

GM4

A Scenario for characters of levels 7-8



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Publications

THE AWAKENING

— BY SIMON FORREST —

• A GameMaster Publication

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Editorial

When Bas, He Who Must Not Be Named and I started *GameMaster Publications* back in August of last year, I doubt if any of us had any idea that within ten short months we would be looking at a hobby that was changing its face faster than anyone could ever have imagined. Closing down *Imagine* seemed to have been the short-sighted decision of the American members of the TSR board, who couldn't that TSR UK needed a flagship that was directly relevant to the needs of the UK market. Whatever its faults, *Imagine* was at least publicising the games TSR were responsible for marketing.

We guessed that this implied some sort of strengthening of the control the American parent company had over its UK subsidiary, we thought this might make TSR more alien to the British public, and that it might have a knock-on effect on the popularity of the best-selling game of them all, D&D/AD&D.

Since then, so much has happened - and we have tried to keep you up to date with what is happening - and we have learned a lot more of the truths about who pulls what strings in this industry. We've learned that TSR UK has a very shaky future, which seems to be largely due to a deteriorating relationship between the management of the company and its American masters; we have seen the General Manager, Tom Kirby, leave TSR UK and join Games Workshop, and three other members of the production staff make their own decision to 'change sides' (it's true, see pages 54-55). Exit TSR UK as anything other than a sales team, or exit TSR UK period? Then there's GW; add my own 'defection', and the arrival of Graeme Davis, and you seem to have GW taking the last of the laurels away from its rival - home-grown frp scenario material. And yet, at the same time, GW finds its flagship under siege from the loss of the entire editorial team, and the arrival of competition in the form of *Adventurer* and (if it ever happens) *Fantasy Chronicles*. All this against a background of a falling market for D&D/AD&D and a burgeoning one for licensed products like *Marvel Super Heroes* (very big in the USA), and the new UK leader, *Judge Dredd*.

Phew. Small wonder so many people are struggling with the pace of the changes. There's been a heavy mail bag at WD about the planned changes to its contents, mostly anti- (and some of it rather personal about the new ed, sniff) from Runquesters, who are just one of the groups bound to feel the pinch as things change. We've had our own fun and games (like a two month delay in getting GM3 out, eh?), but it looks like we only need to sort out a few more of our production problems to be absolutely sure of getting the old mega-module-mag out every two months (or near enough).

Oh. Address change time again. All contributions, letters, and direct sales are to go to:

GameMaster Publications, 41 Millfield Road, Kimberley, Notts NG16 2LJ. Telephone (0602)383940

Delete the Cambridge address from your memories, and don't forget that GW are still handling the distribution. I think that wraps it up until next time.

Paul Cockburn

FEATURE SCENARIO: The Awakening

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A scenario for 4-6 characters of level 7+
Stupid dwarves.

You visit their delve, and they announce that they are all off to belt the living daylights out of some troublesome goblins. And can you go along? No chance, it's some sort of 'crusade', and they don't want outsiders along. So, all they are prepared to offer you is the honour of defending all the old dwarves and the kiddies and the others who haven't gone off on the goblin-bash. So, it looks like you'll just have to sit around and drink all the beer and be bored until they -

Wait - what's this? A raid on a neighbouring delve; that's a stroke of luck. Now you can chase the raiders, beat *them* up, and then the dwarves will be grateful and you can drink some more of their beer. What could be simpler?

A complete 32-page adventure, with stats for the D&D/AD&D games, and background information to use with the *Pelinore* campaign on page 48.

Inside cover diagram: *Cerwyn*.

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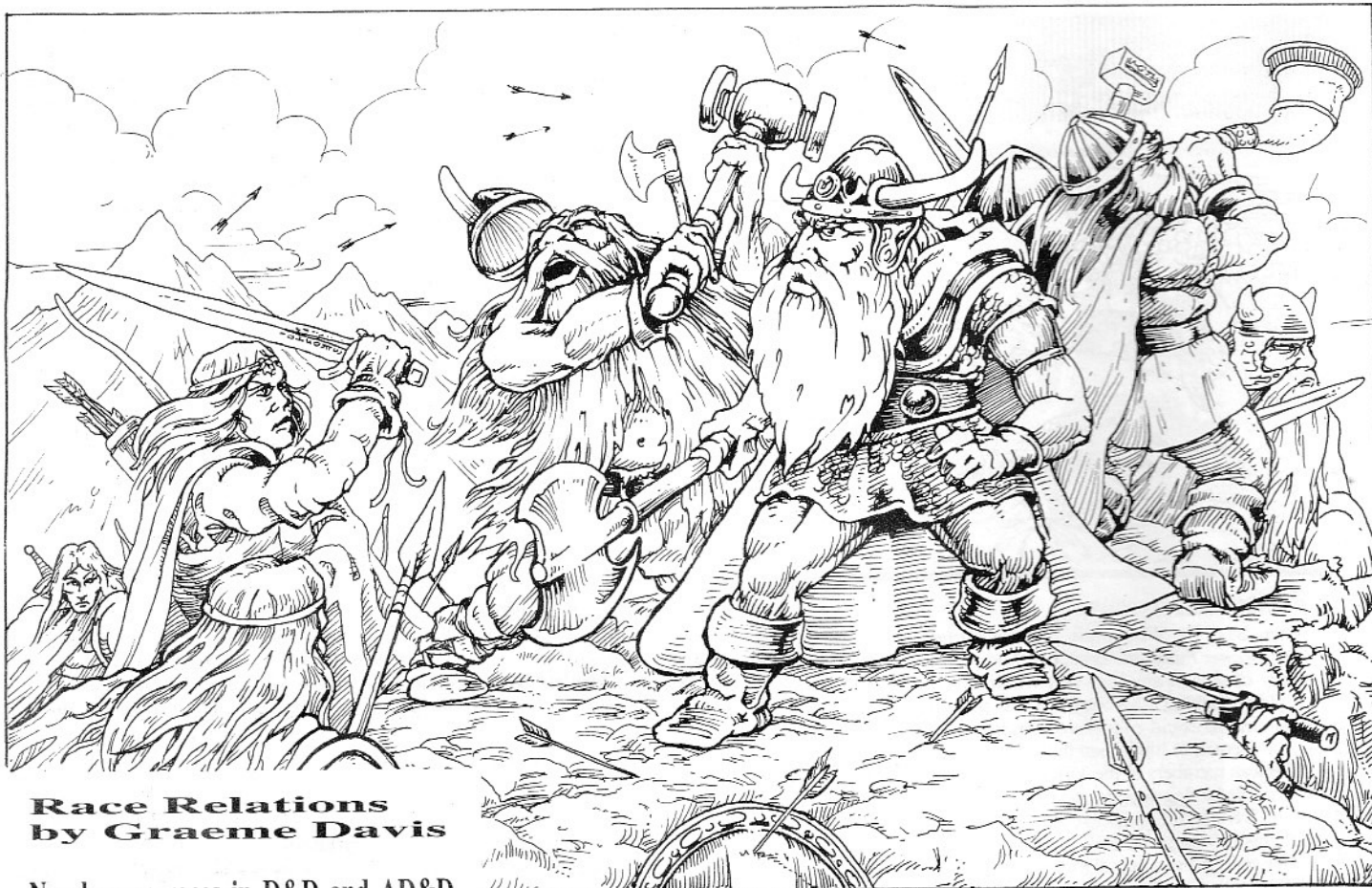
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Race Relations by Graeme Davis

Non-human races in D&D and AD&D

Introduction

In GM3, I put forward a few ideas about clerics and religion in the D&D games, with the intention of helping give both PC and NPC clerics a sense of identity and place in the wider campaign world. Demi-human PCs have a lot of the same problems, and they are often not played to their full potential because players and GMs don't have much idea of their background and position – they can end up being played simply as humans with special abilities.

This is partly because the D&D games do not come with a ready-made setting, like the *Glorantha* of early *Runequest* and the well-known fictional settings behind the *MERP*, *Conan* and *Stormbringer* games. Instead the GM is left with the freedom (and the responsibility) of designing the campaign setting from the ground up according to his or her tastes. Designing a complete world all by yourself is a daunting task, and most GMs have their hands full just keeping their players well supplied with adventures, never mind adding frills round the edges.

Add to this the fact that such flavour that does come over from the rules is very human-oriented (which is a strange thing really; consider how many players you know who would even look at playing a human 1st level character when they can have an elf or half-elf), and you have a game with very little help for players of demi-human characters. The AD&D *Dungeon Master's Guide* has all of half a page on

racial character, while the *Player's Handbook* only tears itself away from special abilities long enough to give us the Racial Preference Table. The three monster books have a few basic numbers for group size and composition, but background information consists of an occasional passing mention of clans or a king, and that's your lot. The D&D *Companion* rules have a nice, short section on clan treasures, but no more in the way of background than the Advanced game.

To be fair, there is next to nothing on human society either, but most GMs can come up with something suitably pseudo-mediaeval for the humans. And the game does at least take account of the possible activities of the fledgling human adventurer before his career has started through such mechanisms as the Secondary Skills tables. These, again, are very humanocentric (now there's a word to throw casually into conversation) and it seems very false to suggest that the background for a 16 year-old human can be applied at the same level for 80 year-old elf

Various campaign settings currently on the market provide a good deal of mythological and social background for humans, but again there is a tendency to overlook non-humans, or to tack them on as an afterthought. Yet one of the things which makes Middle Earth such a glittering creation is the fact that elvish, dwarven and human history and mythology are all inter-woven and interdependent, treated with equal depth and seriousness. And, like the religious backgrounds I talked about in GM3, this

kind of background material not only gives PCs a sense of identity and an impulse to roleplay, but also provides the GM with an instant stock of friends and enemies, legendary events, beings and artifacts for demi-humans; this can be very useful for adventure ideas.

Developing campaign background for demi-humans isn't as difficult as it sounds. Creating a whole mythology all by yourself may sound like a daunting task, but it's surprising what you can do with just a few pages of notes. As you design and play scenarios in your campaign world, you'll find the idea growing as you go along – as with most aspects of campaign background, extra detail can be added as the need arises, and you'll soon find things taking on a life almost of their own. You may not end up with another Middle Earth, but the more your players feel there is a real world out there, not just a grey space between one adventure and the next, the more they will get out of it.

Here are a few ideas with this in mind. Take them or leave them, but I hope you will find them useful in some way, even if you take them as a shining example of what you want to avoid!

Racial 'Families'

At the risk of stating the obvious, the first step when you are thinking about non-human races is to sit down with the rulebooks and work out exactly which ones you want to use in a given area, and which ones you don't. There are far too many

monsters in the AD&D firmament to just accept them all. When devising this kind of wider humanoid history, you should consider more than just the so-called 'demi-human' races – those from which player characters can originate – and apply the idea to all non-human tribal monsters. By tribal monsters, I mean all those for which the rules mention high-level leader types (eg, bugbears: "If 24 or more bugbears are encountered, there will be leader with 22-25 hit points, armour class 4", etc). This definition isn't perfect, since it doesn't cover some races like brownies and sprites, which I would consider to be tribal. But anyway, you get the general idea, and when it's you devising the list, you can make and break the rules as often as you like.

As you work out this 'As you work out this 'cast list', you will see certain relationships begin to emerge, and you can group the races under a number of 'family' headings. In my own researches, a few of these groups were:

Goblin races – including goblins, hobgoblins, bugbears, norkers, and possibly xvarts
Gnoll races – including gnolls, flinds and possibly kobolds (the head shape is similar, but kobolds are said to lay eggs, so they may be more closely related to lizardmen)

Lizardmen races – including lizardmen, troglodytes, firenewts, the lizard king and possibly kobolds As you find problems (like the kobolds in the example above), you can begin to consider solutions. You could place the kobolds in one group or another, or decide if they are some kind of hybrid race. Whatever you decide, remember they offer these multiple possibilities – this is the starting point of finding stories to tie it all together.

The process should be repeated for dwarves, elves, gnomes, orcs, trolls, true giants, and as many other families as you care to think up.

Once you have allocated each of the monsters into one (or more!) of your family groups, you'll be able to see the woodmen for the treants. And then you'll be able to start thinking about how, when and why the various families first came into being, and how they relate to each other. This doesn't have to be a work of epic genius like the *Silmarillion* – a couple of lines beside each family will give you enough to start with. For example, you can put together a few snippets from mythology and books you've read to come up with something like this:
Elves – older than other races, according to a lot of mythology (and Tolkien); perhaps even they have only a vague memory of their origins.

Orcs – descendants of elves corrupted by great evil in the distant past? Or perhaps they are descended from goblins, having evolved in a fairly similar way to hobgoblins but at a different time.

Sprites/Brownies/Pixies – all fey; maybe related to elves, but they must have split off a long time ago, as they look very different.

A series of notes like these provides the basic relationships between the main racial families (and don't forget to include humans in all this!), and by now you might have some ideas about their attitudes to each other and some of the major historical and mythological events that link them.

Family Trees

The next step is to look at each family group in turn, and draw up some kind of family tree, showing how the races within a particular group relate to each other. Ultimately, there will be one 'root stock', usually the race which gives the family its name, and the others will branch out from it at various points. You might choose to have certain lines become extinct, or totally altered from their origins. As you draw up the tree, you will begin to have ideas about how, when and why the various races developed and split off. You may even find some of the distinctions between the monsters becoming less marked; are nixies just sprites who live in water, or are they descended from members of an aquatic race who went fey? Maybe they are a case of parallel evolution, splitting from the aquatic elves as sprites split from their terresital ancestors.

It is worth considering too, at this point, whether your ideas are merging two or more of the family trees merge, because there are several close relationships that cannot be explained by contact and influence alone.

Once you have a rough timeline for each family group, you can look at areas where they converge, or where developments take place in two or more families at about the same time. From these you can deduce roughly where and when great Epoch-Making Events took place. You may be able to come up with some ideas as to what these events were – and then you'll be writing your own mythology before you know it.

This part of the process will be made much easier by certain facts already apparent in the games. Any event you decide to include involving both elves and orcs is hardly likely to have been very friendly; so you can safely guess that if the two underwent great changes at about the same time in your growing history, it was because they were beating each other senseless. Maybe a few other racial hatreds – or alliances – will come out in this way. Thus, you can supply any PC with a reasonable list of friends and foes right from the start.

This kind of development should allow you to come up with more and more ideas for your history/mythology. Just drop in the names of a few heroes and demigods, lace these with stories of lost settlements or the broken capitals of mighty empires, add a few treasures spoken of only in the most reverent terms, and you will have some clear-cut opportunities for quests as well as giving demi-human characters a new dimension.

The most valuable work you do will be for those demi-human races from which your PCs and NPCs are drawn. A clan or tribe can give a demi-human character as much as a religious order can give to a cleric; they will have some position within the group, some reason for being the way they are. The clan chief will be someone to whom duties are owed (and is therefore someone who can act as an NPC patron for introducing adventures to the PCs).

Now your players' characters are not just more elves, dwarves and halflings; they are Lorinthiel Leafshade of the *sith* of Coillmoruainn, or Kettin Ironbeard of the *delve* of Gomril, or Hugo Haleberry of Pudding Hill, and they know all the things which are common truths to all their kind. Soon the players will be shooting you anxious glances as you introduce another character, even one of the same race. Where is the stranger from; can his clan be trusted? What does each PC know about that clan that might be a clue to the stranger's character and purpose? What might he know that could be useful?

As you jot down a few more ideas, you'll be starting to convince your players that there's a lot more to being an elf or a dwarf than just infravision and a clever knack for finding secret doors

Dwarves & Gnomes – a sample ethnography

To give you an idea of what can be done, the following example uses the dwarven and gnomish races from the AD&D game. Originally designed for my own campaign, it has been adopted and adapted for *Pelimore*. However, I shall show how this mythology was created, so that individual GMs can follow the process through themselves, making whatever changes best suit the particular nature of their individual campaigns.

The mythology and history is based on a list of races selected from various sources:

Dwarf – Monster Manual, folklore
 Gnome – Monster Manual, folklore
 Svirfneblin – Fiend Folio
 Dark Creeper – Fiend Folio
 Derro – Monster Manual II
 Duergar – Monster Manual II, WD38, folklore
 Pech – Monster Manual II, folklore
 Pebble Gnome – WD15
 Dendridi – WD31
 Noegyth Nibin – WD65, also *Silmarillion*
 Knocker – folklore
 Quiet Folk – folklore
 Brown Man of the Muirs – folklore

Having selected and grouped the member races of the Gnome/Dwarf family, I then jotted down some notes on the nature of each race.

Dwarves & Gnomes – Were the gnomes originally dwarves who came to the surface for some reason? They share a number of characteristics: size, shape, the tendency to live underground (though gnomes live shallower), and so on. Therefore, it is possible that somewhere in the mists of time they share a common ancestor. Gnomes are smaller and less physically powerful than dwarves – possibly as the result of a less rigorous lifestyle, possibly because of a long period of contact with the fey races (brownies, pixies, etc), with whom they share their sylvan environment. Perhaps they are descendants of some kind of dwarven aristocracy. Whichever is the true reason, they are not as dour as dwarves and should have more of a sense of humour. Gnomes also have a talent for illusion, whereas dwarves tend not to use magic – again, the Gnomes may have got this from the pixies and their kin, who tend to use illusory magic. Note that no inter-breeding is necessary to explain this, just prolonged friendly contact.

Dark Creeper – These look gnomish, although they are slightly bigger. Possibly they are an underground gnome race touched by chaos – possibly the same chaos that produced the Dark Stalkers. Their magical powers are due to this contact, rather than fey influence. There are certain similarities with the Svifneblin, but Dark Creepers haven't been underground so long, and consequently haven't the same dwarvish traits.

