom Rockseers sometimes form friendships.

Rockseers dress very plainly in cloaks and garments which blend in with their surroundings, brown and gray being the favored colors. These garments are woven from tough fungal fibers, but such is their craftsmanship that they appear almost to be normal clothing. Treatment with plant extracts renders them waterproof and relatively fire resistant. In contrast with this plain garb, they wear rich jewelry, usually of gold and silver and always set with gems.

Combat: Rockseers eschew fighting whenever possible. They are too few in number to risk pointless deaths. Their underground special skills are so great that they can generally escape combats when they wish to; they are rarely even seen by potential aggressors. If forced to fight, Rockseers are unflinching. They always fight to the death to defend others of their own kind. They rarely possess bows (suitable bowstrings are difficult to come by in the Underdark) and prize such items, but they employ swords, spears, and stone quarter-staves which are hard as any steel.

The special attacks and defenses of these elves are formidable.



ble. They gain a +1 bonus to attack rolls with long swords (but not with bows). They are 90% resistant to *sleep*, *charm*, *hold*, and *web* spells and wholly immune to petrification. They have 50% magic resistance against all Elemental Earth spells but suffer a -1 penalty on saving throws against Elemental Air spells.

Rockseers are armed with long swords (50%), long sword and dagger (25%), or long sword and short sword (25%). Weapon possession is also variable depending on class type. Missile weapons, save for the rarely employed staff-sling or bow, are not favored by Rockseers. If they have enough distance to use missile attacks, they have enough distance to use spells or simply to *meld into stone* and escape.

Every Rockseer has the ability to *meld into stone* from childhood. This talent is usable thrice per day until the Rockseer reaches maturity (at the age of 60 to 70 years), after which time it is usable at will. Rockseers who are of 3rd or higher level can *stone walk* (walking through stone as if through air) for a total distance of 100 yards once per day; this distance increases by 100 yards for each additional level gained. A Rockseer of 9th level can take one additional human-sized creature with him or her on such a stone walk; this number increases at the rate of one passenger per level beyond 9th (thus at 10th level the Rockseer could take two companions). Rockseers intuitively sense distances between passages and caverns separated by walls, so that they always know whether a *stone walk* can take them to a safe place or whether they might be trapped in solid stone at the end of the walk. Rockseers of 5th and higher levels can *stone shape* once per day, and those of 9th or higher level can employ *stone tell* once per day.

Rockseers also have communal powers. A group of three or more Rockseers with a total of 10 or more experience levels can create a *wall of stone* at will, and a group of five or more with a total of 20 or more experience levels can conjure a huge earth elemental once per day (that is, any Rockseer who participates in such a conjuration cannot do so again until the next day). This elemental has 20 HD and at least 5 hp per die, and it cannot be turned back against its summoners. Spell effects are considered to be at the aggregate experience level of the Rockseer group for the purposes of dispelling the elemental.

Elf, Rockseer

Rockseers can be warriors, wizards, thieves, warrior-thieves, or warrior-wizards. There is no priest class (the elves believe themselves to be shunned by the elven Powers for their cowardice, and tales of the Powers are all but forgotten by these people). As warriors, they can attain 11th experience level maximum. As thieves, they can attain 13th level maximum. As wizards, Rockseers can attain 18th level maximum.

Rockseer wizards (single-classed only) gain special bonus spells as they gain experience levels. At 5th level, they can memorize *Melf's acid arrow* as an additional spell. At 9th level, *Maximilian's stony grasp** is the bonus spell. At 15th level, a Rockseer wizard gains a bonus *acid storm** spell (*these latter two spells are found in the *Tome of Magic* book). Rockseer wizards also add 1% per level to their magic resistance against Elemental Earth spells, and if they cast such spells at others not of their own kind, the target incurs a saving throw penalty of -1 per five levels of the Rockseer (round fractions above one-half upwards). Rockseer wizards can cast all priest Elemental Earth spells as if wizard spells of the same level.

Rockseer wizards of 11th and higher level know the secrets of creating magical "familiar" (more correctly, golem-like constructs) called stone dragonets. These incredibly intricate slender stone statuettes are 12 inches long plus an additional 9 inches to 12 inches of tail; they move as if perfectly articulated, and the finest of them have gems of extraordinary kind as eyes. A stone dragonet has AC -2, HD 2, hp 16, and attacks three times per round for 1d3/1d3/1d4 (claw/claw/bite). It has 25% general magic resistance, 75% resistance to Elemental Earth spells, and complete immunity to petrification (obviously), illusions, gaseous attacks, poison, paralyzation, and spells which affect corporeal bodies generally. A wizard with such a familiar gains a -2 bonus to his or her own Armor Class and cannot be surprised. If the gem-eyes of the statuette are each of value not less than 5,000 gp, the eyes of the dragonet can cast a brilliant *eyebite* glare once per day if the correct spells are cast during the creation of the familiar.

Rockseer elves have 240-foot infravision. They do not, as a rule, possess many magical items. Nonwizards have but a 5% chance per level of owning a magical weapon. Wizards have a 10% chance per level of owning a magical item of appropriate kind, but these are often powerful indeed. The greatest wizards are reputed to possess special *wands of steam and vapor* which create acrid clouds of burning, blinding acid (6d6 points of damage the first round, 4d6 the second, and 2d6 the third and final).

On account of their longevity (they have a natural lifespan of over 1,400 years), groups of Rockseers are almost always led by an experienced veteran, a warrior or warrior-wizard of at least 5th (or 4th/4th) level. A sizeable group (30 or more) will have at least one warrior of 7th to 10th level (6+1d4) and also a wizard of 7th to 12th level (6+1d6). In the central lair of a Rockseer clan, where up to a hundred may be gathered together, the clan chieftain is usually a wizard of surpassing skill (level 12+1d6) and has 1d3+2 advisors/bodyguards who are either (50%) warriors of 10th to 11th level or wizards of 11th to 14th level (but not of higher level than the chieftain).

Rockseer elves have a -1 penalty to their initial Strength, Constitution, and Charisma scores, but they gain +1 bonuses to Wisdom, Intelligence, and Dexterity.

Habitat/Society: Rockseers believe that all they have is themselves and the riches of the earth. They are powerfully cohesive socially. Chieftains are generally elected by a conclave of the most powerful warriors and wizards on the death of the previous leader. A wise Rockseer leader does not give orders

without consulting his or her advisors. Rockseers do not tolerate tyrannical leadership, nor do they suffer fools.

The lairs of Rockseers are supremely well disguised and warded. Multiple spells are always cunningly placed to prevent other creatures even suspecting the existence of such a network of caverns and passages, let alone entering them. Spies (usually thieves melding into stone) are always placed to watch out over areas close to the entry points of caverns. Some Rockseers live in caverns accessible only by *stone walking* or similar magic, where hundreds of feet of solid rock separate them from the outside world, with only small fissures to provide air.

Rockseers are highly unusual among elves in that they have little curiosity. Few among them have any desire to learn the ways of other folk. This is largely the legacy of a long historical sense of shame at their mythic history; they consider themselves tainted and instinctively avoid those who they think would condemn them. Once awakened, however, their curiosity can lead them to act in uncharacteristic ways, as those who stumble upon them will soon discover.

Rockseers are gem cutters and craftsmen almost without equal; even gnomes and dwarves would hesitate to claim they could better Rockseer work. They can almost scent gemlodes deep in the Underdark and think nothing of spending ten years crafting and sculpting a single gem. The truly great Rockseer wizard-artisans are able to sculpt a gem with magic into forms of almost painfully exquisite beauty, generating fractal patterns of brilliant color and radiance within the heart of the gem as it grows. A handful of such perfectly crafted gems can be used to create a *helm of brilliance* (divide all gem numbers required by five, and each gem can fulfil its function five times before becoming nonmagical).

Rockseers are strange, alien, and fey people even by the standards of elvenkind. They are a serious people with little of the light-hearted, frolicking, bantering ways of most elves. They speak their own dialect of elvish, which high or grey elves can understand 50% of the time and draw 30% of the time. They also know fragments of svirfneblin, and most can speak petch. A few have a smattering of underdark-dwarven and can communicate with derro or duergar (not that they would wish to do so, but it is useful for intelligence-gathering). Above all, they are totally isolated. They know nothing of what has transpired above ground for thousands of years. Their attitudes to surface elves are very ambivalent. All Rockseers feel a deep sense of shame for the deeds of their far-distant ancestors and assume that any surface elf they meet would automatically despise them; it will be *very* difficult for a visitor to convince them otherwise. On the other hand, they long to know what their brethren lost for so many lifetimes do, how they live, what they believe in, what they consider beautiful.