Svifneblin (Deep Gnome) – A race of gnomes which went underground and started to go dwarvish again. Stocky and strong like dwarves, but their talent for illusion points to gnomish origins (note their talent for Earth magic).

Derro – Possibly a dwarf/human cross, says MM2. Magic use suggests some non-dwarvish component, but this isn't likely to be human. They still live underground; quite deep since they are so sensitive to light. Possibly they were corrupted by evil rather than crossbred.

Duergar – Pure dwarves, but evil. Obviously a deep race, as they are sensitive to light. There are psionic duergar, and clerics too – perhaps they split from the main dwarvish bloodline before it gave up magic. Perhaps they were even the cause of this; they may have found something which corrupted them, and their crimes were such that the dwarves never touched magic again. The description of duergar in WD38 gives them illusionist powers; there doesn't seem to be anything in folklore to back this up, though, so maybe it should be left out.

Pech – Very different to dwarves. They might just be related, but it's probably better to leave them out in the long run.

Pebble Gnome – Identical to MM gnomes, but totally magic-proof, weaker and more timid. It might be better not to use them. However, they might be a traditionalist

group who rebelled against increasing fey influence as gnomes developed, and held onto 'dwarvish' virtues – except strength and courage, it seems.

Dendridi (Root Gnome) – Forest gnomes who have gone druidical. Perhaps they adopted a completely overground existence, but with less fey influence and a corresponding lack of illusionist abilities. They may have gone druidical in response to some threat to the environment – spread of humans, perhaps?

Noegygh Nibin (Petty Dwarves) – From Tolkien. Outcasts from dwarvish cities – persecuted by all; bitter and xenophobic. Physically their overground life seems to have turned them a little gnomish. This might not be a monster that can be fitted into the final mythology.

Knocker – Found singly or in small groups in human mines all over Europe, and therefore an interesting creature to include. The knocker has various names in different European states – Welsh Cobyman, Austrian Schacht-Zwergen, German Bergen-Moenche or Meister Haemmerlinge, French Gommies, Scottish Black Dwarves. Basically friendly, these creatures knock on walls to warn of cave-ins, or guide other miners to the site of a good vein by the sound of their picks and hammers. Miners treat them well – if offended they can cause cave-ins or kill lone miners by breaking their necks. Obviously, they manage to co-exist with humans rather than moving away from them like some dwarves.

Quiet Folk – Apparently a species of gnomes, they live in close proximity to upland farms and woods. They are concerned for the welfare of herd animals and mountain game, and cause foul weather and avalanches if offended, or disease and insanity if they get really mad (which is very rare). They are skilled in baking, brewing,

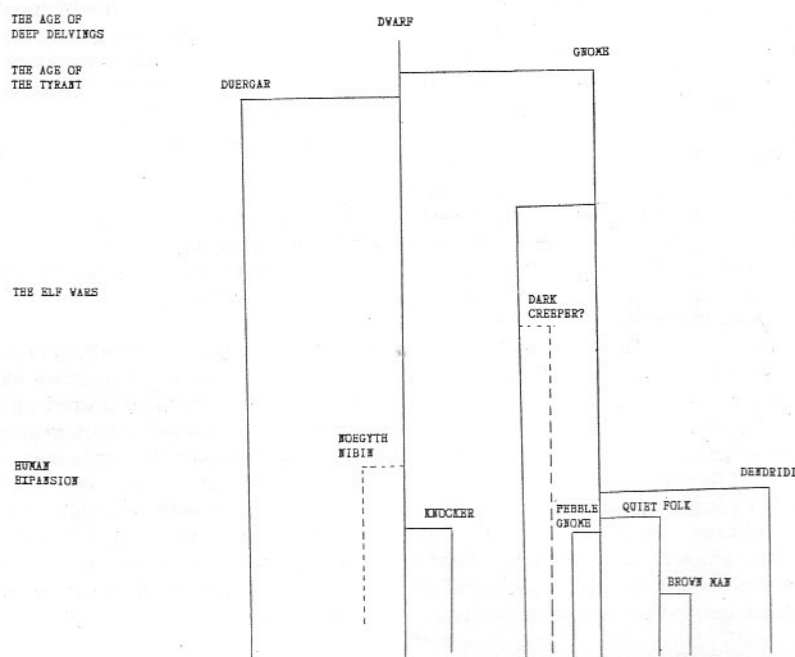
spinning, weaving and smithing, and can enhance a person's skill in these areas as a favour – or remove it as a punishment. Their weather magic suggests druidical ability, like the Dendridi above – the Quiet Folk might have developed from the same stimulus, and their proximity to humans may suggest that the spread of human activity had something to do with it.

Brown Man of the Muirs – A folklore figure living alone deep in the forest, who tolerated no killing of animals, and cursed a hunter who ignored his warning with an incurable disease. Possibly a solitary form of the Quiet Folk, a more powerful figure than the average.

This, then, is the second stage; the thinning out of the original full list. The ideas will not suit everyone, but they formed the basis for my own campaigns, and – as you can see – certain of the rulebook monsters were discarded for want of a reasonable connection with the growing story. Other GMs might have different ideas – that's part of the idea of the game after all – but in the next stage of the article, I shall assume that the example notes detailed above proved to be the basis of the developing ethnology.

The Family Tree

The next step is to draw up a family tree based on the rough notes. This will give some idea of the timeline – the history of the race. Absolute dates are not necessary, the purpose of the timeline is just to give an idea of the order in which things happened. Some of the ideas you have already had during the drawing up of the list and the compilation of a few notes will find their way into the timeline. In the example below, you will find traces of the notes I compiled, which makes this a very individualised family tree. Every different GM would probably make several changes to the diagram that follows.



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A few points need to be made about the family tree. First, I retained the names of the creatures I decided not to include in the mythology; these can be thought of as racial lines that dies out. They are included simply as a guide to show where they might have been placed in the timeline. Second, the divisions shown on the tree – where two different creatures develop from one root – are not the only type of contact between the different forms of the dwarf/gnome. Nor can it show contact with other racial groups. These influences must be noted to one side to form part of the mythology.

The Mythology

Now, combining the rough notes and the family tree, it should be possible to sketch out the beginnings of the mythology, starting with a creation myth and coming up to the more recent past. This story will grow as the campaign progresses, and ideas from players and the GM will be grafted on to add finer and finer detail. The story featured below can now be considered part of the Pelinore campaign, but is more immediately the final example for this article; taking the previous list and notes, and the rough timeline from the 'family tree', this is the sort of mythology that can be created.

For the Pelinore mythology, I've pinched a few bits and pieces from Norse myth, Tolkien and the Nonhuman Deities section of *Legends and Lore*. It isn't necessary to be completely original with a story like this. And – while creating the story – you should start thinking about how much will be known to the PCs, and how much of it will be the secret that must be uncovered in the first adventure



The Dwarven Saga

The Dwarves were the second great race in the time before time. Before this, the nature deity, Daunan, made elves from the trees of the forest; they grew to be a glittering adornment to the world, and the gods praised Daunan's creation. The elves were allowed to roam the lands beyond the Perfect Kingdoms, and made their home in the great forests that they found, living in harmony with the forests and their creatures.

The Earth-God, Grun, who was then a rival to Daunan, was moved by jealousy, and worked secretly in the depths of the earth to make a race of his own. He made their bodies from rock and ore and filled their veins with magma, so that they were solid and strong, and filled with the virtues of stone and metal. They were beautiful to him, and he loved them.

After many centuries, Grun showed his new race to the gods. He was proud of the dwarves – for thus he named them – because they were stronger, less fragile and more dependable than the slender, flighty elves. He asked that some lands might be found for the dwarves, in the same way as the elves had settled the forests.

The other gods only laughed. The dwarves, they said, were malformed, clumsy and ugly, and they could not be compared with the beauty, and sophistication of the elves.

Disappointed and embittered, Grun gathered up the first dwarves and left the company of the gods, never to see or speak to them again. He sat, in the place of their forging, and brooded, thinking his bitter thoughts. The dwarves laboured mightily to divert and cheer him. From the place where Grun had quarried the stone to make the dwarves, a great chamber had been made, and the dwarves turned it into the throne hall of a vast palace; the rock where Grun sat became a magnificent throne; and around the palace they built a beautiful underground city, hewn out of the living rock. But Grun could not be roused from his brooding, and he did not stir.

The first dwarf Grun had made was called Moradin, and Grun had showed him the secret of his creation. While Grun sat motionless in his palace, Moradin made more dwarves. He taught them the secrets of metal working and gem-cutting, and the dwarves tried many times to rouse Grun from his brooding with gifts of beautiful things the dwarves had made.

It was all to no avail; Grun did not stir. It was left to Moradin to look after the dwarves, and they prospered in his care. This was the Golden Age of the Deep Delvings, when the dwarves spread far and wide beneath the earth. They gathered the fruits of their underground world, and became great miners, metal-workers and gem-cutters. They created works of great power and beauty, but all were touched with a dour spirit, born of their god's bitterness.

In the ages that passed, word passed of the dwarves' great skill. The trickling of streams beneath the ground brought word to those above, and the gods wondered if they had not been hasty in judging Grun's creation. Still Grun could not be raised from his brooding, but the gods contacted Moradin in the hope of reconciliation. The gods – all except Daunan, who would not go with them – marvelled at the world the dwarves had made beneath the earth. They admitted Moradin to their company, and they raised a son from the body of Grun as he sat oblivious. They called this new being Grunundergron, and appointed him to preserve and protect the dwarves' mines and tunnels and their makers. The dwarves were delighted, and in return they made a gift for each of the gods, each cunningly crafted of great power, and a prized possession for its recipient.

The greatest artificers of the time were the brothers, Brokk and Sindri, who are now widely venerated as demigods by the dwarves. They created the most magnificent artifacts of the time, such as the great net of Grunundergron, and which he has used ever since to save those dwarves who fall from the very bottom of their mines into the Void. The dwarves went from strength to strength. With their characteristic capacity for hard work, they grew in skill and ability, delving deeper and deeper – until they found things best left untouched, in depths formerly undreamed-of. Some became corrupted by what they found there, and their pride in their abilities prompted them to force their kinsmen into slavery. Thus began the Age of the Tyrant, one of the darkest chapters in dwarven history.

The Tyrants were led by a magician-artificer named Duergar, and they enslaved the dwarven race almost completely. Some dwarves managed to escape towards the surface. Others plotted and brewed rebellion until the Tyrants were overthrown, but only at terrible cost. Duergar and a handful of his followers escaped, and retreated to the deepest caverns. The victorious dwarves took a binding oath to forswear the use of magic – the instrument of their enslaving – and became the greater as artificers as they strove to do without it.

The Age of the Tyrant had broken the dwarven race into three. The evil Duergar and his followers practised their arts in the lowest parts of the worlds, while other dwarves continued to build their underground culture. Those who had fled to the surface found that great changes had taken place. There were races other than the elves now – pixies and their kin – and they were happy to live in peace with the newcomers. The surface-dwellers were given the name *genomes*, which means 'earth-dwellers', and liking the new name, they took it for their own.

In the time that followed, the surface-dwellers became slighter of build as their work became less arduous. They developed a sense of humour and a levity of manner

quite unknown to their forebears. And, since they had not foresworn magic at the time of Duergar's defeat, they learned a little of the new magic of the pixies, becoming skilled in the weaving of small illusions.

Meanwhile, the short peace below ground was about to end. Duergar and his followers (now often known just by the name of their ancient chief) returned from the deepest delves where they had been plotting their revenge, more powerful then before and versed in great and terrible secrets. For the second time, the dwarves took arms against the enslavers, and weapons of appalling power split the earth with their thunder and blood-spilling.

Duergar still lived, after a fashion, and his magic brought his followers many victories. They were greatly outnumbered, however, and the tide of the war was going against them. Duergar went to Daunan, and played upon his rivalry with Grun. He claimed the dwarves were about to rise from the delves, and destroy all that was not their own. Daunan was convinced, and the elves attacked, forcing the dwarves to fight a war on two fronts and buying the duergar time to retreat and regroup in the deepest delves, where they yet remain.

This was a time of misery and destruction. The dwarves were forced back from the fringes of the forests, into the hills and

mountains at the rim of world. Clans were scattered, and of many clans there is no trace save the mention of their names in ancient dwarven chronicles. Huge tracts of forest were destroyed, and the elves suffered horrendous losses too; as many *siths* of elves were left in isolation as *delves* of dwarves.

Finally, the elves withdrew from the war, and there was peace. But generations of carnage had left their marks on both races and it is rare that either can view the other with anything other than antipathy.

It is constantly debated which god was responsible for the human race. Some claim it was Inmedio, the forgotten God of Compromises, and that he used both wood and stone to create a race which could live in the parts of the world lost to both dwarf and elf. Others – the gnomes among them – maintain that humans were the result of a bet between two other gods, involving a monkey, a pair of dice and several million years. The humans, of course, claim they were first brought into existence by Tarmanel, who was a peace-maker between the elves and dwarves. Whatever, the humans spread rapidly after the war. Though shorter-lived than elves or dwarves, they bred more rapidly and filled the deforested plains and the levelled hills. It was not long before they were pressing into the forest and mountain fastnesses of the dwarves and elves.

There was some conflict, but the humans were a young race, imperceptive and easily overawed. In time, the elder races learned to accept their presence. Many dwarfholds are still some way away from human activity in remote mountain delves, but in others, as the human began to exploit the resources of stone, the deeper parts of the crude workings of man intrude on the shallower parts of certain delves. Though many dwarves are appalled by the damage that foolish men wreak, others co-exist with human miners, although contact is never too close or too frequent. The humans call such dwarves 'knockers', for the way they warn them when their pitiful workings are unsafe, or lead them occasionally to shallower low-grade ores.

The gnomes were also affected by the expansion of humankind. Some returned to the old ways, finding abandoned, shallow delves and re-occupying them; others went even deeper into the forests, and became more closely attached to the fey races. Soon there were noticeable differences between the old surface-dwelling gnomes, and those who had chosen to live an underground life again.

Typical of many underground gnomes are the *svirfnebli*. Their subterranean life has made them stocky and strong again, so they almost look like dwarves, though their traditions and talent for illusion remain to attest to their gnomish heritage. It has been suggested that another such group are the Dark Creepers; perhaps they were tampered with by evil magicks, or perhaps they are something else, twisted into the semblance of a gnome – the truth is unknown.

The surface-dwellers lived on in their remote burrows. The humans were easily frightened by the simple magic they and the pixies used to protect their homes, and by and large caused them little trouble. But concern over the effects of continued human expansion on the forests wrought a subtle change in some groups of gnomes on the fringes of human settlement. It is said that the sprites and pixies were wooed away from the elvish race by a young forest-deity, whom they have worshipped ever since. There were certain groups of gnomes who adopted the worship of this entity, calling him Caraldaring Greenglitter in their own language.

The pixies and their kin were driven back into ever-shrinking areas of forest by the expansion of the humans, but the gnomes, perhaps showing a little of the old dwarvish grit, would not give up their homes. The appointed themselves guardians of the forests where they lived, and their tireless work on Greenglitter's behalf led to their developing a range of abilities which the humans of later ages would come to describe as the beginnings of druidic magic. They used these abilities to protect the forest and its creatures, and looked after the interests of all the creatures the humans domesticated. These gnomes became



known to humans as the Quiet Folk. Other gnomes, dwelling deeper in the forests, became known as the dendridi – 'root gnomes' – and preserved the oldest parts of the world. Later – many centuries later – a few humans came to follow Greenglitter, and his name became rendered as 'the Green Man' in the human tongue.

And as the world grew, the dwarves and gnomes came increasingly to ally themselves with humanity in the fight against the Chaos-spawned creatures from beyond the Rim, though there could be as much evil among them, as there often was with humankind. The dwarves served in their armies, and built their walled cities. The gnomes taught their illusions. Slowly, they began to look upon each other as friends.

Applying the Mythology

This mythology, of course, is told mostly from the dwarven point of view, and some of the events will be somewhat different in the legends of the elves or duergar. As the stories of other races are added, the structure will grow, and the GM might wish to create a central 'true' story, which will never be revealed to players (unless they become privy to the complete wisdom of the gods). Already, though, you can find many possibilities for adventure in what you have. The following suggestions show how the Pelinore dwarven mythology might be used.

1) Somewhere, deep underground, is the chamber where Grun sits brooding. In that chamber, the greatest treasures of Moradin and the other craftsmen of the dwarven 'golden age' might be found heaped – a treasure beyond the dreams even of the most affluent party. To a dwarf PC, this would be a holy of holies; the cradle of the race and the heart of dwarven religion. This place would be guarded by the greatest products of dwarven craft – even Moradin himself might still be there – and its location will be a lost secret. A quest to rediscover Grun's delve might be the goal of a series of mid-to high-level adventures, reuniting the delves and re-establishing the race's old greatness.

2) Brokk and Sindri, who I've pinched from Norse myth, would make a good pair of demigods – like Castor and Pollux – to serve as minor patrons for a dwarvish character, popping up in a variety of disguises to offer advice in the manner of the Greek gods. They might be the starting point for the adventure above, or they might point the PCs in the direction of any number of smaller dwarvish relics, which they created in the late Golden Age.

3) Moradin, of course, comes from *Legends & Lore*, slightly altered, and if you want to use the deities published in the *Dragon* or *Unearthed Arcana*, these could be built into the Age of the Deep Dwellings too (until such time as the full list of dwarvish/gnomish deities is published for Pelinore, at any rate).

4) Duergar provides a reasonable evil god/demi-god or even an incredibly ancient mortal enemy for the PCs to face. In high-level adventures he might be a lich-type opponent, commanding the strongest and deepest of the duergar delves. Duergar raids on a dwarven delve could provide the basis of adventures for all levels.

5) The line between mythology and history comes somewhere during the Elf Wars, and there are many possible stories that might be drawn from its events. Particularly, there will be many abandoned delves and siths to be explored, or lost clans whose names are otherwise just a memory.

As well as ideas and settings for adventures, this mythology can give the GM a few hints on dwarven attitudes to the various other races. Obviously the Elf Wars will account for much of the bad feeling between elves and dwarves, although the dwarves will reserve most of their animosity for the duergar, the root cause of their decline. A long-running adventure that uncovered some of the lost siths and delves might be the starting point for an age of greater cooperation between elves and dwarves – or even deeper hatred.

The duergar are, of course, the beings the dwarves reserve their greatest loathing for. This hatred will be stronger even than that for orcs or kobolds – these are a 'modern' menace, nothing like as repugnant as the duergar. No dwarf will leave a duergar alive in any circumstances, and most will even give up their lives if they can take one or more duergar with them or thwart a duergar plan by doing so.

Gnomes should regard duergar with fear, and would probably rather flee than face them. The duergar, for their part regard dwarves with hatred and contempt and see their enslavement as a birthright.

As a result of the Age of the Tyrant, many dwarves will have a deep, inbred mistrust of magic and anything that goes with it, and should be uncomfortable in the presence of a spell-user or a powerful magical item. Only a particular kind of dwarf will happily wield a magical weapon. Gnomes will be happier with magic, and have a talent for illusion. This applies most strongly to NPCs, and obviously not all dwarves/gnomes fit the same pattern (you'll have to see how brave you feel about telling your dwarf-running player that he really doesn't want that **dwarven axe** +2).

Dwarves will feel ties of kinship with gnomes (and the languages should be close enough for them to be able to converse freely), though they will find them cowardly, flippant, over-familiar with magic and lacking in certain traditional dwarven virtues. Gnomes, on the other hand, will find dwarves grim, stodgy and po-faced, and may not be able to resist using the dwarf as the butt of a few harmless practical jokes (which will put them on good terms with the

elves!). They will get on better with the fey races, admiring their wit and sophistication, while the pixies and others will regard the gnomes with amused tolerance. There is no ill-will between gnomes and elves; the gnomes stayed out of the Elf Wars, and it is quite likely that certain military-minded dwarves will be keen to remind them of the fact. Then again, the underground gnomes will be close enough to dwarven 'respectability' to merit some close contact between the two.

Both races will have cautious, though not unfriendly relations with the ever-increasing humans. The knockers and the quiet folk are more used to dealing with the humans, but the others might be mistrustful. In this case, there are no hard and fast rules, everything depends on the characters' background. A dwarf with a solid military background, used to working with human generals, will be more prone to working happily with human PCs than a druidic gnome who has watched a forest cut down to make way for yet another human settlement.

Conclusion

The creation of a mythology for each of the major races in your campaign is only one part of the process of getting more out of all the characters in your games. The Pelinore dwarf/gnome example above doesn't quite show how much an enterprising GM can draw from this technique – not the least because it doesn't have all the cross-over ideas that would come from developing the other races (particularly the elves and the traditional enemies; orcs, etc). Naturally, there will be many differences in campaigns which develop different lists of monsters – particularly if you find yourself creating new races, as I did with the Quiet Folk. There will be many other things to consider if you want to create a full player character demi-human, but with a mythology you'll have the beginnings of a true campaign, for all the races of your player characters.

As well as the D&D and AD&D rulebooks, I used the following sources for some of the ideas presented in the sample ethnography; monsters in a lot of rpgs come originally from mythology and folklore, and you can get a lot of useful ideas by going back to these sources.

Arrowsmith, N & Moorse G – *A Field Guide to the Little People* Wallaby, New York, 1977

Briggs, C – *A Dictionary of Fairies* Penguin 1976 (covers many non-human races, not just faeries)

Cavendish, R (Ed) – *Mythology: An Illustrated Encyclopedia* Orbis, 1980

Davidson, H R Ellis – *Gods and Myths of Northern Europe*

Pelican 1964

The Larousse Encyclopedia of Mythology

Virgin

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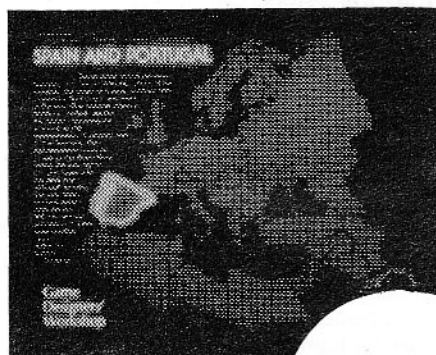


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PELINORE

THE CITY LEAGUE

The Old Wharf

by Bryan James

This issue's details a new area of the City League: greatest city in all the Domains. The area is known as "The Old Wharf", and is the site of a variety of interesting locations and NPCs. Even if you aren't using Pelinore as a campaign setting (and why not?), this feature should still be of use, you can always introduce the characters and buildings into some convenient spot in your own campaign.

For those of you unfamiliar with our presentation conventions, the standard layout of NPCs is as follows:

Line 1: ID number; Sex; Name; Class & Level; Alignment

Line 2: Weapon(s); Armour Class; hit points

Line 3: Race (immediately below number)

Lines 4-10: Ability Scores in the form 'S 18' etc

Lines 4-10: (indented from stats): character details:

- * appearance, clothing/armour
- * occupation
- * personality traits
- * contacts

Wherever alternate stats for a particular category are shown with a slash (eg, hp 8/11), D&D stats come before AD&D stats come before AD&D stats.

(NPC SPELLS) are given for both rules systems; the totals of each spell level come first, followed in brackets by the numbers of the specific spells as given in the rulebooks (either *Expert*, or *Unearthed Arcana*; yes, I know what we said about UA, but some of the spells are useful for this article).

RO'AZHARKH — LORD OF UNDEAD

(Extract from the journals of Ignatius bar-Rimmon, Elect of the Order of Heralds):

"The darkest of evils lurk in the corners of the brightest of places.

Amongst those who discuss such matters, it is said that the more worshippers a god has, the greater is his or her power. Yet, this truism does not take into account the fact that for some deities, it is not quantity that counts, but quality. Combine this idea with an obsession for secrecy, and you may begin to realise the nature of the power that a deity, espousing such ideals, may gain from a small but select conclave of followers. And I fear that the number and variety of such groups may exceed all bounds of expectation. Indeed, I am writing this journal within the seemingly secure walls of a Temple to Dayleeh, yet in the past few days since my arrival, I have chanced upon strange whispered meetings, and even overheard mention of a name long-forgotten: Ro'azharkh.

Perhaps it was more than chance that brought me to this place, for there are few, even among the Heralds, who still remember the evil of Ro'azharkh, first lieutenant of Pharastus"

(Here, a number of pages are missing from the journal)

GAMEMASTER PUBLICATIONS

"My 'investigations' over the last week have not gone unnoticed. Nevertheless, I have learnt much of the Ro'azarkh Cult that is indeed festering within this holy place, like some hideous canker in the heart of a rose. There are assassins, and necromancers - a small group, but they are undoubtedly the elite here. Tomorrow, I will send this journal ahead of me, for I fear that such men as these will not respect even a neutral order such as mine. The very fact that I am not a member of the Cult and yet have discovered somewhat of their secrets, may well mean my death warrant."

(This journal may now be found in the Capitol, the City League's repository of knowledge, where it was deposited by Ignatius bar-Rimmon himself, some 170 years ago. Some weeks later, the Herald is said to have been stricken by a mysterious illness which very quickly culminated in his death. Steps were taken at the time to root out the Cult, and expel it from the confines of t'League, and the Knights Ocular were said to have been involved. However, details of their actions and of the location of the particular Temple to Dayleeh, referred to in the document, are not currently available)

THE OLD WHARF

Located on the banks of the River Lygol, in the shadow of the new City wall, the Old Wharf is no longer the bustling place it once was, before the great bridge was built. Until then, it had been the first mooring for many a merchantman, newly arrived from Xir with rich cargoes for sale in the markets of the growing city. Nowadays, the brigs prevent all but the smaller vessels from travelling so far upriver, and many of these prefer the greater security offered by the Westgate moorings. Still, 'The One-legged Sailor' (77) sells some of the finest beer in the County, and business has picked up since Taraq Ul-or opened his high-class adventurers' training school (The Academy of the Inner Circle - 75). All manner of fortune seekers and bounty hunters now pass through the area, seeking training at the school, and although few, if any, ever gain admittance, they usually leave a small proportion of their wealth with the tavern's landlord!

75. THE ACADEMY OF THE INNER CIRCLE

Ostensibly managed by on Taraq Ul-mor, the academy is in fact run by its founder: Morcarak Dindelgon. This evil creature came to the area some years ago, and was supposedly 'chased out' by the locals not long after. Rumours of 'unnatural practices', and 'demon worship' were prevalent at the time. Far from fleeing, however, the half-drow cleric took refuge in the abandoned and derelict Temple of Dayleeh, under which she found that which she had long sought - a chapel to Ro'azarkh, Demon Lord of Undead. Summoning her consort, Ul-mor, she had him buy the site and refurbish it, using the adventurers' training school as a cover. Since then, she has secretly and carefully recruited an elite group of the highest calibre.

THE CULT OF ROAZARKH

Only assassins (or potential assassins) are ever admitted to the Academy, and even then, only those who have the following minimum ability scores: Strength 15, Intelligence 15, Wisdom 17, Dexterity 15. Behind the lofty walls of the Academy, newcomers are initiated into the rites of the worship of Ro'azarkh, and receive first class training in the assassin's arts. Thereafter, their progress is identical to that of all priests of Ro'azarkh (and there are rumours of many similar 'cells' throughout the Domains and Xir). Those that survive to reach 2nd level are then trained as clerics (see notes on Dual-Classed characters, PHB p33). On reaching the 7th level of experience, and at a cost of 10% of all experience gained, Clerics of Ro'azarkh begin to advance their assassination skill one level for each cleric level attained. This may continue up to a maximum of 9th level Assassin. However, of the assassin's thievery abilities, only move silently, hide

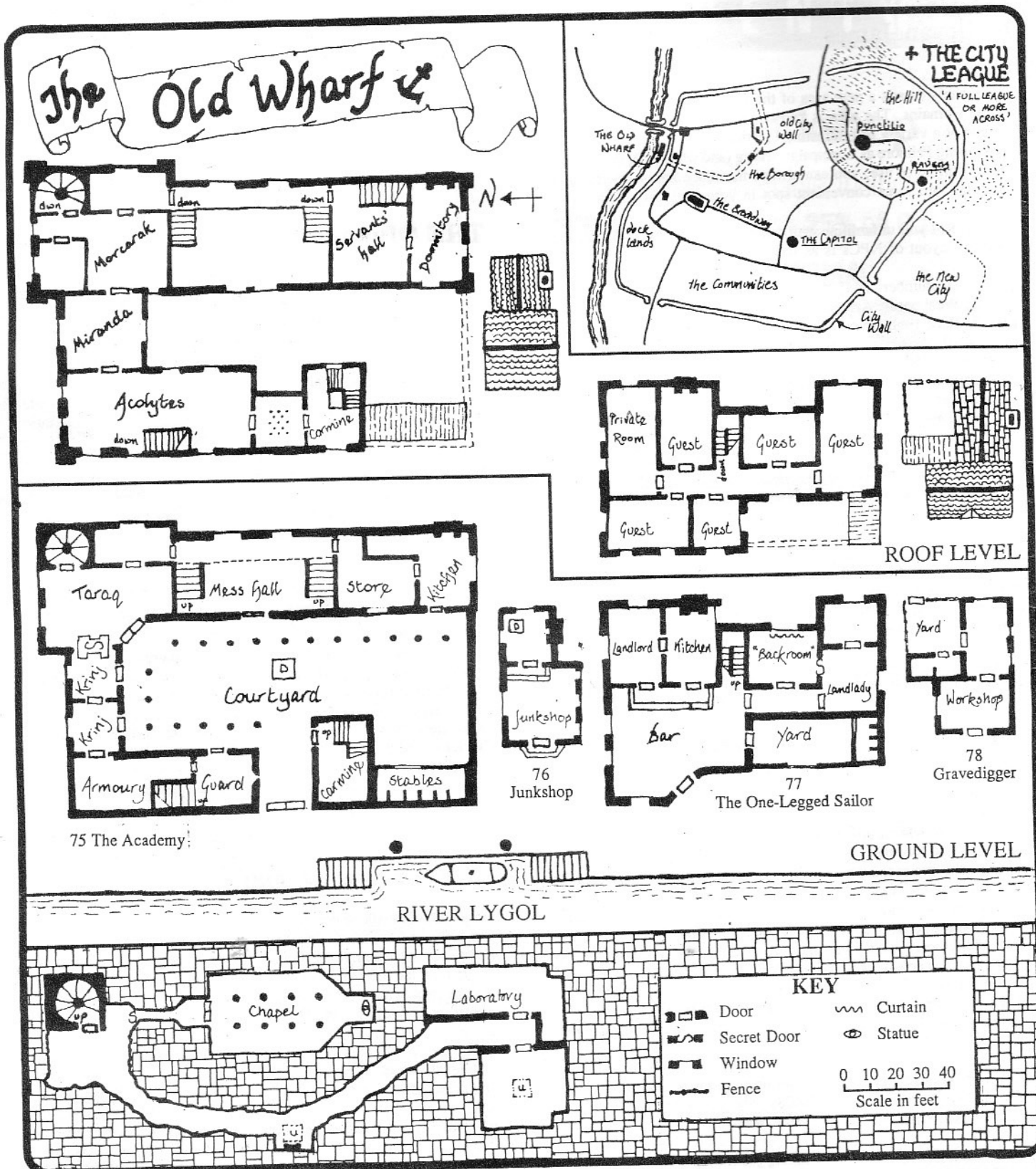


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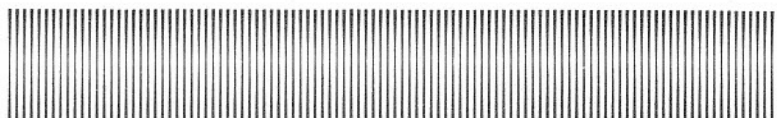
in shadows, and climb walls ever improve (and these function as usual, at 2 levels lower than the assassin level). Furthermore, all clerics of Ro'azharkh may carry and use short swords, daggers, and garrotes (UA p77).

Activities: The Cult currently have a number of projects in hand, although not all of them are known to its head, Morcarak. Her prime

concern is the development of a magical compound which will allow her to animate zombies with the power of regeneration. She is aided in this research by Stilg Heebly, a member of the Cult with alchemical skills (cf GM2 Tinker, Tailor). He is known in the area only as the eccentric owner of the local junk shop (76). Suitable candidates for the pair's experiments are occasionally provided by the Cult's acolytes, but since mass murder might well provoke investigation



Pelinore



by the authorities (not to mention the Assassins' Guild), Heebly has also got an 'arrangement' with Aggor (78a), the local carpenter, undertaker, and gravedigger

The above, somewhat costly operations are financed by the unpleasant practice of kidnapping solitary young men and women who are bereft of all family ties and connections. These unfortunates are drugged, and shipped out to Xir by 'reliable' merchant captains, and there sold into slavery by the Cult's contacts.

In addition, Taraq has recently seen the opportunity to make some money on his own account. Since many of the kidnap victims are newcomers to t'League, in dire financial straits, have resorted to prostitution, Taraq is operating a protection racket, whereby local pimps and madams are required to fork out vast sums, or lose their 'employees'. Needless to say, Taraq is playing a very dangerous game, for if Morcarak should ever learn of his dealings, he will undoubtedly end up as the subject of one of her experiments.