Ecology: Rockseers hardly interact with anyone else in the Underdark. They eat fungi, moss, lichens, and cave creatures such as lizards and eels. They avoid violence and the endless struggle between different factions in the Underdark and keep to themselves. They are calm, enigmatic, and extraordinarily hard for outsiders to understand.

DM Aid 4: Rockseer Elves' Stats

Stag Stonetooth Rockseer Elf, Male Ftr9: Medium Humanoid (6 ft. 3 in. tall); HD 9d10; hp 72; Init. +8 (+4 Dex, +4 Improved Initiative); Spd. 30 ft.; AC 19 (+5 from chain mail & +3 from Dex); Atks. +14/+9 melee (1d8+5 [crit 19-20] [2 attacks], longsword); SQ Racial Abilities and spell effects; SR 10 vs. elemental earth; AL N; SV Fort +6, Ref +3, Will +3.

Str 17, Dex 18, Con 12, Int 11, Wis 10, Cha 12

Feats: Blind Fighting, Combat Reflexes, Dodge, Improved Initiative; Run, Weapon Finesse (Longsword), Weapon Specialization (Longsword), Weapon Focus (Longsword)

SQ: Enlarged at 9th level and Hasted; *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Equipment: Longsword, Chain mail.

Core Remald, Elf Male Ftr9: Medium Humanoid (6 ft. 9 in. tall); HD 9d10; hp 72; Init. +8 (+4 Dex, +4 Improved Initiative); Spd. 30 ft.; AC 19 (+5 from chain mail & +3 from Dex); Atks. +13/+8 melee (1d8+4 [crit 19-20] [2 attacks], longsword); SQ Racial Abilities and spell effects; SR 10 vs. elemental earth; AL N; SV Fort +6, Ref +3, Will +3.

Str 16, Dex 18, Con 10, Int 10, Wis 11, Cha 14

Feats: Blind Fighting, Combat Reflexes, Dodge, Improved Initiative; Run, Weapon Finesse (Longsword), Weapon Specialization (Longsword), Weapon Focus (Longsword)

SQ: Hasted; *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Equipment: Longsword, Chain mail.

Starry Mnumu, Rockseer Elf Male Rog9: Medium Humanoid (6 ft. 0 in. tall); HD 9d6; hp 46; Init. +9 (Dex., Improved Initiative); Spd. 30 ft.; AC 20 (+5 from chain mail & +5 from Dex); Atks. +8/+3 (1d6+2 [crit 19-20] [2 attacks], short sword); SA sneak attack +5d6; SQ Evasion, Uncanny dodge, Racial Abilities and spell effects; SR 10 vs. elemental earth; AL N; SV Fort +3, Ref +8, Will +3.

Str 14, Dex 20, Con 10, Int 12, Wis 19, Cha 11

Feats: Blind Fighting; Improved Initiative; Lightning Reflexes; Run

SQ: Enlarged at 9th level and Hasted; *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Equipment: Short sword, Chain mail.

Hale Craar, Rockseer Elf Female Wiz9: Medium Humanoid (6 ft. 0 in. tall); HD 9d4; hp 37; Init. +7 (+3 Dex, +4 Improved Initiative); Spd. 30 ft.; AC 13 (+3 from Dex); Atks. +4 melee (1d8 [crit 19– 20], longsword); SQ Racial Abilities and spells; SR 10 vs. elemental earth; AL N; SV Fort +3, Ref +3, Will +6.

Str 10, Dex 16, Con 12, Int 18, Wis 12, Cha 12

Feats: Combat Casting; Craft Rod; Empower Spell; Improved Initiative; Run

SQ: *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Spells (4/5/5/4/3/1): 0 *daze* x2, *flare* x2; 1st *color spray*, *enlarge*, *magic missile* x3; 2nd *fog cloud*, *levitate*, *scare*, *web* x2; 3rd *magic missile (empowered)* x2, *fly*, *haste*; 4th *fear*, *minor globe of invulnerability*, *stoneskin*; 5th *flame arrow (empowered)*

SD: 30 Stoneskin points remaining; *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Equipment: Longsword

Chenal Ronul, Rockseer Elf Female Wiz9: Medium Humanoid (7 ft. 0 in. tall); HD 9d4; hp 32; Init. +6 (Dex., Improved Initiative); Spd. 30 ft.; AC 13 (+3 from Dex); Atks. +3 melee (1d8-1 [crit 19– 20], longsword); SQ Racial Abilities and spells; SR 10 vs. elemental earth; AL N; SV Fort +3, Ref +3, Will +6.