75b Taraq Ul-mor; C9/C8-A4; C/LE

Shortsword +2 and staff of striking; AC 1/0; hp 53
1/2 Drow

- S 16 * Slim build; finely chiselled features clearly betraying her
- I 15 mother's race; chain +2 (no shield)
- W 18 * High Priestess/Killer; head of Ro'azharkh Cult
- D 17 * Ruthless, fanatic, devoted to furthering the cause of the
- C 15 Cult; still nurses thoughts of revenge on those who expelled her from the community; her name means 'Black Fang, Mistress of the Silent Horror'
- Ch 18

* Only ever ventures out at night; her presence is not even guessed at by the locals; venerated and feared by all members of the Cult; working closely with Stilg Heebly (76a) on the preparation of a formula to produce regenerating Zombies; has contacts with other Cult groups throughout the Domains

Usual spells memorised:

D&D (4,4,3,3,2): 1(1,2 rev x2,4 rev)

2(3 x2,4,6)

3(1 rev, 7 x2)

4(1 x2,4)

5(1,4)

AD&D (6,6,4,4,2): 1(1 x2,4,7 rev x2,13)

2(2,7,9 x2,11,14)

3(1 x3,16)

4(3,10,11 rev,15)

5(4,16)

75b Taraq Ul-mor; C9/C8-A4; C/LE

Shortsword +1 and dagger; AC4/5; hp 33/35

- H
- S 17 * Tall, swarthy with great hooked nose and black, bushy
- I 15 eyebrows; wears black leathers and ring of protection +2
- W 17 * Patriarch/Murderer; manager of Academy, second-in-
- D 15 command of Cult; master of disguise; leader of all kid-
- C 10 napping raids
- Ch 15 * Very suave, oily-voiced, lazy (most of his work is done by Krinj - 75c)

* Well known locally, he has been careful not to upset anyone; the owners of The One-legged Sailor (77) are actually grateful to him for the increased business the Academy brings them; lusts after Miranda (75e); is using Krinj (75c) to extort money from Roxanne (77b), in return for 'protection' for her girls

Usual spells memorised:

D&D (3,3,3,2): 1(1 x3)

2(3,4,6)

3(1 rev,8, x2)

4(3,4)

AD&D (5,5,4,2): 1(4,6 x2,7 rev,8)

2(7,9 x2,11,14)

3(1,8,16,19)

4(3,11 rev)

75c Krinj; C3/C2-A2; C/LE

Shortsword and garrot; AC6/7; hp 12/8

H

- S 16 * Squat with over-long arms; wears ill-fitting leathers
- I 15 * Adept/Rutterkin; 'loyal' servant to Taraq (75b); terrified
- W 17 of Morcarak
- D 15 * Thoroughly nasty piece of work; a bully and a coward;
- C 12 always trying to ingratiate himself with Taraq
- Ch 6 * Known to all the locals and universally shunned; hates Taraq (75a), but serves him faithfully lest he reveal to Morcarak his habit of eating her 'experiments'; runs Taraq's extortion racket for him

Usual spells memorised:

D&D (2): 1(1 x2)

AD&D (4): 1(6 x2,16 rev,20)

75d Carmine; F; C8/C7-A3; L/LE

Shortsword +1 and garrot; AC 2; hp 38

H

- S 15 * Severe-looking, with close-cropped black hair; wears
- I 16 chain +1
- W 17 * Lama/Waghalter; head of Academy training programmes
- D 16 * Very efficient; skilled at diplomatically turning away ap-
- C 15 plications to enter the Academy from unsuitable types
- Ch 14 * Knows all members of the Cult; her twin sister is Miran-

Usual spells memorised:

D&D (3,3,2,1): 1(1 x2,2 rev)

2(3 x2,6)

3(1,7)

4(3)

AD&D (5,5,3,1): 1(3,6,7 rev,13,16 rev)

2(9 x2,11 x2,14)

3(1,3,8)

4(3)

75e Miranda; F; C7/C6-A2; L/LE

Shortsword and dagger of venom; AC 2; hp 26

H

- S 15 * Looks as though butter wouldn't melt in her mouth; tall
- I 15 and elegant with long, blonde hair, it is nearly impossi-
- W 18 ble to find any similarities to her twin (75d); wears chain
- D 15 mail with cloak of protection +2
- C 11 * Canon/Rutterkin; supposedly one of the trainers at the
- Ch 17 Academy, she leads the acolytes on 'practice' assassina-

tions (this occurrence increases as Morcarak's experiments progress)

* Velvet-voiced, and superficially charming, but with the unpleasant habit of dismembering her victims 'to collect souvenirs'

* Knows all Cult members; a very popular regular at The One-legged Sailor (77); encourages Haab (77d) in his advances, but merely considers his head a possible addition to her collection

Usual spells memorised:

D&D (3,2,2): 1(1 x2,2 rev)

2(3,4)

3(1 rev, 3 rev)

AD&D (5,5,3): 1(2,3,6,7 rev,8)

2(7,8,9 x2,14)

3(1,8,16)

The Acolytes

Recruited since the opening of the academy, all are human, male, with the minimum ability score requirements of the Cult. Six are F1/A1 (AC 6, hp 4), but two are F2/A2 (AC 6, hp 7) and thus on



the verge of initiation into the Clerical ranks. One of these (Relpin - 75m) is the 'missing' son of Captain Bargle (77a), but since the acolytes only ever leave the academy on a night mission, and then in disguise, none of the locals know this.

A handful of 'servants' are kept largely for the sake of appearances, and were all imported from beyond Cerwyn by Taraq when he first opened the Academy. A real mixed bag (ex-convicts, runaway slaves, etc) they all owe their lives to him, and are absolutely terrified of Carmine. So, even if they know anything concrete about the Academy's real activities (which they don't - zombies do all the work in the 'sensitive' areas), they wouldn't tell anyone.

There is also a variety of animated skeletons and zombies, about the place, although these are never seen by the servants, and most of them are kept in the underground laboratory or chapel. Some of these have regenerative properties (1-3 hp/round, starting the round after they are first hit), others can only be hit by magical weapons, others are turned as if they were in the next higher band of undead, and nearly all have an extra hit die.

76. HEEBLY'S JUNK SHOP

Right next door to the Academy, and between it and The One-legged Sailor, is a ramshackle one-storey building, which looks in desperate need of repair. Old Stilg, the owner, is regarded by the locals as a harmless eccentric, and his 'shop' is crammed with all kinds of bric-a-brac: broken household items, mouldering cloaks and tunics, worthless ironmongery, and even the odd rusting weapon. Things are piled on shelves, in cupboards, on the floor - in fact, every spare surface is covered in junk. Stilg will buy anything for a few coppers, and all items are for sale or barter. For every half-hour spent rummaging through the shop, there is a 10% cumulative chance that a customer may find something of use (but worth no more than 5sp).

In reality, Stilg is a skilled Alchemist (*Skill score* - 80%), and a member of the Ro'azharkh Cult. Beneath the shop is a well-equipped laboratory, linked by an underground passage to the cellars of the Academy. Here, Stilg works with Morcarak (75a) on undead animation. He is well-known as a friend of Aggor the gravedigger, and pays him 5gp for every 'usable corpse' he can supply. Not one of the locals has the faintest idea that many of Aggor's coffins contain only rocks

As well as manufacturing the narcotic used to keep kidnap victims quiet during transportation, Stilg is an expert on poisons of all varieties (see *DMG*, p20). Supplies both of the drug and of a selection of poisons are kept in the laboratory beneath his shop. Needless to say, he makes sure that Cult members are well supplied. The blade venom used by the acolytes typically causes 25hp of damage (negated by a successful Saving Throw at +2), while that used by the Cult's higher echelons will be fatal if the victim fails a Saving Throw at +1.

76a. Stilg Heebly; M; C5/C4-A2; L/LE

Dagger +2; AC 5/6; hp 18/17

H

- S 15 *Thin and bony, with wild, wispy, grey hair; 'permanent'
- I 18 3-days beard growth; wears leather armour +1 under
- W 17 dirty grey robes
- D 15 *Curate/Rutterkin; Alchemist (80%), member of Cult
- C 9 *Devoted servant of Ro'azharkh first, and Morcarak (75a)
- Ch 7 second; plays his role of senile eccentric to perfection
- *Mistrusts Taraq (75b); close friend to Aggor (78a), and well-known locally; regular at The One-legged Sailor (77).

Usual spells memorised:

D&D (2,2): 1(1,2 rev)

2(3,4)

AD&D (5,4): 1(2,3,6,7 rev,16 rev)

2(1,9 x2,12)

77. THE ONE-LEGGED SAILOR

This cosy little tavern is run by a retired sea-captain, and serves some of the finest beer to be found in Cerwyn. Cap'n Bargle is also justly proud of his extensive (and expensive) stock of imported wines and spirits (cynical comments about smugglers are likely to result in a character's swift and none-too-gentle expulsion!). Since his son disappeared 2 years ago, Bargle has been prone to bouts of melancholia. He believes the boy has probably 'run away to sea', but in reality, young Relpin has become an acolyte of the Ro'azharkh Cult.

Rooms may be rented at the somewhat steep price of 2gp per night, and wholesome, plain cooking is available at double standard prices. Complaints about prices will fall on deaf ears - there's no other inn in the area, and these days there are plenty of customers as adventurers come from near and far; first, to seek training at the Academy, and second to nurse damaged egos after they've been rejected.

The bar is decorated with all manner of ship's accoutrements, from brass bells to a ship's wheel. Inevitably, a noisy, green parrot swings on a perch over the bar and whenever Bargle makes a sale, it assures all the patrons with a loud squawk that, "We're gonna be rich!"

Entertainment is provided in a back room by Bargle's partner, Roxanne and her troupe of exotic dancers.

77a 'Captain' Bargle; M; F4; N/NG

Cutlass (treat as shortsword); AC 7/8; hp 28/32

H

- S 16 *An old sea-dog, sun-tanned, and weather-beaten with
- I 8 sparkling blue eyes; wears leather apron, britches, and
- W 12 blue-and-white hooped stockings; always has a pope
- D 11 jammed between his teeth
- C 16 *Landlord and co-owner
- C 16 *Likes nothing better than to spin great yarns about his
- Ch 15 days at sea; but given to self-indulgent melancholia after a few drinks, and especially if confronted with a young man of his son's age
- *Roxanne (77b) is his business partner; knows most of the locals including Taraq (75b), Krinj (75c), Miranda (75e), and Stilg (76a); his son Relpin (75m)

77b. Roxanne; F; Fr3; N/NG

Stiletto (as dagger); AC 7/8; hp 8/11

E

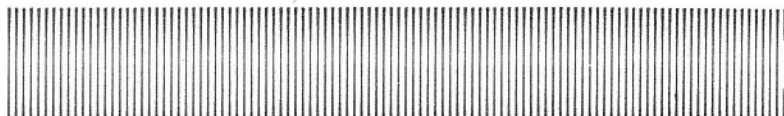
- S 9 *Slim and attractive; wears brightly coloured, silk dresses
- I 16 *Entertainments manager; beautiful singing voice
- W 10 *Hard-headed business-elf; stands no nonsense from rowdy
- D 16 customers; takes good card of 'her girls'
- C 10 *Partner of Bargle (77a); fiercely jealous of Miranda (75e);
- Ch 17 hates Krinj (75c) who collects 100gp 'protection' money from her each moth; hopelessly enamoured of the faithless Haab (77d)

77c. Carroth (Milge the Faceless); M; F6/A6; N/NE

Throwing daggers and light crossbow; AC 5; hp 28/22

H

- S 14 *Sallow-skinned, slit-eyed, shifty-looking; wears leather
- I 15 armour and a ring of invisibility
- W 8 *Myrmidon/Killer; spy for local assassins' guild who
- D 17 suspect that an 'independent' operation has been set up
- C 11 in the area
- Ch 9 *Taciturn; rebuffs all conversations openers with a hostile grunt
- *Knows nothing about the Cult (yet!); familiar with all the locals; Haab (77d) wrongly believes him to be connected with Knights Ocular who he thinks might be interested in his smuggling activities; knows of thieves' safe-house at the Old Bastion (34); knows Abol (39b)



77d. Haab; M; T5; N

Shortsword +1; AC 6; hp 20

½ Elf

- S 12 * Handsome sea-captain; tall and bronzed; wears velvet top-coat and lace-trimmed shirt with matching briches and
- I 14 knee-length boots
- W 10
- D 18 * Captain of the 'Sea-skimmer' (small sailing ship/merchantman); skilled sailor and navigator
- C 11
- Ch 16 * Swaggering, self-confident, likeable rogue; 'ladies-man' Has Roxanne (77b) under his thumb, but is also trying his charms on Miranda (75e); has been used by the Cult in the past to transport drugged kidnap victims to the slave markets in Xir; his ship is always for hire (provided the price is right)

77e. Walithiel; M; F5/R4; L/LG

Longsword +1; AC 3; hp 54/60

H

- S 18 * Noble-looking; strong jaw-line; golden hair; wears chain
- I 14 mail and carries a shield +1
- W 15 * Swashbuckler/Courser
- D 12 * A man of few words since his cultivated image is often
- C 17 spoilt when people hear his high-pitched, lisping voice
- Ch 12 * Often stops at the inn between long, solitary wilderness expeditions; currently expecting to meet his orphaned cousin, but she's long overdue; knows nothing of the Cult, but is aware that the Academy used to be a Temple to Dayleeh; used to be an associate of Race (5a)

Roxanne's six dancers are all Fr1 (AC 9/10, hp 3), and quite happy with their position, since most visitors tip very generously. She never lets them out unless chaperoned by 'The Bull', a six foot, eight inch tall half-ogre, mute, eunuch (F5; AC 5; hp 40).

78. THE GRAVEDIGGER

Just past the inn is the home of Aggor, who is rightly regarded as harmless, but completely insane. Once a skilled carpenter, he still makes a living by doing odd woodworking jobs. As the local undertaker and gravedigger, he is also responsible for disposing of the occupants of Gibbet Street (25) and this provides him with a lucrative side-line. Not that the City authorities pay much for his services, but Stilg (for reasons unknown to Aggor) is willing to pay gold for the corpses of once healthy citizens. Aggor thinks this is very amusing, and often dissolves into fits of giggles when he thinks of the sack of 500gp he has hidden in his workroom. He also has an old nag and a rickety cart, used to transport his subjects. Both are kept in a yard behind his house.

78a. Aggor; M; Fr1; N (insane)

Staff; AC 8/9; hp 4

H

- S 10 * A filthy, lice-ridden individual with blackened teeth and
- I 6 dreadful halitosis; hunch-backed; wears disgusting, smell
- W 6 rags
- D 15 * Gravedigger, local idiot; sells corpses to Stilg (76a)
- C 15 * Talks incomprehensible nonsense most of the time, but is occasionally lucid and anyone prepared to spend a few hours listening to him, may pick up a clue as to the Stilg's 'purchases'; when out in his cart, he talks non-stop to 'Beauty', his old carthorse;
- Ch 3 * Known to all locally; occasionally visited by Stilg

PLOT-LINES

1. Player Characters seeking training may be attracted to the area by rumours of the Academy's exclusivity, which is mistakenly equated with excellence. Of course, unless characters has the requisite alignment and ability scores, they will be asked to provide a resume of skills and experience and then politely turned away by Taraq (75b) or Carmine (75d). Once in the area of the Old Wharf, however, all sorts of rumours may reach the disgruntled PCs' ears.

2. Walithiel's (77e) missing cousin is the Cult's latest kidnap victim. She wrote to him at The One-legged Sailor (77) some weeks ago, explaining that with the death of her parents there was now nothing to stop her taking up arms for the cause of Good, and asking for his help. The ranger intended to talk her out of this idea, but is now quite worried about her. She arrived at the inn two weeks ago (a week before the ranger), but disappeared shortly afterwards. Walithiel may well ask a party of good-aligned adventurers to help him find her. Meanwhile, the Cult are holding the girl prisoner and attempting to find a suitable buyer through their networks. In time, unless the PCs intervene, she will be drugged by Stilg (76a) and shipped out to Xir by Haab (77d), or someone equally unscrupulous.

3. Haab (77d) is also a useful contact for groups seeking transport, or cargo space to other parts of the Domains. His vessel is a single-masted merchantman, currently moored at the Westgate Moorings to the north of the bridge over the Lygol. Of course, Haab is not beyond double-booking, and is not the most reliable of allies. Parties who have bought passage to distant lands, may well find themselves making 'unscheduled' stops where Haab has 'other business commitments'.

4. As Morcarak's (75a) experiments progress, her need for suitable corpses will increase. The Cult will be forced both to increase the number of assassinations and to raid nearby burial grounds. The PCs could easily be witnesses to one of these night-time excursions and become involved in attempts to uncover the Cult's activities. Moreover, the Cult will also need to undertake more kidnappings in order to maintain Stilg's (76a) supply of rare and expensive chemicals. This will probably mean raids on establishments which which are supposed to be 'protected' by Taraq (75b). If the Cult take any of Roxanne's (77b) dancers, she will spare no expense to track them down, and will, of course, immediately denounce Krinj (75c) to the authorities. This, in turn, could well result in the disappearance of Taraq, as Morcarak learns what he has been up to behind her back. In any event, Morcarak will soon have a sizable force of regenerating zombies at her disposal, and is more than likely to use them to gain her revenge on the locals, before turning them loose on any nosy adventurers.

5. Eventually Relpin (75m), Bargle's (77a) missing son, is going to be spotted and recognised as he prowls the night-time streets on some mission for the Cult. When news gets back to Bargle, he will not hesitate to offer his life-long savings to anyone who returns his boy safely to him. Of course, even if the PCs track him down, Relpin is not going to accompany them willingly, and if taken by force, will try to slip back to the Cult later.

6. Sooner or later, any PCs engaged in investigations into the Cult are going to hear about the journal of the Herald Ignatius. This book may be consulted (for the usual fee) at the Capital Library. The question then arises as to who tore out the missing pages and why. Just who or what is Ro'azharkh, and what was the evil that was only remembered by "few, even among the Heralds"?



Another bag full of letters here at WD I see, with all the latest player opinion on sexist 12 year-old demons, and why they think *Runequest* is best. Oops! Hang on, wrong mag. This is the **GameMaster Publications** letters page, where the debate rolls along, showing hot and furious adult views on all matters gaming. Which is why there's only two letters and a bus ticket here at the editorial kitchen table

I lie. There have been quite a few letters here (via everywhere) in the last few months, but most of them have been variations on one theme

Tim Fitzpatrick, Keighley, W Yorks: It appears to have happened again. First I was an avid *Imagine* reader and they decided to punish us by stopping the aforementioned tome. Then, much to my surprise, you bright sparks decide to start up this new mag.

However, on reading my last edition of *Blanche Gnome*, I find that Mr Cockburn has now joined the staff of Games Workshop. Could you please tell me what is going on? I received the first two editions, and then no more. Edition three is overdue; what do I do?

Incidentally, I have been buying WD as well; is this now the only forum for the gaming nation's opinions?

Nah it's just that it looks like I'm the only person editing the forums for the gaming nation's opinions. Even that isn't true now, of course; there's Adventurer

Sorry about the hiccough with GM3 folks. It wasn't entirely unconnected with the events that led to me moving to Nottingham, of course. Some hurdles still remain to be overcome, but at least we can look forward to a future now where we might be able to get this 'bi-monthly' out every couple of months.

Tony Batherham, Manchester: Ho, ho. 'The softie southerner up there in the Midlands'. Welcome to civilisation.

Is there some kind of mass exodus from London and the South that we poor people living beyond the realms of mains drains and electric light ought to know about? Was Chenobyl a mis-spelling of Chelsea? Seems kind of ironic to me, that there's all this unemployment here, and yet GW drags up half of the south's gaming elite to work for them in Nottingham.

Half? Who's the other geezer (or have you been having sneaky looks at the News page already)? And Paul Mason isn't going to be very pleased that you have leaked the fact that I've been officially co-opted into the hobby elite (Bavarian Illuminati branch). Anyway, enough of all this. All the latest news and surlous gossip awaits you on page 54, so you just slip off there, and we'll get on with talking about GM3.

Jeremy Waterford, Arundel, Sussex: I thought GM3 was the best issue you've done to date, although I can't understand why you have to keep changing the format. I thought the idea of the removable cover with the maps on for GM2 was a brilliant idea! I suppose the new binding makes it easier to sell, and I suppose you don't lose so many covers this way,

but the map on the inside would have been much better twice the size.

I GM'd *In Search of New Gods* for my players, and it went very well, although I could have done with some more information about the Theocratic Principalities. Could we have another scenario set here? What about a *Pelinore* Special? I thought the idea of Combat with the Gods was great — what about Lust? My players had things pretty difficult, and they took such a long time getting to Jrebb that I decided the New Gods took control of the City anyway, and since then they have been chased by their Servants all over the place. Is this OK, or have I been too harsh on them?

I thought *The Moment of Truth* was OK, although I can't see what we want with all these new monsters. I don't use *Pelinore* — too much about people and not enough about places for me — but *Tirhalter/Tellhalter* was quite interesting. Tell me, why are all the people in *Pelinore* so strange?

The Graeme Davis article (where would you magazine people be without him?) was interesting, but I think you have gone too far with the cleric character class. All these limits might make it seem more interesting to some people, but I think you make the cleric too weak. I don't see what is wrong with having low-level clerics in charge of village churches and temples, that's what they were designed for, it seems to me. That's what all the Ceremony spells were for. All you've done is create a 1/2-level Cleric!

Good old Graeme, eh? Have you read the News page yet? Ah, well he figures on that as well. So, why don't you join the others who have gone off to read that page, and we'll keep going with GM3.

Richard Pett, Matlock, Derbys: Just a few comments about GM3.

I sympathise with you about your recent moving and career problems, and it was unfortunate that in the large scenario it was noticeable (sorry!) — compared with the last one — *Find the Lady* — the plot was very thin.

However, having said that, the cleric article was excellent. Thank God someone has put pen to paper and cleared up the business about real, proper, monastic monks. Finally people know that they are not all pretentious Bruce Lee lookalikes. I've waited 10 years for someone to agree with me about monks being quiet, simple folk who really aren't very interesting or exciting at all. Nice touch with the freemen clerics too. I'm a big fan of limited spell power for characters. Indeed, MUs in my campaigns are looked upon in the same way as witches were in medieval times; though this has obvious disadvantages, it also has spin-offs. If you cast a spell, most peasants run off in the opposite direction. Would it be possible for you to run a special issue comparing English folklore with D&D, or how you could mix the two together (I don't — incidentally — drive a Citroen 2CV or drink real ale)? Such an article would be most interesting.

PS: *Unearthed Arcana II* — they cannot be serious !!!!

*A thin plot? A thin plot??? Nasty dudes from afar are making a direct take-over bid for your homeland, using a famed hero 'turned bad' to trick the gullible, and a nasty great golem to thump the rest, while the hero's mates are running around the country with bits of magical paraphernalia, and, and Oh, well. You can't please all of the people all of the time. I hope you enjoyed the Simon Forest epic in this issue — oh, and while you've mentioned *Unearthed Arcana II*, we might as well mention here that the project was cancelled at about the same time as we heard of it! EGG is still involved in major legal hassle for the control of his own company, and one of the casualties of the battle has been UA2. I suppose there had to be some good coming out of it. Why don't you nip off to the News page and catch up with the latest gossip there, and we'll move onto someone else talking about all matters GMPubbery.*

Wendy Rose, Southwell, Notts: Ho, ho. Here's hoping the bloated capitalists know what they've let themselves in for. I suppose "you'll not notice the difference" means *GMPubs* will continue to be "a smidge late", the typos will be as frequent as ever, and the red pen will still reign.

Hope you noticed the deliberate mistake on the contents page. *Tellhalter* indeed. And when are you going to learn how to spell thanks? *Lew Pulsipher* was bad enough.

Defenders of the Faith got better as it went on — most useful from about 'Belief and Disbelief' onward.

I've been getting a bit naffed off with the way our group use clerics, but it's kind of difficult doing much about it when they're using the same characters for 2 or 3 different GMs. Another thing to get round to after the A-levels.

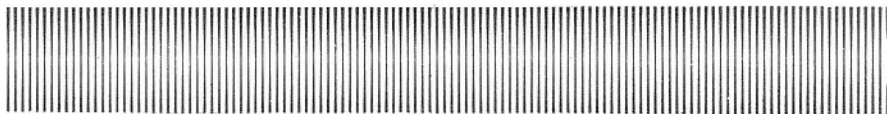
Is it safe, she wonders, to make comments about *In Search of New Gods*? Actually, I'm not really in a position to comment, since I've only flicked through it a couple of times. From what I have read, though it looks well worth 3½ quid. A good Brief Encounter too; I'll probably end up using it this summer to complicate 'New Gods' a bit.

I agree with Dave Stone that using the cover for maps was very useful. It's even more useful if the cover is detachable, and held on with staples so the whole thing lies flat without having to crack the spine. GM2's format was perfect. Still can't stand that ridiculous logo, though.

I find all this discussion about combat amusing, even though I do contribute to it sometimes. I don't think it matters a hell of a lot. I can't remember the last time I ran a combat according to the rules. I tend to just look at the die-rolls and use them as a rough guide, rather than checking which AC they actually hit. The combat isn't the important bit — I'm a role-player. All this revision of the rules and bringing out new books is losing me — I'm way behind some of the younger players around here because,

while they can afford to use their pocket-money and earnings for new equipment, mine's all going towards future finances. For all that "all

Letters



you officially need is a bit of paper, some dice, a pencil and your imagination", you can't be poor and keep up with the rest of the gaming fraternity.

Congratulations are in order. Judging by what I've seen of most people from whom I baby-sit, you may never get a decent night's sleep again.

Tell me about it. Chris is wonderful, but the magic can go out of fatherdom when he demands attention at 2am, during the frantic last minutes of trying to type up GM4 or during the Test Match. I've been trying to train him so that he falls asleep every time he hears the theme music for the BBC coverage of the World Cup, but with no luck. Still, we must count our blessings. In just a few years, he can stick down all the envelopes for a GMPubs subscriber mailing.

The cancellation of UA2 makes me sigh with relief — that's one less level at which the game can be played to confuse those who don't have all the rulebooks. The trouble with these new books is that they are so pervasive. Did you notice that Bryan James is using UA stats in the Pelinor article this month? Nip off and have a look, we'll just be pushing on a little further through the mailbag.

Carl Sargent, Willingham, Cambs: Graeme Davis' piece on clerics (GM3 was thoughtful, useful and balanced — I especially liked the point that clerics must earn the spells they receive from deities. But on the point about conversions, on caveat is need. No character with an active allegiance to any other deity should ever be persuaded by some cleric at the hustling, no matter what his level, wisdom, charisma or whatever, to convert on the spot. If a rule applies to NPCs, it should cut both ways, and how would players like it if their pious PCs were converted by the chance over-hearing of an expounding zealot. Conversion shouldn't be an easy matter. If possible, it should required prolonged contact and persuasion.

Also, the Pelinorean emphasis on this side of clerical activities, and the extremely dubious proposition that the power of deities depends in some way on the number of followers they have, detracts from the feasibility of 'cult' religions of a mystical/revelatory nature, or ones which believe themselves guardians of secret/arcane knowledge. For example, my own pantheon includes a NG moon goddess whose clerics never convert others as such — potential followers must shown the insight and tenacity necessary to find the deity'. Why should every deity accept the worship of every Tom, Dick or Pelinore citizen?

Nice points, but not far away from the Pelinore scheme of things as you might suppose. We've tried to make the point that there is a difference between believing in a deity, following that deity and being a cleric of that deity. Tom or Dick would probably believe in quite a number of deities, depending upon their class, race and general demeanour, and these deities would draw their reality from that belief. Further, Tom

and Dick might follow one or two deities to the extent of making regular devotions, or wearing the token, or — in some way — dedicating certain of their actions to a particular deity. This too gives the deity concerned additional strength. Finally, there are clerics, who are in a position where the deity is strong enough to pass some of their accumulated power back, so that the cleric has the power to do great deeds in the name of his God, which accentuates the god's power still further, and so on.

So, conversion — even of PCs — might simply be a case of convincing that character that such-an-such is a deity and that he/she/it can do the following amazin' deeds. Or, it might be that a character scales up his 'worship' of a deity, from simple acceptance to a praying devoting and paying relationship. As in all things, the GM must decide how much the theatrics of the clerics on the soapbox have affected the listener.

The hidden cult then works in two ways. First, the fact that it has its members in some kind of concentrated area (as most cults would be), gives the deity strength in that area. Not vast amounts, maybe, but then the hidden cult should only really care that their deity is 'real' to them. And there is a qualitative element too; if those cultists are so bound up in their worship that they devote almost all their energies to the deity, that has to be worth much more than Tom grudgingly dropping a cp in the collection plate. That's how, in Pelinorean terms, the New Gods' plan could work; if the replicagolem made a big enough impact on people by taking over Tarmanel's temple, they would have a lot of new believers very quickly.

Anyway, it's no good you starting to come up with objections now. You've got to get the scenario written for next issue. off you go now, and we'll nip onto the next letter.

Dave Stone, Bearsden, Glasgow: So, now we have three issues of the wondrous megamoduls. I'm not going to bother saying how brilliant I thought the last issue was, since the quality of GMPubs is now known to be consistently brilliant, and besides I expect you modest selves will have more fulfilling things to do than sit down and read compliments about yourselves.

Don't know us too well, do you Dave?

Dave Stone: Right, first topic for discussion: GM's future contents. Thank you for explaining the reasoning behind having a 32-page module in every issue in GM3's Letters. The explanation was most convincing so I won't go on about cutting down the size of the module (honest!). The only thing I would say might be worth including might be a Classified Ads section, which would be a great source of communication between players (as well as another place where I could make know my desire to obtain a copy of *Imagine* No.2.

Thank Goodness you're not bringing Auchter back! I'm sure there must be many others who feel the same way, but unfortunately it's only the nute who write in. I enjoyed reading *The Sword of Alabron* (apologies to

those who haven't the foggiest of what I'm talking about — I can still remember reading No.12

of *Imagine*, my first frp mag, and getting confused by all the things I'd never heard of before), but GMPubs can't afford the luxury of a full-length cartoon strip, which would occupy space which could be given over to necessities like the 3 o'clock results from the Pegasi Arena.

There then followed a brief section in which Dave mentioned some loose opinions about the idea of *Unearthed Arcana* 2. These have been removed for public health reasons.

Okay, I admit it; I did buy UA. But that was before the warnings, and was purely out of curiosity. There was nothing wrong with the AD&D system the way it was (certainly nothing that UA put right). I think UA helped point out and exaggerate the faults of the system, such as the need for individual skills. If you're not a barbarian you can never 'leap' in the same way as a Barbarian — absolute nonsense. And what about the paladin? Now a sub-class of Cavalier, the Paladin retains all the previous abilities and gains all the benefits of the Cavalier class!

New rule books for AD&D are definitely not necessary. I've seen more useful information in one issue of *Imagine*. Okay, I agree the rulebooks do have the advantage of making things 'official', so that everyone plays the same game of AD&D and there are less 'house' rules, but how many serious gamers are going to roll up UA characters? By introducing new rulebooks. TSR are destroying the old game of AD&D and are creating something which will be alien to hundreds of players.

Well, that's about it, except to say that I hope Paul finds his new position with GW very much to his liking and that he doesn't get lost going either in or out of Nottingham.

So that's what's different about the bus ride to work? Well, that's it for now all you peop... hang on, where is everybody? Stop meandering about all over the magazine and try and read it in the same order will you? And make a note of this address, will you? One of the things I kept getting wrong last issue was my own address

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Letter edited by Paul Cockburn



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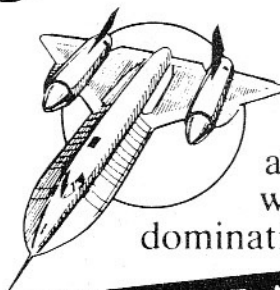


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THE AWAKENING

— BY SIMON FORREST —



The Dark God slumbers, the ashes of his fires unstirred for many centuries and his earthly servants long dead. From the lost place in which he rests, his dreaming eyes look out upon a barren waste and scour the broken land for the messenger come to summon him, come to call him back...

In the deep places of the earth there are things that crawl and slither that are best left unseen and unmentioned, but in these places the duergar walk - they seek to learn of the old magics of making and breaking and of ways to conquer and extend their black kingdoms, always dominating the weak.

In dark chambers the priests of this grim race look into the deep wells of unholy knowledge and search ancient tomes for secrets hidden to them, secrets that were once known to the forefathers of their race when dwarf and duergar were one people, not mortal enemies sworn to annihilate one another.

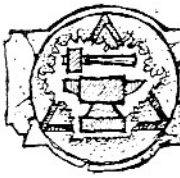
At times they find strange words of power or cryptic guides to the great halls of legend and then councils are summoned and armies readied. They venture forth in their hundreds, going through the long tunnels that climb steadily towards regions less damned than their own, where their kin the dwarves live in glory and splendour; the duergar seek out weak delves and pillage and murder until they are once more sent back to the deep places, their new powers overcome.

...and the Dark God slumbers still. But on the horizon a small figure moves, hesitant at first, then ever more sure, creeping closer to the Dreamer.

The Awakening is a scenario for the D&D and AD&D games, designed for a party of 5-7 players with characters of 7th and 8th level. The game can either be played as a one-off adventure or as part of a campaign - notes are provided allowing you to incorporate it in the Pelinore campaign (see the end of the scenario). It is assumed the characters have a number of minor magical items (they will need magical weapons, for example) but if they are all totting a few lesser artefacts and enough magic to sink a battleship then you should do something about reducing this armoury, at least temporarily. The whole of this scenario is set underground and the characters should be equipped accordingly.

This adventure draws on the mythological background given in Graeme Davis' article on Race Relations (see this issue) and you should read that article before continuing. If you wish to use the scenario as part of an existing campaign, you may have to change or adapt the background to your own mythos - this should prove no real problem.

The Awakening is centred around an attempt by the fearsome dwarf-like duergar to summon an ancient elemental power that slumbers in the bowels of the earth to aid them in their bid to overthrow a dwarven delve. The valiant player characters must thwart the duergar strategem and somehow prevent their enemies from falling on the delve and slaughtering the helpless inhabitants. There is no time to warn the dwarves and the duergar are far too numerous to fight - only a plan as devious as that of their diminutive opponents will bring the characters victory, but at what cost?



BACKGROUND

Millenia ago dwarf and duergar were one race - they became a people of great artificers and wise to the ways of the black expanses of the underworld, searching all the time to create things of ever greater beauty to rouse the motionless form of their god, Grun. In their endless delvings and quests to the deepest parts of the world they disturbed creatures and secrets more ancient even than themselves, and found arcane knowledge that was meant to be hidden for all time. Of the dwarves, the most powerful of the age was Duergar, magician-artificer and tyrant - he drew many to his cause and began a cruel reign of domination, splintering the dwarven race into many parts: the gnomes and their kind to the surface to learn new ways in the sun, the duergar to the depths of the world where their cold evil festered and their hatred of the dwarves came to drive them above all else.

Such splintering only occurred, however, after long years and terrible wars, with the death of countless numbers on each side and the destruction of many of the delves that had been built in earlier and grander days. Although the dwarves and gnomes were to recover from these wars and find new skills and powers, they never quite regained the grandiose glory of the youth of their race; their creations were more beautiful than ever before, but they no longer carved the huge caverns and vast halls that had once been their homes.

Even so, some of these awesome, vast delves still exist deep under the ground, hidden for the most part from both dwarves and duergar or occupied by others of the dark beasts that are to be found in the underworld. Legends and rumours tell of the sources of ancient power and great treasures that remain buried in these halls, and many adventurers from many races have died in the attempt to discover such wealth.

Of these halls, the greatest was that built around their god and creator, Grun - and around this a city was dug from the living rock occupied by the earliest of the dwarven peoples. On this complex many subsequent delves were modelled, with a central hall dedicated to Grun and the tunnels and chambers spreading out from this, leading deep into the rock. In the main hall were sited the forges and the gemsmiths' workshops, and here the finest of their craftsmen worked with immense dedication and imagination to produce the unrivalled jewelry and ornaments, weapons and armour for which the dwarves are so rightly famous. All these artefacts were offered to Grun, but none managed to lift his eyes or rouse his soul from the gloom that had fallen on him after the rejection of his creation, his children, the dwarves.

Maugragn's Hall was of this design, built by the craftsman, Lord Maugragn, direct descendant of Moradin and the leader of a small band of dwarves who were masterly in the forging of weapons of power. His hall was one of the last built before the wars against the duergar and few rooms were added to the central cavern before a duergar army fell upon the delve, killing Maugragn and his followers and bringing great destruction down upon the hall.

Moving swiftly down the years to recent times, duergar clans are once more preparing an attack on dwarven delves in their never-ending quest for revenge against their purer kin. The priests and sages of the duergar have searched through the ancient histories and looked where no mortal was meant to look, hoping to find tales of the great halls and a means of tapping the arcane energies that were used by their ancestors in forging the artefacts of power. It was only a matter of time before a priest stumbled across the history of Maugragn and saw there a hint of that great craftsman's greatest secret: magic that could be used to forge awesome weapons, that could bring death and destruction on those who crossed its path and that might perhaps be controlled by a strong-willed priest and used to crush his opponents. The hint was enough and it was not long before the duergar were on the march again, searching for Maugragn's Hall.