Str 9, Dex 17, Con 10, Int 18, Wis 12, Cha 12

Feats: Combat Casting; Craft Arms and Armor; Empower Spell; Improved Initiative; Run

SQ: *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Spells (4/5/5/4/3/1): 0 *daze* x2, *flare* x2; 1st *audible glamour*, *magic missile* x3, *sleep*; 2nd *hypnotic pattern*, *misdirection*, *see invisible*, *tasha's hideous laughter*, *web*; 3rd *blink*, *displacement*, ~~*lightning bolt*~~ x2; 4th *ice storm*, *solid fog*, *stoneskin*; 5th *cone of cold*.

SD: Blink – 7 rounds remaining; 54 Stoneskin points remaining; *meld into stone*, 90% immune to petrification, 90% immune to *sleep, charm, hold, and web*, communal powers – see write up.

Equipment: Longsword

Tiers 1 to 4 – Starry Mnumu is at ½ hitpoints.

Tiers 5 & 6 – Starry Mnumu and Core Remald are at ½ hit points and Hale Craar is unconscious.

DM AID 5: Clearing the Path Quick reference

Spells that can speed up the process:

Level	Spell	Effect
2	<i>bull's strength, endurance</i>	-1 hour per 3 hours of Duration
6	<i>disintegrate</i>	-1 hour
9	<i>elemental swarm (earth)</i>	-48 hours
9	<i>miracle/ wish</i>	-96 Hours
9	<i>shambler</i>	--36 Hours
4	<i>polymorph self</i>	Up to 1 Hour/ Level depending on form assumed
4	<i>polymorph other</i>	Up to 2 hours/ level depending on form assumed
9	<i>shape change</i>	Up to 1 Hour/ Level depending on form assumed
2	<i>soften earth and stone</i>	-1/2 hour per level / casting
3	<i>stone shape</i>	- 1/2 hour per caster level / casting
5	<i>stone shape</i>	- 1/2 hour per caster level / casting
6	<i>stone to flesh</i>	-1 hour (Ugh!!, gross)
1-9	<i>summon monster</i>	Depends on powers of creature summoned. Duration 6 seconds per level is very limiting.
5	<i>transmute rock to mud</i>	- 2 Hours/ caster level
1	<i>enlarge</i>	-1/2 hour
8	<i>greater planar ally</i>	-12 hours
8	<i>iron body</i>	-1 hour
4	<i>lesser planar ally</i>	-4 hours
7	<i>limited wish</i>	-18 hours
3	<i>haste</i>	-1/2 hour
6	<i>mass haste</i>	-1/2 hour per level of caster
5	<i>pass wall</i>	None
6	<i>planar ally</i>	-2 hours
1	<i>reduce</i>	None
5-9	<i>summon nature's ally</i>	-1/2 hour
5	<i>telekinesis</i>	None
1	<i>unseen servant</i>	-1/2 hour

DM Aid Encounter 2

Remember when describing the encounter that there are multiple spiders attacking the elves. These are the spiders that the party may fight if they join the battle. Any additional that you want to describe will be taken care of by the elves.

Poison (Ex): See the table

Spider Poison(Ex)

Spider Size	Fort DC	Initial and Secondary damage
Medium Sized	14	1d4 Str
Large	16	1d6 Str
Huge	22	1d8 Str
Gargantuan	31	2d6 Str
Colossal	35	2d8 Str

Vermin Special Qualities: Vermin are Immune to mind-influencing effects.

Tier 1 <CR 3>

Monstrous Spider (2): Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 40 ft., 20 climb ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atks +4 melee (1d8+3, bite); Face/Reach 10 ft. x 10 ft. / 5 ft; SA poison; SQ vermin; AL N; SV Fort +5 Reflex +4 Will +1.

Str 15 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +14, Hide +10, Jump +8, Spot +15

Tier 2 <CR 5.5>

Monstrous spiders (2): Medium Vermin; HD 2d8+2; hp 11; Init +3; Spd 40 ft., 20 climb ft.; AC 14 (+3 Dex, +1 natural); Atks +4 melee (1d8+3, bite); SA poison; SQ vermin; AL N; SV Fort +4 Reflex +3 Will +0.

Str 11 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +12, Hide +14, Jump +6, Spot +17.

Feats: weapon finesse (bite)

Monstrous Spider (2): Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 40 ft., 20 climb ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atks +4 melee (1d8+3, bite); Face/Reach 10 ft. x 10 ft. / 5 ft; SA poison; SQ vermin; AL N; SV Fort +5 Reflex +4 Will +1.