INTRODUCTION

This introduction assumes the scenario is being played as a one-off - if you intend to use within a campaign you might have to change some details or invent your own introduction. The essential ingredients are that the PCs must come upon the duergar with no forewarning and with no chance to get reinforcements, and that they should be persuaded that the defeat of the duergar must be their foremost consideration. The bulk of this scenario depends on the PCs trying to destroy or disperse their far more numerous and powerful opponents, and they must be prepared to sacrifice almost everything to defend the dwarven delves.

If you are playing this game as a one-off it will be easy to concoct some reason for the PCs' interest in the delve. If, on the other hand, the scenario is part of a campaign, players may not want to risk characters unless they have some vested interest in the outcome of the duergar/dwarven conflict. How you then introduce this is up to you and beyond the scope of this adventure; some suggestions are to make them indebted to the dwarves, to have them undertake this service for a reward that is great enough to ensure their compliance, to have the duergar steal something from the PCs they wish to recover and through doing which they will be forced to thwart the duergar plans, and so on.

Assuming a plausible reason can be found to link the PCs to the delve, the following introduction is suggested (whatever you decide to use as an introduction, it is not recommended that the PCs merely happen across the duergar by accident in the course of their subterranean wanderings).

It has recently been a time of consternation for the local delves, with raids on their borders and outlying areas and the slaughter of a number of small clans. There seems to be every indication that this is the work of orcs and goblins, and that it may preface a much stronger attack by a goblin army. Councils have been held and the delves have decided to pool their resources, mustering under the banner of Broin and marching to the orc lairs to face the enemy before they are fully prepared. Few warriors wished to be left out of such a glorious expedition and the delves have been left the old and incapable to guard them. The characters are among those left behind, asked to keep an eye on things. Common adventurers are not taken along on crusades like this.

It is upon a neighbouring, almost defenceless delve that a duergar raiding party falls, murdering and pillaging and making off with a number of prisoners. Nobody can be spared to chase this small party but the characters, who should set off in pursuit, careful not to attack until they are in a good position in case the duergar kill their hostages. The GM should describe a pursuit in which the PCs chase the evil creatures for several days, heading slowly deeper into the earth, along old tunnels that were cut hundreds of years ago by the dwarves' ancestors. At last they seem to be nearing a large cavern that could serve their purposes - the duergar disappear down a stairway into this cavern and the PCs can creep to the edge and peer into the gloom below them. And there, instead of an empty cavern ideal to assault the raiders, are hundreds of duergar, grouped around their great war banners and obviously preparing for battle!

The duergar take their prisoners to caves in the side of the cavern (see below) and their captured treasure and magic items to a building cut into the cliff-face on the far side. It will be obvious this army is readying for war with the dwarves, and the delves from which the PCs have just come are the nearest and most likely target. The GM should make it clear there cannot be enough time to get re-inforcements. Stirring in the memories of the PCs (especially dwarves) will be vague mentions of this hall - tales of great dwarven smiths, and a supernatural power tapped by them, a power of great destructive force if not properly harnessed (you may choose how much to tell the players, using the background).



DM'S BACKGROUND

Although there are the usual fell beasts to combat and the required fabulous treasures to be found, the essence of this scenario concerns the player characters' attempt to destroy the duergar army and save the defenceless delves from otherwise certain annihilation. It has been pointed out that the players should act with the overriding desire to save the dwarves and such a compliance will be assumed throughout the scenario. You may decide to take steps to persuade the players, especially those with dwarf characters, to go along with this; it should be pointed out to players with dwarves, for example, that their racial hatred of the duergar is almost overwhelming and that not trying to defeat this ancient enemy will shatter their self-esteem and honour, hence earning them no experience points for this adventure and probably reducing those to be earned in the future until they redeem themselves.

The duergar plan to attack the nearby delves from which the PCs have just come but their timing is merely fortuitous - until the return of their scouting party, the duergar didn't know the dwarves were virtually undefended. Now they are aware of this, they will redouble their efforts to make ready for their assault and will brook no delays, wanting to strike before the dwarven army arrives back from its battles with the orcs. Even with only a minimal force defending the delves, the duergar are not foolish enough to think an attack will prove a walkover; simple skirmishes in the outer areas do not compare with an attempt to break through to the inner halls where there are traps and mazes, strong-points and battlements to hold back a force as small as the duergar army. The duergar need assistance for this conquest and they think that they have discovered a source for that assistance in the old halls of the Lord Maugragn.

Here the histories tell of an awesome power that aided the craftsmen in their toils, but that could also be used in war if Maugragn so desired; that his hall is still standing is testament to the power Maugragn had bound or befriended. The duergar priests are sure they can find a way to gain control over this being and direct it to their own ends, but even so are unsure of the exact nature of this weapon they hope to wield.

What they do know is that it must be summoned - they already have some of the information and old apparatus necessary to perform such a summoning, but are still missing several vital parts without which their plans are dashed. They are convinced these parts are to be found in the remains of Maugragn's Hall, and they have therefore brought their army to camp here while they search for a solution.

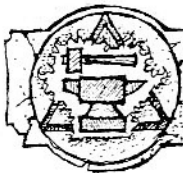
Their success in this quest to date is described below, but it should be noted they are wrong in several important ways which could jeopardize their entire mission. The first mistake they have made is in believing they are trying to summon some powerful but manipulable beast that will either instill in their forces untold valour, or will march before them, bringing death to all who stand in the way. On a more practical level, although they have achieved partial success in locating the documents necessary to perform the summoning, their current searches are in the wrong place and will be fairly fruitless - it's only a matter of time, however, before they realize their mistake and rectify it.

As the duergar forces are far too strong for the small party of PCs to stand a chance of winning in direct confrontation, the PCs will have to devise a more subtle plan to overcome the evil dwarves that oppose them. Once they realize just what they are facing, they have several opportunities to get rid of the duergar army: one of these is to summon the being themselves and try to control it, turning it against their enemy; another is to summon the beast without controlling it and leave it to turn on the duergar of its own accord; and a third is to let or help the duergar succeed.



The first of these options is unlikely to work for the same reason that the duergar priests are unlikely to be able to gain control of the beast for their own employ. Either of the other two plans may work, depending on circumstances, but each conceals its own problems and perils; these will become apparent as the scenario progresses and are described in the relevant places. There is no need to go into any detail at this point other than to note that to succeed the characters will have to avoid capture by the duergar, survive the other dangers, animate and otherwise, that lurk in the vicinity of Maugragn's Hall, and then succeed in finding some or all of the items necessary to summon the unknown but awesome power (several of these occur more than once in the scenario and thus both the PCs and the NPCs may have them and intend to use them).

It may also be useful if you, unlike the protagonists of the adventure, know at this stage the nature of the beast that either side may be trying to summon - it is, in fact, not a beast at all, but a volcano that currently lies dormant, brooding slowly and awaiting the call that will bring it to life once again. It is for this reason that PCs and NPCs alike may have trouble in controlling it and that success in summoning it may well spell their eventual doom. However, it is no ordinary, mundane earthly volcano, as might be suspected of something that was employed by the dwarves of old, but a thing half-sentient, existing partly in an elemental world, in this case the para-elemental plane of heat (also known as the para-element of lava). Maugragn's smiths were masters of the art of forging and as such paid homage to the gods and demi-gods of both earth, as did most dwarves, and fire. As a reward for the greatness of these smiths and the quality of the goods they produced, Maugragn was given the aid of this volcanic energy for his rafts, an energy that allowed him to fashion items no mortal could normally make with powers that drew on the very essence of the being itself. And it is this divine gift the presumptuous mortals hope to summon and command for their own petty ends. This futility and error of the plans of duergar and PCs will probably become evident, however, only when it is too late!



THE DUERGAR

The duergar force comprises three war bands and a priestly contingent, the latter taking overall command of the army. Each of the war bands has been taken from a different clan and each has its own commander and its own loyalties, though a presiding unity is currently maintained by the chief of the priests. These potentially conflicting loyalties should not be overlooked by the player characters as they may provide a method of splitting the enemy and overcoming the overwhelming odds - the PCs may be able to appeal to one or other of these leaders and promise them glory and renown if they aid or follow a certain plan (remember, however, there is little chance of persuading a duergar war-chief to help if it is apparent that there are dwarves or gnomes in the PC party). Each leader and his personal characteristics are described below; you should use these to determine their likely reactions to any player character suggestions and to work out the interplay between the war-chiefs and priests - the number of possibilities are too great to cover here (but it may be advisable to think about this in advance if you think that the players may try such a ruse).

Players of AD&D will be familiar with the duergar if they possess Monster Manual II; for those who do not, and for D&D players, a brief description of these evil midgits is given below, and further information will be given as necessary. Note that for all statistics in this scenario, if D&D and AD&D stats vary, those for D&D will be given first and those for AD&D second, after a slash. First, the dergar stats:

Armour Class: 4	Attacks: 1	Magic Res: standard
Hit Dice: 1+2	Damage: by weapon	Int: average
Movement: 60'/6"	Save as: Dwarf 1	Alignment: C/LE
Treasure: L,S/M,Q	Morale: 10	Size: small (4')

Duergar surprise on 3:6, and are only surprised themselves on 1:10. As with normal dwarves, they save vs magic at +4. They are immune to paralysis and poison, and illusions do not affect them. They have infravision to 120'/12" and can speak their own tongue, dwarf and the common speech of subterranean dwellers. They appear as thin, evil-looking dwarves with grey skin, usually wearing drab clothes that blend into their dull underground environment.

The duergar have other creatures with their army, some as a slave force to aid in construction and similar tasks, and a number of war-beasts brought up from the depths of the earth to supplement the army. These are described wherever they appear. It should be mentioned, however, that the PCs may be able to make use of the slaves to aid them, assuming they can stir them to useful action and dispose of the guards that accompany them - any encounter with the beasts, on the other hand, is likely to end less successfully, as these voracious creatures have a tendency to eat just about anything that is not a duergar (and they are not always too fussy on that account).

The main body of the duergar are camped in three groups, one for each war-chief, on the floor of Maugraign's Hall; their numbers and composition are described with their respective leaders. Where there are duergar away from the main bulk of the troops, they are described separately in the key and they are not to be counted as part of the main group; generally, these will be taken from all the clans on a rota basis but can effectively be treated as a distinct unit.

The duergar priests will have the following spells (at each higher level they will gain the next spell or spells):

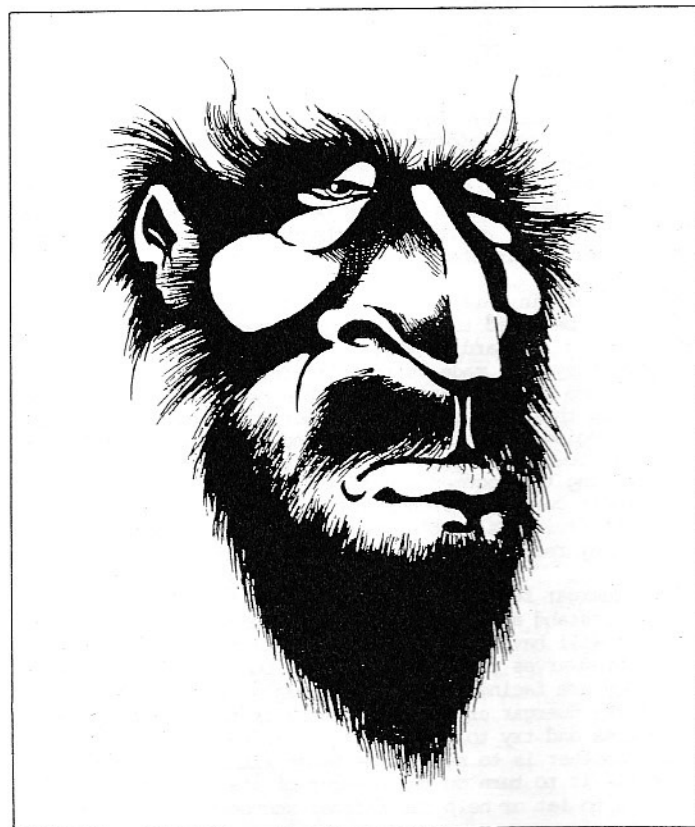
D&D: 1st: none; 2nd: detect magic; 3rd: cure light wounds; 4th: find traps; 5th: resist fire; 6th: locate object.

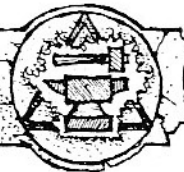
AD&D: 1st: detect magic; 2nd: cure light wounds; 3rd: find traps; 4th: light, augury; 5th: resist fire, dispel magic; 6th: locate object.

DWORKIM S 18, I 14, W 9, D 10, C 16, Ch 17,
Dwarf 9/Fighter 9, AC 1, hp 60/70, battle axe +2,
THACO 10/9, AL C/LE.

Dworkim is the most senior of the duergar and commands the largest force. He is an old and experienced hand at tunnel fighting and has been through many campaigns against both the dwarves and other opponents. Much as he hates the dwarven people above all else, he is not stupid enough to take risks unless the odds are in his favour and the rewards are well worth it (risking other people's lives is, of course, preferable to risking his own). He does not like the clerical control of this present mission and will attempt to assume command as soon as the real fighting starts; he is, however, well aware of the advantages of having the priests along and will wait until their tasks are complete before acting. Dworkim is the oldest and wisest of the three leaders and it will prove hard to persuade him to act against his compatriots, even to gain control of the army - he thinks he is quite capable of doing that by himself. He has a suit of chain mail +3.

His unit consists of 175 other troops, arranged as follows: two assistants, one a 7th level fighter (AC 3, hp 30/35, axe +1) and one a 6th level cleric (AC 4, hp 20/25, mace +1); a personal guard of a 5th level fighter, a 4th level fighter and a 4th level cleric, 4 2nd level fighters and 10 1st level fighters; and three main forces, each consisting of 1 6th level fighter, 2 5th level fighters, 1 5th level cleric, 4 4th level fighters, 4 3rd level fighters, 8 2nd level fighters and 32 1st level fighters (each therefore having 52 members; it might be an idea to make a note of these, and of the other forces noted below, before play starts in a format that enables you to deploy and play them with the ease). At any time, 30% of the force will be asleep (ie roughly one of the units), 30% will be maintaining weapons, preparing food and so forth, 20% will be sitting around doing little or nothing but able to jump into action at short notice, and 20% will be on guard around the perimeters of the camp.





SKRUNTO

S 17, I 9, W 10, D 13, C 15, Ch 16, Dwarf 8/
Fighter 8, AC 1, hp 45/50, battle axe, THACO
13/12, AL C/LE.

Skrunto is the youngest of the three chiefs and this is only his third mission as a commander - his career to date has been reasonably successful but not outstanding and he feels that it is about time he really distinguished himself. He is a strong believer in the superiority of the duergar race and has no patience for either any form of dissent from this point of view nor for any of the other races that dwell with the duergar in the depths of the earth. Despite his extreme views (and equally extreme methods of implementing them), he is quite willing to take advantage of anyone who offers him a chance for glory, regardless of race - the reason for such equanimity is that he will, of course, attempt to kill them as soon as their usefulness is ended. Unlike the third chief, Smargoil, he will be happy to do away with any who stand in his way and has little concept of subtlety. A few arguments have already occurred between Dworkim and the younger duergar, and Dworkim is suspicious of the parvenu - the latter will think carefully before accepting any opinion or suggestion of Skrunto. Although Skrunto does not own a magic weapon, he has a suit of plate mail +1 (dwarf-sized, of course) and a ring of protection +1.

Skrunto's force is the smallest of the three, comprising the following 95 troops: two assistants, a 6th level fighter (AC 4, hp 25/35, hammer +1) and a 6th level cleric (AC 5, hp 20/27, flail); a bodyguard of 1 5th level, 2 3rd level and 12 1st level fighters; and two main units each with a 6th level officer, a 5th level fighter, a 5th level cleric, and 2 4th level, 4 3rd level, 6 2nd level and 24 1st level fighters. Skrunto's force are loyal to their leader, but they may be cautious of following his every command if it becomes apparent that he is trying to take over the army in an unsubtle manner - check as you see fit. He will deploy his troops in the same way as Dworkim.

SMARGOIL

S 18, I 12, W 10, D 11, C 10, C 18, Dwarf 8/
Fighter 8, AC 3, hp 38/45, short sword +1,
THACO 11, AL C/LE.

The third chief is a staunch follower of the clerics who lead this expedition and will support them in almost all eventualities; if he gets wind of any plans by either of the other two he will do his best to protect what he sees as the main interests of the army - this will probably mean he will take steps to eliminate either one or both of the other chiefs and take sole command of the military side. He has been on several similar campaigns before, often with Khand, the overall commander, and has an understanding of priestly ways not matched by the other war-chiefs. The only things that may sever his strong connections with the clerics are an attempt by them to curb his maniacally violent methods of dealing with the enemy, or if he believed they were siding with either of the other chiefs (such a rejection of his loyalty would be met with a string of petty, though bloody, reprisals against his erstwhile friends). In addition to the sword +1 noted above, Smargoil has a suit of chain mail +1, potions of fire resistance and extra healing and eleven quarrels +1 to go in his heavy crossbow.

Smargoil's force is as follows: three assistants, a 6th level cleric (AC 4, hp 25/30, mace +1), a 5th level fighter (AC 2, hp 22/27, hammer) and a 5th level cleric (AC 3, hp 18/23, hammer); a bodyguard led by a 5th level fighter, with 2 3rd level fighters, 4 2nd level fighters and 16 1st level fighters; and 3 units each comprising 1 6th level fighter, 1 5th level cleric, 3 4th level fighters, 3 3rd level fighters, 6 2nd level fighters and 24 1st level fighters. A larger number of Smargoil's 150 troop are left on guard; he has 25% acting in such a role at all times, with 35% doing other useful duties and only 10% sitting around unoccupied. His troops have been chosen for their loyalty and ferocity rather than for any great tactical and strategic ability.