Str 15 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +14, Hide +10, Jump +8, Spot +15

Tier 3 <CR 8>

Monstrous Spiders (4): Huge Vermin; HD 10d8+10; hp 55; Init +3; Spd 40 ft., 20 climb ft.; AC 16 (-2 size, +3 Dex, +5 natural); Atks +9 melee (2d6+6, bite); Face/Reach 15 ft. x 15 ft. / 10 ft.; SA poison; SQ vermin; AL N; SV Fort +8 Reflex +6 Will +3.

Str 19 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +16, Hide +6, Jump +10, Spot +15

Tier 4 <CR 10.2>

Monstrous Spiders (2): Gargantuan Vermin; HD 24d8+24; hp 132; Init +3; Spd 40 ft., 20 climb ft.; AC 18 (-4 size, +3 Dex, +9 natural); Atks +20 melee (2d8+9, bite); Face/Reach 20 ft. x 20 ft. / 10 ft.; SA poison; SQ vermin; AL N; SV Fort +15 Reflex +11 Will +8.

Str 23 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +18, Hide +2, Jump +12, Spot +15

Tier 5 <CR 12>

Monstrous Spider (2): Colossal Vermin; HD 48d8+48; hp 264; Init +3; Spd 40 ft., 20 climb ft.; AC 20 (-8 size, +3 Dex, +15 natural); Atks +36 melee (4d6+12, bite); Face/Reach 40 ft. x 40 ft. / 15 ft.; SA poison; SQ vermin; AL N; SV Fort +27 Reflex +19 Will +16.

Str 27 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +20, Hide -2, Jump +14, Spot +15

Tier 6 <CR 14>

Monstrous Spider (4): Colossal Vermin; HD 48d8+48; hp 264; Init +3; Spd 40 ft., 20 climb ft.; AC 20 (-8 size, +3 Dex, +15 natural); Atks +36 melee (4d6+12, bite); Face/Reach 40 ft. x 40 ft. / 15 ft.; SA poison; SQ vermin; AL N; SV Fort +27 Reflex +19 Will +16.

Str 27 Dex 17 Con 12 Int --- Wis 10 Cha 2

Skills: Climb +20, Hide -2, Jump +14, Spot +15

DM Aid Encounter 4

Lake's Frozen Surface:

Tier 5 <CR 11.9>

22 ice mephitis

Tier 6 <CR 13.9>

44 ice mephitis

Ice Mephitis (22): Small Outsider; HD 3d8; hp 13; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 50 ft. (perfect); AC 18 (+1 size, +3 Dex, +4 natural); Atks +4 melee (1d3 +2 cold [x2], claws); SA breath weapon, spell like abilities, summon mephit; SQ cold subtype, fast healing 2, damage reduction 5/+1; SR 3; AL N; SV Fort +3 Reflex +6 Will +3.

Str 10 Dex 17 Con 10 Int 12 Wis 11 Cha 15

Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6. *Feats:* Improved Initiative

SA: Breath Weapon (Su)—Cone of ice shards, 10 feet, damage 1d4, Reflex save (DC12) for half damage. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless immune or protected from cold. This imposes a –4 morale penalty to AC and a-2 penalty to attack rolls for 3 rounds. An ice mephit may use its breath weapon every 1d4 rds. *Spell-like abilities*—1/hour- *magic missile* as the spell cast by a 3rd level sorcerer; 1/day *chill metal* as the spell cast by a 6th level sorcerer.

SQ: Cold sub-type (Ex)—cold immunity, double damage from fire, except on a successful save. *Fast Healing (Ex)*—An ice mephit heals only if it is touching a piece of ice at least Tiny size or if ambient temperature is freezing or below. *Summon Mephit (Sp)*—Once per day may summon an ice mephit in with a 25%chance of success to summon one ice mephit. A newly summoned mephit may not summon for at least one hour.

The Balcony Above:

Tier 5 <CR 11.9>

2 frost giants

4 winter wolves

Tier 6 <CR 13.9>

4 frost giants

6 winter wolves

Frost Giants (2): Large Giant; HD 14d8+70; hp 133; Init –1 (Dex); Spd 40 ft.; AC 21 (-1 size, -1 Dex, +9 natural, +4 chain shirt); Atks +18/+13 melee (2d8+13, huge greataxe), +9/+4 ranged (2d6+9, hurled boulder); Face/Reach 5 ft. x 5 ft. / 10 ft.; SA rock throwing; SQ rock catching, cold subtype AL CE; SV Fort +14 Reflex +3 Will +4.