GAMEMASTER PUBLICATIONS

KHAND

S 9, I 15, W 18, D 9, C 12, Ch 18, Cleric 9/
10, AC 3, hp 33/41, mace +2, THACO 13/14, AL
C/LE.

The priest, Khand, is the overall leader of the duergar army - it is his duty to discover the secret of Maugragn's Hall, a not inconsiderable feat, and to use the power hidden there to aid the army in crushing as many of the elves as he can. He has undertaken several similar expeditions, some with Smargoil, and is competent both as a commander and as a researcher into the mystical secrets of the early kingdoms of the dwarves. Though an investigator into the old mysteries he is not given to too great an academic streak - his major interest is in the uses to which these ancient powers can be put, not in them for themselves. As a military commander or tactician he is aware of his own limitations and will take the advice of those wiser in such matters, though reserving all final policy decisions for himself. If he is approached by the player characters, they will not be able to dissuade him from his purpose, whatever they may offer - they might, however, convince him that they know something he doesn't and that he should take advantage of such help (like Skrunto he will dispose of such embarrassments as soon as they have served their uses). His relations with the rest of the duergar officers are restrained but polite; he has a reasonable trust for his old companion Smargoil, but does not really trust the others. A rare misunderstanding of character means that he is worried by Dworkim more than by Skrunto, feeling the latter is too inexperienced to offer a threat - he thinks Dworkim will try to take over during the army's expedition, probably soon (in fact, as has been noted, Dworkim will only try to take control of the fighting, leaving the investigations to the clerical types - Khand will not be entirely unwilling to let Dworkim take over for the battles, provided he still appears to have the final say). As well as a mace +2, Khand has a suit of chain mail +1, potions of flying and invisibility, a scroll of protection from magic, and a ring of regeneration.

Khand's spells are as follows:

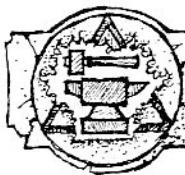
D&D: cure light wounds, detect evil, detect magic, protection from evil, find traps, hold person, resist fire, silence 15' radius, locate object, remove curse, speak with the dead, dispel magic, neutralize poison, commune.

AD&D: command, cure light wounds, detect magic, protection from evil, augury, hold person, resist fire, silence 15' radius, dispel magic, locate object, remove curse, cure serious wounds, neutralize poison, flame strike.

Khand's force is formed of a bodyguard and several priestly units that are conducting their various searches around the dwarven halls; the latter are described as they occur in the key, the former consists of 1 7th level fighter, 3 4th level fighters and 12 2nd level fighters - these 16 duergar are of fanatical loyalty and will gladly die for their leader.

DUERGAR REACTIONS

In the foregoing sections it may have been made to seem that there is no solidarity in the duergar forces and that, even if the player characters leave them well alone, they will be at each other's throats before they can achieve anything. A largely exaggerated picture has been given of the strifes in the army so that you may have an idea of how the different groups and their leaders will react to possible suggestions by the PCs. If they are left alone, or if the PCs act in a way that presents the duergar with an external enemy (be it the PCs themselves or some other enemy), they will, in fact, achieve their aims with group unity fairly solid and will go on to destroy a number of the nearby elves. However, some actions by the PCs, or weaknesses that may appear resulting from PC actions, might cause egos to clash and disagreements to bubble to the surface - it is up to your discretion. See the key, especially room 86, for details of their searches.



MAUGRAIGN'S HALL

Although the different areas of the old halls are described below, there are certain features that are common to all or nearly all the areas; unless otherwise noted in the key, the following information is relevant to all parts of the halls.

The rock from which the passages and chambers have been cut is dark grey in colour and very hard - it will be obvious to a dwarf, on close inspection, that the apparently rough and unfinished nature of the walls, floor and ceiling is the end result of careful and highly skilful fashioning by dwarven craftsmen of old. Unless noted, all of the stone structures are sound and will serve their original function (ie, the stairs and bridges will support the weight of the PCs, roofs will not collapse, etc) - the halls are dry, without any of the usual dankness or stagnant pools lying in the middle of passages, and there is consequently little in the way of the ubiquitous moulds and lichens that generally cover the stone surfaces of underground constructions. All room and passage sizes have been given in convenient 5' units, but you may vary these if you wish (make sure you are consistent so rooms and passages still join up). In any case, you should only give rough measurements to the players, with the further the distance the greater the inaccuracy (unless they are using some sort of measuring device). Another such factor may be introduced by only giving approximate compass directions, or by using left and right rather than north and south, slightly disorientating the players - in both cases, dwarves will be much better at estimating than other races.

Doors, locks and other mechanical devices will be jammed and rusted (as applicable) and will prove difficult to open; the normal rolls for opening or activating such mechanical items should be used as they take into account such decrepitude (a normal, unlocked house door would only open on a 2:6 roll - in dungeons, all doors are assumed to be old and jammed). Doors noted in the key as being locked can be barged open at -2 chances; double doors normally open at -2, and at -3 if locked as well - doors are wooden and bound with iron. The secret doors are made of stone and can be broken open as if they were locked; they will all, however, have an opening mechanism hidden somewhere near to them that will make them swing open when activated (it is possible for PCs to find the mechanism before the door - note that some doors have easily visible handles on one side, indicating they are secret from one side only).

Passages are generally about half as high again as they are wide (for example, a 5' passage is 7'-8' high, a 10' passage is 15' high). Small rooms are 10'-20' high - decide roughly in proportion to their horizontal dimensions. Large rooms are usually suitably described in the key but can be assumed to be up to 50' high where not mentioned. Stairs and slopes climb or descend at a rate of 1:1 (ie, a set of stairs will change height by 50' over a length of 50').

Although thieves are the only characters who can find and remove traps, certain actions may be described in terms of a chance to succeed equal to the PC's FRT (find and remove traps) percentage - it is assumed that thieves will probably be attempting these actions. In these cases (and only these all PCs may be assumed to have an FRT percentage but this will be half that of a thief of the same level (all dexterity and racial modifiers applying as normal, that is to say, not at half rate). Any other thieving abilities that are noted as being applicable to all classes for that use only should be treated in the same way.

You should ensure that you keep note of the positions of all the duergar and associated forces as they move around the halls. You may wish to predetermine certain things such as the sizes of units sent to chase the PCs etc, to speed up play (actual sizes are left up to you, though, for example, no more than 10% in one pursuing group, or 25% altogether, are suggested - unless exceptional circumstances prevail).

RANDOM ENCOUNTERS

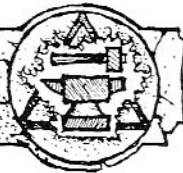
The encounter table below is given only as a guide and you should not feel any imperative to be ruled by a chance throw of the dice if it is likely to ruin the game or influence it in a direction you do not wish it to take. Part of the responsibility of the GM lies in interpreting and applying the dice rolls called for by the rules, and a good GM should always feel free to ignore the dice if necessary (though the circumstances should dictate when you can turn such a blind eye - combat rolls, for example, should, on the whole, not be tampered with, and you are quite entitled to ignore good rolls for the players as well as bad ones, as long as you maintain some sense of consistency and game balance).

Roll (d%)	Creature (D&D/AD&D)	Number
01-04	black pudding	1
05-06	black widow/boring beetle	1-4
07-10	carriion crawler	1-2
11-14	crab spider/cave fisher	1-4
15-20	duergar	2-5
21-50	duergar party	11-20
51-52	fire beetle	1-4
53-54	gelatinous cube	1
55-58	green slime	1
59-62	grey ooze	1
63-66	hydra (6+d4 heads)	1
67-70	ochre jelly	1
71-72	pit viper/phase spider	1-3
73-76	rock python/roper	1-2
77-78	spitting cobra/ shambling mound	1-2
79-82	stone giant	1-3
83-84	tarantella spider/ susurus	1-3/1
85-88	thoul/svirfneblin	2-12/3-30
89-90	tiger beetle/trapper	1-4/1
91-94	troglydte	11-30
95-98	troll	2-5
99-00	tuatara lizard/ umber hulk	1-2/1

The majority of the AD&D creatures have been taken from the DMG - if you wish to use any other appropriate creatures from one of the other manuals, feel free to do so.

You should throw random encounters in the outer areas of the halls only - there will obviously not be a plethora of odd creatures wandering around the parts occupied by the duergar and the encounters in these areas can always be assumed to be with the duergar themselves (20% chance of meeting 1-3, 30% chance of 2-8 and 50% chance of 11-20 - choose the unit and its composition as you will from the details provided in the section above on the duergar army). To a certain extent you may choose when to throw for an encounter: on the whole, it is a good idea not to interrupt other encounters or more serious parts of play with troublesome wandering monsters, but you can assume that such interruptions will occasionally take place. As a rough guide, one encounter an hour is fair enough if the PCs are stationary or moving carefully, and 2 or 3 an hour if they are moving around the halls at speed - you should, of course, remember that if the duergar chase the PCs around, they too may have to deal with encounters!

No encounters will take place inside sealed areas that could not be entered by the monsters concerned - always make sure that there is some reasonable route for a monster to have reached an encounter position (anywhere that could only be reached by air or climbing up a sheer rock face, for example, would not contain trolls or stone giants). If you wanted to spend the time, you could decide what intelligent creatures in the area knew of the halls, their attitudes to the duergar, chances of aiding the PCs and so on, possibly adding a few special wanderers to the list, with purposes of their own that might coincide with some of those of the PCs.



ACTION IN MAUGRAIGN'S HALL

As this scenario covers quite a large area (there are 113 descriptions in the key, some covering several rooms), and probably several days of both game and real time, it may be useful to you to have a few ideas of what may happen in the scenario, ways that you can play it, things to prepare in advance and so on. This page briefly outlines such matters, but do not let it constrain your imagination nor direct the game in a direction that you do not wish it to take.

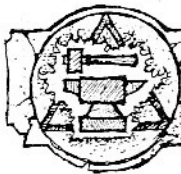
First, you need to consider the duergar; to get the best out of this scenario, it is essential that you do not regard them in the same way as the other monsters that appear, the difference merely being in their numbers and disposition. These are not a static group only to be encountered where they are mentioned in the key, but a diverse and mobile entity with their own aims and problems: give some thought to the interaction between the duergar leaders and possible meetings with the PCs, and to the way in which the duergar explorations progress throughout the scenario (see room 86 for further details). Remember, they can follow the PCs, alter their plans in accordance with new information, react to PC actions in an intelligent and forward-looking manner and so on.

To facilitate the playing of the duergar, it is a good idea to begin by setting out their various unit strengths and the stats for their leaders, to make up a few smaller groups in case the PCs have a random encounter with them, to write out the arms and armour, hit points and so forth of one or two average parties that may pursue the PCs through the caverns, and to generally prepare as many of the likely encounters in advance as possible. You might want to make a rough sketch of the maps and use markers of some form to indicate the positions of both PCs and any duergar pursuit groups, plus the whereabouts of the duergar leaders (rather than leave their positioning to random chance whenever it is possible that a location containing them is entered). These things are relatively quickly accomplished and will save precious time during the actual game itself, making it run far more smoothly and enjoyably.

The course of the scenario will depend on the PCs' actions and on the responses you determine for the duergar. However, it is possible to give some idea of what may happen in a general sense. The PCs are likely to try to explore the outer parts of the halls, keeping as far away from the duergar as possible while collecting information on their activities and on the power that is said to have once occupied this area. Eventually, it is quite likely they will have to attempt to secretly enter the areas controlled by the duergar, if only to release the captive dwarves from the cells. The earlier parts of such a game are easy to GM as each section can be dealt with more or less in isolation and have the form of a normal, straightforward, dungeoneering expedition. It is when the PCs come into contact with the duergar that things become a little more tricky (some PCs may, of course, choose to infiltrate the duergar immediately and others may never go near them, leaving the dwarves that have been taken prisoner to their fates). With reference to all areas, however, it is worth noting that the scenario has been designed to take several days of game time and that it is hence assumed that the PCs rest, relearn spells, possibly making use of several healing spells before moving on. If, for some reason, this is not the case, it may be worth reducing damages inflicted by traps, hit points and numbers of creatures and so forth, though do not make the mistake of overdoing such reductions to the point of making the game ridiculously simple. The scenario has also been designed with a relatively magic-weak and monetarily balanced world - if your games normally dispose of vast quantities of magic and treasure all over the place, you should either try to rectify these excesses or increase the amount available in this scenario. Remember that if you choose the latter, the duergar will also have more magical equipment at their disposal (as a rough guide, they will have about two-thirds as much as the PCs would at the same level).

With regard to the duergar, notes have been given above and throughout the key as to their likely actions. The duergar are a major part of the scenario and you should make sure you use them to the utmost - do not merely send hordes of them after the PCs and instantly obliterate the latter, but, equally, do not leave the duergar standing around to be fodder to a deluge of fireballs. The whole scenario should be built around the conflict between the PCs and the duergar and you should do your utmost to develop this conflict with the NPCs detailed not just with a faceless, nebulous force. It is possible to play the scenario using the duergar as given in the key and no more, but it is far more challenging and far more fun to use them as independent characters.

The last thing that needs any mention here is the search for the items to awaken Ustroda-Elloth and bring him back to this plane. The clues to be found around the halls should tell the PCs what they are facing and what is needed to succeed, especially in the context of the information given in their introduction. If you feel the clues are not specific enough or that there should be more of them, add them (in a cryptic manner if possible) as you see fit, but do not make it too easy. One type of clue you may wish to add more of, especially for less experienced players, concerns the final appearance of the being and the terrible damage that will occur. The minimum information has been given in the scenario key, but you may wish to be more specific, letting the PCs know that summoning Ustroda-Elloth is guaranteed to destroy the duergar, but making it equally clear that it will destroy them as well unless they leave very, very fast. Their best hope, in this respect, is, of course, to enable the duergar to summon the beast while they themselves have escaped (hopefully with their companions who were stolen from the delve) and are far away by this time - this option has the advantage of bringing the PCs into direct contact with the duergar leaders and should perhaps be encouraged with a few subtle hints and leading clues. Do not be afraid to ad lib the contents of the halls when it comes to this sort of material, though try to ensure that the scenario is still a challenge for the players.



KEY TO MAUGRAIGN'S HALL

Maugraign's Hall:

The main hall is a vast cavern, apparently natural but which was actually carved out of the rock by the dwarves at the time of the first settlement here. The cavern is about 1000 feet long and roughly half as wide, the walls rising fairly sheerly from the floor and then curving over to form a domed ceiling about 250 to 300 feet high. Spread over the base of the hall, between the temple in the east and the barricaded entrance in the west, are the duergar forces, the three main forces camped around the three strange, squat buildings that poke out of the floor.

Many of the most important areas of the scenario lead off this cavern and that they are merely identified for the moment, full descriptions following later in the key.

1. Entrance Ledge:

This ledge is 150' above the floor of the cavern; from here the PCs will get their first glimpse of the massed forces of the duergar - it can be assumed they will be able to step back without being seen (unless an uncharacteristic fit of bravado should overtake them, and impel them to show themselves to the army below). Leading east from the ledge is a shallow staircase that winds slowly down (at a rate of 1:2), ending up in the perimeter area of Skrunto's force; there will be at least 7-12 duergar at the bottom of the stairs, greeting the incoming group (ie, the group that the PCs were chasing) and guarding the entrance.

2. Harkin's Caves:

This small cave system is described more fully below, in the sections numbered 60-68.

3. Temple of Grun:

The old ruined temple and its contents are described below, in the sections numbered 91-113.

4. Daudhrin's Caves:

The caves, once occupied by an eccentric dwarven hermit, are described below, in the sections numbered 69-73. The ledge and the caves are 100' above the floor level of the cavern. The ledge leading to the west enters the Mansion at a height of 100' (see 78); the stairs drop at a rate of 1:1. Note that the ledge is guarded; see 73 for further details.

6. Entrance Passage:

This was the entrance used by the duergar and the passage to the north eventually leads to their deep lairs. The lairs, however, are many days travel away and need not concern this scenario (if you are playing the scenario as a part of your campaign, you may wish to work out details of this route and the lairs at the end of it, remembering that there will be innumerable crossroads, forks and other alternatives before the lair is reached; even if the PCs are able to survive all the dangers lurking along the way, they will still need to use duergar guides to have an hope of finding the lairs).

A makeshift barricade of small boulders and numerous wooden planks and beams has been thrown up across the end of the passage, with several sharpened stakes placed facing north to prevent easy assault from outside the cavern. The duergar have 12+d6 guards here at all times, commanded by a pair of 4th level fighters - their orders are to shoot first and ask questions later (all are armed with light crossbows).

7. Stone Guardians

The two niches, to each side of the main entrance, hold huge statues of dwarves - these are carved from the same stone as the cavern and stand about 30' tall, sporting great double-bladed axes. See below for further details (91 and 104).

8. Main Entrance:

The enormous tunnel at the west end of the cavern (about 50' wide and 75' high) eventually leads to the delves of the dwarves from which the PCs have recently come (though they came by another, more tortuous route). It is down this tunnel that the duergar mean to march when they attack their mortal foes, using force of numbers, and the being they hope to summon, rather than surprise or subtlety. If you play this scenario as part of a campaign, you may wish to decide what lies beyond the area of the tunnel marked on the map, in the same way as noted above for the passage leading north from the cavern (see 6).