Str 29 Dex 9 Con 21 Int 10 Wis 10 Cha 11

Skills: Climb +13, Jump+13, Spot +6. *Feats:* Cleave, Great Cleave, Power Attack, Sunder.

SQ: Cold sub-type (Ex)—cold immunity, double damage from fire, except on a successful save.

Winter Wolf (4): Large Magical Beast; HD 6d10+18; hp 51; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atks +9 melee (1d8+6, bite); Face/Reach 5 ft. x 10 ft. / 5 ft.; SA breath weapon, trip; SQ scent, cold subtype; AL NE; SV Fort +8 Reflex +6 Will +3.

Str 18 Dex 13 Con 16 Int 9 Wis 13 Cha 10

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1. *Feats:* Alertness, Improved Initiative

SA: Breath Weapon (Su)—Cone of cold, 15 feet, every 1d4 rds, damage 4d6, Reflex save (DC16) for half damage. Winter wolves can use their breath weapon while biting. *Trip*—A winter wolf that hits with its bite, may attempt to trip its opponent as a free action. Without provoking an attack of opportunity.

SQ: Cold sub-type (Ex)—cold immunity, double damage from fire, except on a successful save.

DM Aid Encounter 6

For all tiers:

SA: *Enlarge* and *Invisibility* once per day as a wizard twice the duergar's level (minimum 3rd level); these affect the duergar only.

SQ: Immune to paralysis, phantasms, and magical or alchemical poisons (but not normal poison).

Weakness: Light Sensitivity - -3 circumstance penalty to attacks rolls, saves, and checks in bright sunlight or within the radius of a *daylight* spell

Tier 1:

Duergar Male Ftr2 (4): Medium Humanoid (3 ft 5 in. ft. tall); HD 2d8+2; hp 13; Init +0; Spd 20 ft.; AC 15 (chain mail); Atks +3 melee (1d10 [crit x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +3, Ref +0, Will +0.

Str 11, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +3, Move Silently +4, Spot +3. *Feats:* Exotic Weapon Proficiency (dwarven war axe), Weapon Focus (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

Tier 2:

Duergar Male Ftr4 (4): Medium Humanoid (3 ft. 5 in. ft. tall); HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 15 (chain mail); Atks +5 melee (1d10+2 [crit x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +3, Ref +0, Will +0.

Str 11, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +3, Move Silently +4, Spot +5. *Feats:* Exotic Weapon Proficiency (dwarven war axe), Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

Tier 3:

Duergar Male Ftr6 (4): Medium Humanoid (3 ft. 5 in. ft. tall); HD 6d8+6; hp 53; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (chain mail); Atks +8/+3 melee (1d10+2 [crit x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +8, Ref +2, Will +2.

Str 11, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +5, Move Silently +4, Spot +5. *Feats:* Alertness, Exotic Weapon Proficiency (dwarven war axe), Improved Initiative, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

Tier 4:

Duergar Male Ftr8 (4): Medium Humanoid (3 ft. 5 in. ft. tall); HD 8d8+8; hp 67; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (chain mail); Atks +10/+5 melee (1d10+2 [crit 19-20/x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +9, Ref +2, Will +2.

Str 11, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +5, Move Silently +6, Spot +5. *Feats:* Alertness, Blind Fighting, Exotic Weapon Proficiency (dwarven war axe), Improved Critical, Improved Initiative, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

Tier 5:

Duergar Male Ftr10 (4): Medium Humanoid (3 ft. 5 in. ft. tall); HD 10d8+10; hp 76; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (chain mail); Atks +14/+9/+4 melee (1d10+3 [crit 19-20/x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +10, Ref +3, Will +3.

Str 13, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +5, Move Silently +6, Spot +7. *Feats:* Alertness, Blind Fighting, Exotic Weapon Proficiency (dwarven war axe), Improved Critical, Improved Initiative, Power Attack, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

Tier 6: <CR 16>

Duergar Male Ftr12 (4): Medium Humanoid (3 ft. 5 in. ft. tall); HD 12d8+12; hp 97; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (chain mail); Atks +14/+9/+4 melee (1d10+3 [crit 19-20/x3], dwarven waraxe), SA see below; SQ see below; AL CE; SV Fort +10, Ref +3, Will +3.

Str 13, Dex 10, Con 13 Int 10 Wis 10 Cha 6.

Skills: Appraise +2, Craft (metalworking) +2 Listen +7, Move Silently +6, Spot +7. *Feats:* Alertness, Blind Fighting, Cleave, Exotic Weapon Proficiency (dwarven war axe), Improved Critical, Improved Initiative, Power Attack, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe)

Equipment: dwarven waraxe, chain mail.

DM Aid Encounter 8

Tier 1

Dwarven Stone Constructs (2): Stone Variant Medium – Construct (4 ft. tall); HD 2d10; hp 18; Init -1 (Dex); Spd 20 ft (can't run); AC 14 (-1 Dex, +5 natural); Atks +3 slam (2d10 [x2], slam); Face/Reach 5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 10, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA: *Slow* – Use as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

SQ: *Construct* – Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Magic Immunity* – Immune to all spells, spell-like abilities and supernatural effects, except as what is listed under weakness. *Transmute Mud to Rock* heals the golem of all damage.

Weakness – *Stone to Flesh* does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage). *Transmute Rock to Mud* slows the golem as a *slow* spell (2d6 rounds) with no saving throw.

Tier 2

Dwarven Stone Constructs (4): Stone Variant Medium – Construct (4 ft. tall); HD 2d10; hp 18; Init -1 (Dex); Spd 20 ft (can't run); AC 14 (-1 Dex, +5 natural); Atks +3 slam (2d10 [x2], slam); Face/Reach 5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 10, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA and SQ—see Tier 1.

Tier 3

Dwarven Stone Constructs (4): Stone Variant Medium – Construct (4 ft. tall); HD 4d10; hp 36; Init -1 (Dex); Spd 20 ft (can't run); AC 16 (-1 Dex, +7 natural); Atks +9 slam (2d10+2 [x2], slam); Face/Reach 5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA and SQ—see Tier 1

Tier 4

Dwarven Stone Constructs (6): Stone Variant Medium – Construct (4 ft. tall); HD 5d10; hp 42; Init -1 (Dex); Spd 20 ft (can't run); AC 18 (-1 Dex, +9 natural); Atks +9 slam (2d10+2 [x2], slam); Face/Reach

5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA and SQ—see Tier 1

Tier 5

Citadel Urn (clone), Male Dwarf Clr10/ Divine Disciple 2 of Abbathor: Medium Humanoid (4 ft. 3 in. tall); HD 12d8+24; hp 86; Init +3 (+3 Dex); Spd 15 ft.; AC 24 (+3 Dex, *dwarven chain* +2, *dwarven small shield* +2); Atks +12/+7 melee (1d8+2 [crit 19-20/x3, +2d10 of ice damage on crit], warhammer), SA spells, rebuke undead; SQ spells, Divine Emissary, +1 Sacred Defenses; AL N; SV Fort +10, Ref +3, Will +10.

Str 10, Dex 16, Con 16, Int 10, Wis 18, Cha 8.

Skills: Concentration +5; Diplomacy +5; Heal +4; Knowledge (Arcana) +4; Knowledge (Religion) +8; Scry +1; Spellcraft +5. *Feats:* Combat Casting, Heighten Spell, Improved Critical, Weapon Finesse (Heavy Mace), Weapon Focus (Heavy Mace)

SA: *Rebuke Undead* – this ability is at 10th level.

SQ: *Divine Emissary* – Telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's diet or has the same alignment as the disciple. *Sacred Defense +1* – Add this value to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Spells (6/6+1/5+1/5+1/4+1/3+1/2+1) 0 – *cure minor wounds* x3; *light*, *read magic*, *resistance*; 1st *cause fear*, *command* x2, *divine favor*, *doom*, ~~*protection from good*~~; 2nd *darkness*, *death knell*, *silence* x2, *summon monster II*; 3rd – *dispel magic* x2, *inflict serious wounds* x2, ~~*protection from elements*~~; 4th *hold person* x2 (**heighten spell**) *inflict critical wounds*, ~~*spell immunity*~~; 5th *circle of doom*, *flame strike*, ~~*true seeing*~~; 6th *blade barrier*, *harm*

Domain Powers (Earth, Evil, Trickery): 1st *change self*; 2nd *invisibility*; 3rd *non-detection*; 4th *unholy blight*; 5th *dispel good*; 6th ~~*stone skin*~~.

Pre-cast Spells: *divine favor* – adds +4 to attack and damage rolls (not reflected in stats above) – lasts 1 minute; *protection from good* – lasts 12 minutes; *protection from elements* – 144 points of damage prevention for lightning; *spell immunity* – *magic missile*, *hold person*, *fireball*; *true seeing*; *stone skin* – 10/+5 damage reduction, 120 pts total.

Languages: Dwarven; Common

Equipment: Icy Burst +2 Warhammer, Dwarven Chain Mail +2. Dwarven Small Shield +2.

Dwarven Stone Constructs (4): Stone Variant Medium – Construct (4 ft. tall); HD 5d10; hp 42; Init -1

(Dex); Spd 20 ft (can't run); AC 18 (-1 Dex, +9 natural); Atks +9 slam (2d10+2 [x2], slam); Face/Reach 5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA and SQ—see Tier 1

(Dex); Spd 20 ft (can't run); AC 20 (-1 Dex, +11 natural); Atks +14 slam (2d10+9 [x2], slam); Face/Reach 5 ft. x 5 ft./10 ft.; SA slow; SQ Construct, magic immunity, damage reduction 30/+2; SR nil; AL N; SV Fort +4, Ref +3, Will +4.

Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA and SQ—see Tier 1

Tier 6

Citadel Urn (clone), Male Dwarf Clr10/ Divine Disciple 2 of Abbathor: Medium Humanoid (4 ft. 3 in. tall); HD 12d8+24; hp 86; Init +3 (+3 Dex); Spd 15 ft.; AC 24 (+3 Dex, *dwarven chain* +2, *dwarven small shield* +2); Atks +12/+7 melee (1d8+2 [crit 19-20/x3, +2d10 of ice damage on crit], warhammer), SA spells, rebuke undead; SQ spells, Divine Emissary, +1 Sacred Defenses; AL N; SV Fort +10, Ref +3, Will +10.

Str 10, Dex 16, Con 16, Int 10, Wis 18, Cha 8.

Skills: Concentration +5; Diplomacy +5; Heal +4; Knowledge (Arcana) +4; Knowledge (Religion) +8; Scry +1; Spellcraft +5. *Feats:* Combat Casting, Heighten Spell, Improved Critical, Weapon Finesse (Heavy Mace), Weapon Focus (Heavy Mace)

SA: *Rebuke Undead* – this ability is at 10th level.

SQ: *Divine Emissary* – Telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's diet or has the same alignment as the disciple. *Sacred Defense +1* – Add this value to the divene disciple's saving throws against divene spells, as well as the spell-like and supernatural abilities of outsiders.

Spells (6/6+1/5+1/5+1/4+1/3+1/2+1) 0 – *cure minor wounds* x3; *light*, *read magic*, *resistance*; 1st *cause fear*, *command* x2, ~~*divine favor*~~, *doom*, ~~*protection from good*~~; 2nd *darkness*, *death knell*, *silence* x2, *summon monster II*; 3rd – *dispel magic* x2, *inflict serious wounds* x2, ~~*protection from elements*~~; 4th *hold person* x2 (**heighten spell**) *inflict critical wounds*, ~~*spell immunity*~~; 5th *circle of doom*, *flame strike*, ~~*true seeing*~~; 6th *blade barrier*, *harm*

Domain Powers (Earth, Evil, Trickery): 1st *change self*; 2nd *invisibility*; 3rd *non-detection*; 4th *unholy blight*; 5th *dispel good*; 6th ~~*stone skin*~~.

Pre-cast Spells: *divine favor* – adds +4 to attack and damage rolls (not reflected in stats above) – lasts 1 minute; *protection from good* – lasts 12 minutes; *protection from elements* – 144 points of damage prevention for lightning; *spell immunity* – *magic missile*, *hold person*, *fireball*; *true seeing*; *stone skin* – 10/+5 damage reduction, 120 pts total.

Languages: Dwarven; Common

Equipment: Icy Burst +2 Warhammer, Dwarven Chain Mail +2. Dwarven Small Shield +2.

Dwarven Stone Constructs (8): Stone Variant Medium – Construct (4 ft. tall); HD 7d10; hp 62; Init -1

Player Handout #1

Brave adventurer,

*Your help is need again by the Elders.
Please come to Gold, Gold, Gold at 3 bells
past noon, tell no one. And please bring any
and all gear you deem necessary for a trip
under ground.*

Sincerely,

Clan Elder Dorn Wurgym.

Player Handout 2 Rockseer map