The eastern end of the passage is partially blocked by rubble from the two towers that once stood guard at the entrance of the main hall; these are 30' high and still have the remains of floors at 10' intervals and spiral staircases at the back (though the staircases are not safe and have a 1% chance of collapsing per pound, or 10 encumbrance points, placed on them - normal falling damage plus 1d4 from the rubble). The duergar have arranged the rubble in a 15' high wall and have used boards on the east side to act as a catwalk, peppering the west side with long sharpened stakes. There will always be 12+2d6 guards here, commanded by 2 4th level fighters and a 5th level fighter (AC 2, hp 23/28, battle axe); like those at the north entrance they all have light crossbows and are under orders to shoot anything that moves in the passage.

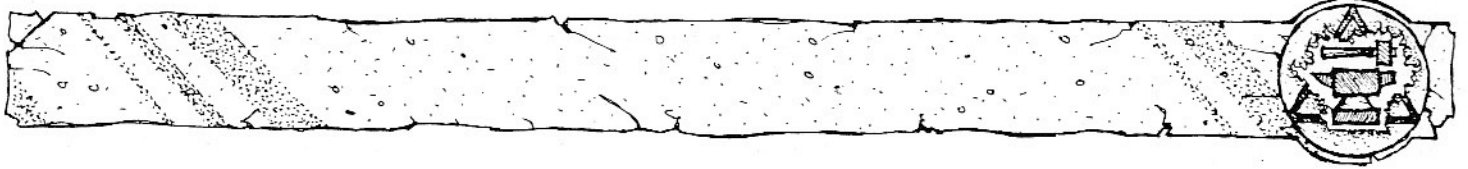
9. Dworkim's Forces:

Each of the three major groups of the army is camped around one of the domed buildings that stand in the cavern. Guards will be placed around the perimeter of each force (although there is still plenty of movement between the groups; on the whole the enmity between the commanders will not be felt by the troops unless actual fighting breaks out) and separate units within a force will be roughly split up. The section of the army under the command of Dworkim is based around the westernmost of the buildings.

All three buildings are roughly the same (varying only in a few minor details) and are described below (see 12). This one currently houses Dworkim, his assistants and his three unit commanders; the pit (see 12) has been covered over with a solid flooring of wooden beams and is quite safe to walk on. Apart from the simple cots and personal possessions of the occupants, the building only contains a stove, a couple of tables and chairs (most of which have maps and similar papers spread over them), some arms and part of the stores for Dworkim's force.

10. Skrunto's Force:

Skrunto's troops are placed around this building in much the same manner as Dworkim's; like the older commander, he too is using the building as a base and has the pit covered over with beams and planks. Occupying the room are Skrunto, his assistants and the bodyguard officers (3rd level or higher), the unit commanders having to stay with their troops. The contents of the room are much the same as Dworkim's, except Skrunto has several cases of a fiery duergar spirit (for the troops if they perform well in battle) and two large padded chests, each holding three big crystal flasks of an equally fiery substance, a duergar variation on greek fire. Whereas the latter bursts into flame on contact with water, this ignites when brought into contact with air; smashing a flask will spread the liquid over a 10' radius, causing 2d12 fire damage that round and 2d6 for 2-5 rounds thereafter - this pernicious substance clings to clothing and flesh alike and will keep burning a character even if he runs out of the splash area. Both the cases and the carefully packed and padded chests are locked, the latter also being trapped with a simple needle trap. If the character attempting to open the chest (presumably a thief - normal FRT chances) does not disarm the trap, 2-5 poisoned needles will hoot out of the lock area and may strike the character (roll under DEX to avoid); if they do so, they will inflict 2d4 damage and cause the character to fall unconscious for 2d6 turns.



11. Smargoil's Forces:

Though Smargoil's troops are camped near the eastern of the three domed buildings, they are mainly sited to the south-east rather than surrounding it, and a gap of about 20' has been left between its walls and the troops. Smargoil, his assistants and the unit commanders are camped slightly apart from the other troops at the foot of the temple, with the bodyguards separating the two groups. Unlike the other war-chiefs, Smargoil spends much of his time with the clerics, either here or in the Mansion set in the north wall of the cavern, and you should determine his whereabouts at any time bearing this in mind. As well as all of the usual bedding, personal possessions, and so on, Smargoil has, stored in six largish crates, a pair of ballistae (range 320'/32", damage 3-18/2-12 vs small and medium or 3-18 vs large, rate of fire 1 every 2 rounds, crew 4 or 2 at half rate of fire - it will take 3 turns for the crew to assemble on of these, and six turns if people unfamiliar with such weapons try). If Smargoil is expecting trouble (whether of his own making or otherwise, he will order the ballistae assembled).

12. East Building:

The general description of this building also goes for the other two, except, as noted in the key above, the commanders in those two have covered over the pits with boards and are using them as headquarters and billets; the various clerical activity in this building is not, of course, relevant to the other two (though it may occur later).

The building has four doors, one at each cardinal point (the other two have three doors barred - east open in 9, north in 10, but this one has all four unbarred, and usually open). Above the lintels of each of the doors are a number of dwarven runes, the names of a smith who worked there. The walls of the buildings are 15' high, and from these a domed roof reaches up another 10' - the walls and ceiling of the buildings are made of the same rock as the cavern and, upon close inspection, it will become apparent that the buildings have been cut directly from the living rock. Inside there are stone shelves and niches, iron hooks and rails, and so on, designed to support all manner and size of tools (none of which are now present). In the roof of the building, at the highest point, there are a number of fittings that can support ropes, pulleys, chains and so forth. But noticeable above all else (in the eastern building, at least) is a deep pit, 20' in diameter, that disappears down into the earth. This was once part of the forges of the dwarves, piping heat from below to the workrooms (for that is what these domed buildings originally were) where the dwarven master craftsmen created the weapons of power and other exquisite items.

The clerics are currently searching the caverns below the main hall that can be reached by descending via this pit, as they think some clue to the summoning of the power they seek can be found down there - in this they are only partly right (see below), and though their high expectations will be dashed, perseverance will lead to some success. Rigged above the pit is a frame of beams and planks, securely held together by spikes and rope and suspended from the fittings above for extra safety, from which depend several pieces of rope. These are used by duergar to descend or to move tools and finds to and from the caves.

The clerical contingent keeps a permanent guard on this area and there will always be one 4th level fighter with 4+d4 1st level fighters either in the building or, if work is under way, at the entrances. In addition, there will be a fairly constant flow of clerics and their minions between here and the Mansion (assume a 25% chance of 2-5 present at any time with a 10% chance per turn of some turning up if none are there - these may appear from the Mansion or from the caves below). Inside the building are a variety of materials and tools for use in the explorations below: picks and hammers, bracing beams, spikes, buckets, rope, chains pulleys, cases and chests, lanterns and oil, torches, spades and trowels, chisels and saws and a multitude of other similar items.

13. Spiders' Lair:

The winding part of this passage (the shaded area) is about 30' high with a number of ledges and cracks that hide their contents from those passing along the floor. Concealed in these, and waiting for passers-by, are 3 tarantella spiders/phase spiders, that will drop onto victims or onto the floor and attack (the phase spiders may opt to phase in from the side of the passage). The tarantella spiders will attack as long as is indicated by their morale; the phase spiders will do so until their hit points fall below 6. Note that these spiders will, of course, attack duergar as well as PCs.

Tarantella spiders: AC 5; HD 4; MV 120'; AT 1; D 1-8 plus poison (save or dance - see Expert rules, p 38); save as F2; morale 8; AL N.

Phase spiders: AC 7; HD 5+5; MV 6"; AT 1; D 1-6; SA poison, save at -2; SD can shift out of phase; Int low; AL N; SZ L. These spiders have no webs and will appear as particularly large hunters.

14. Shaft:

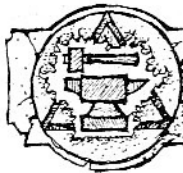
At the end of this short passage is a shaft leading up and down - it is a rough, natural fault, not a dwarven construction. The shaft goes up for about 100' before petering out; it descends, however, for 160' and eventually exits into room 39. Residing in the shaft is a large black pudding that will try to consume anything that passes through.

Black pudding: AC 6; HD 10; hp 55; MV 60'/6"; AT 1; D 3-24; SA can travel on walls and ceilings, can corrode wood and metal; SD they are only damaged by fire, cold and lightning having no effect and weapons merely chopping them into several smaller creatures each able to attack; save as F5; morale 12; Int non; AL N; SZ M.

15. Dead-ends:

The three branches of this passage end in rock-falls which are apparently where the passages were left unfinished, and not a later collapse blocking the way. They are all still a little dangerous and either exploration or vigorous activity (such as combat) in these areas may bring the roof down; for each round of activity there is a 20% chance that the roof may collapse per person indulging in such activity (you may increase or decrease the percentage depending on the action concerned). If the roof falls it will do 2d12 damage to all in the area - save under DEX on a d20 for half damage. Any dwarves or duergar who examine the area will know that it is dangerous and that the roof may collapse.





16. Crystalline Shaft:

This large and strange shaft has smooth, sheer walls that seem to be made out of some black crystalline substance. It is a sample of the immense power that was wielded by dwarves and duergar in their initial conflict, the shaft being the result of a destructive spell cast by a duergar priest that fused the rocks together with the great heat generated. It ascends for 200' and descends for 400', closing to a point above and eventually arriving in room 49 below. The smooth nature of this shaft will make it very difficult to climb, and somewhat tricky to hammer spikes into (though the latter may be knocked into the floor of the passage with the usual efficacy) - thieves should check their chance of falling at every 25'/6' rather than at every 100'/24', and with double the normal chances of falling (eg, for an 8th level thief Climb Walls will be 88%/92% rather than 94%/96%).

17. Broken Bridge:

Where once there was the great span of an arched bridge, now there are only two broken stumps and a drop of about 200' to the raging waters of the river below. There is a gap of 60' between the two remaining projections and there is unluckily no wall or rubble on which a grappling hook might catch on either side. See 20 for details of the crevasse.

18. Bridge:

The arched bridge that crosses the crevasse appears to come straight out of the living rock but has actually been built by the dwarves and the joins magically closed. Like that at 17 it is unwall, but is perfectly sound and quite safe to cross, assuming that nothing interferes with the character's progress. If a character is engaged in combat on the bridge (or some other similar diversion is present), there is some chance he may fall in; a combatant is shoved toward one side or the other each time he takes damage (the direction will depend upon the position of the opponent) and may equally be able to push back an opponent if he inflicts damage. The distance pushed is equal to 20, minus the character's DEX, plus the damage received, and a character pushes at a rate equal to his DEX, minus 4, plus the damage inflicted, though he does not have to push back if he does not want to - for every 5 points calculated in this manner the movement equals 1' (the bridge is 10'-12' wide). Note that if the PC or NPC pushes his opponent close to the edge (ie, he himself moves closer to the edge), he may easily be pushed off by an attack from the rear (you must decide how close combatants must be to make an attack, depending on weapon length).

Leading from the east of the north side of the bridge there is a narrow ledge that can be walked down; this will be safe unless the characters are in combat or similar, under which circumstances each character must roll under his DEX on a d20 minus any damage received or fall to the river - any PCs who do not rope themselves together or take other measures probably deserve to fall the 200' to a messy death! See 20 for details of the crevasse.

19. Bridge:

The details for this bridge are the same as those for area 18. The passages that lead off to the north and south have obviously not been completed but are quite sound. The ledge that finally peters out some 600' to the east is similar to that above but is sloped - at the east end it is only 100' above the water level. Because of this slight slope there is an extra penalty of -1 made to saves vs DEX to fall off.

20. Crevasse:

This enormous tunnel is 50' wide and between 300' and 400' high (300' high at the east end, rising slowly to 400' high at the west end, making it about 350' high around area 19). The walls are rough and sport a multitude of small ledges and footholds that will make it easy for any trained climber to traverse them; however, below 100' the spray and dampness from the river makes the walls slippery, doubling the chance of a climber slipping (see 16 for example of double chances) - normal movement rates apply (100'/24').

Perched amongst the ledges and niches in the upper parts of the crevasse, are 12 pteranodons/giant pterosaurs which generally hunt the raging waters of the river but which will not turn down any tender morsels that happen to move along the bridges or ledges. A number of these (typically 2-5) are likely to spot anyone moving in the crevasse if they have some light source or if they are making a large amount of noise; if not, there is only a 20% chance per turn that the giant reptiles will locate intruders. Once combat has been joined there is an additional 10% chance per round of further creatures turning up. If there are two possible target groups, the creatures are 50% likely to only pick on the weaker and 50% likely to split up and attack both. They will attack until it becomes obvious that they are losing (D&D morale fails; AD&D 10% chance per hit point below 15) and will then fly up to their lairs - the latter have no treasure and their only contents are old bones.

Pteranodons/Pterosaurs: AC 6/5; HD 5/6+6; MV 240'/3" or 12" flying; AT 1; D 1-12/3-12; SA (AD&D only) can surprise on 3:6 and then make a swoop attack at +4 to hit and double damage; save as F3; morale 8; Int non; AL N; SZ L. AD&D GMs who do not have MMII should regard them as large pteranodons, except with respect to the above.

The river at the bottom of the crevasse is fast-flowing and rough with a very jagged and rocky bed. It varies in depth between 5' and 15' deep with the odd sharp rock breaking the surface. Despite its unenticing appearance there are some small creatures that live in it; none of these will be able to harm characters should they be so unlucky as to fall in, but the latter might be able to fish with some success if they had the right tackle.

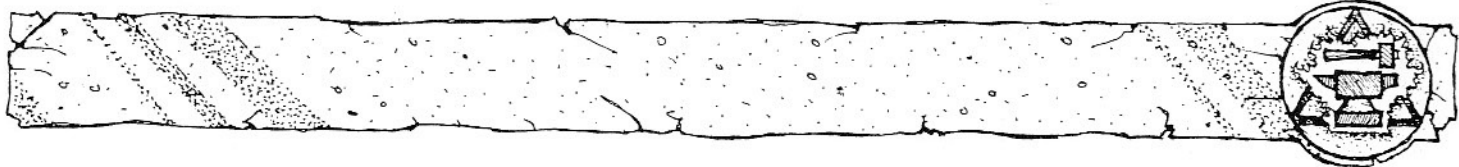
To work out the damage from falling into the river, roll to discover the depth of the water (5+d10) and add this figure to the character's DEX - this will give the damage deducted from the total fall damage due to landing in water, but can be no more than half of the total. Once in the water a character may drown, calculated as follows; add AC to DEX and multiply by 3, the result being the character's percentage chance of keeping above the water that round (eg, AC 5 & DEX 12 equals a 51% chance of not drowning). A drowning character will take 2d6 damage each round and his DEX will be reduced by 1 for purposes of this calculation only; in addition, he will be swept downstream at a rate of 100' per round. Any character who keeps afloat may hold his position that round, or opt to be buffeted downstream and move to either side, moving 1' for each 10' that he is swept along (he may choose the distance travelled).

The above figures for falling from bridges/ledges (18) and drowning (20) are referred to below and you may wish to note them down for future reference.

21. Waterfall:

At this point there is a smaller side tunnel leading off the main crevasse; this is only about 25' wide and 50'-75' high. At the conjunction of the two tunnels there is a deep pool in the floor of the crevasse with a calcified wall built up between it and the side tunnel, and this only allows a small amount of water over the top, forming a waterfall dropping 20' to the floor of the side tunnel. This water flows down the tunnel in a shallow stream (far too shallow to drown in) and makes most of the walls damp with spray (the chances for climbing slippery walls are given above; see 16). There is a noticeable slope to this tunnel, and it descends at a rate of about 1:8. With the wet floor, characters must move at half rate or have to roll under DEX on a d20 or fall over, taking 1-3 damage from the rough floor (in combat characters must attack at -4 or suffer the same penalty).

In the dark, damp conditions of this tunnel, there is a 10% chance of encountering a black pudding (25% chance) or gray ooze (75% chance) per turn; these chances are in addition to the normal wandering monster percentages.



22. Flooded Chamber:

This cave is slightly below the level of the stream and has therefore flooded right up to its 15' high ceiling. If a PC wishes to swim underwater to inspect the cave, he may do so for 10 seconds for each point of CON - depending on actions underwater you may wish to reduce this. In the centre of the otherwise empty cavern is a roughly triangular column of rock about 15' across, into which have been carved various images and runes. On each side is a life-size figure of Maugrahn (it is named as such) hammering a huge sword on a great anvil and before him stands a being apparently of flame. Around this are smaller symbols of a hammer over an anvil with a flame background and the runes for death, strength and fire are intertwined with the letters M and U. Lurking in the dark corners of the cavern are 3 snakes.

Snakes: AC 6/5; HD 3/4+2; MV 90'/9"; AT 1; D 1/1-3; SA poison; save as F2; morale 7; Int animal; AL N; SZ L.

23. Ledge:

5' above the water level (which is about 2'-3' deep at this point) is a cave to the east with a ledge leading north and south. The ledge is not very wide and is slippery - see 18 for the chances of falling off due to combat, etc (damage 1-4). Further to the north the ledge disappears on the east and begins on the west - characters may lower themselves to the stream and walk over or find some other method (but they cannot jump the 25' gap) and you should adjudicate chances of success as you see fit (see 20 for climbing wet walls; see below for reasons why the characters may not choose to walk across the stream). There are fish, eels and so on in the stream and in the cave there is a variety of poorly made fishing tackle lying heaped and jumbled; a closer look will reveal that this has been used recently (AD&D - rangers may be able to spot tracks leading north-east).

24. Storeroom:

This section of the caves (areas 24 to 29) is occupied by a band of cave trolls. These ferocious creatures live on fish they can catch from the river, supplemented with whatever or whoever happens to pass within their domain; they fish from the cave and ledges at 23 and also from the small lake to the north-west of that area (see below). If the PCs come through this part of the caves, the trolls will attack them, ambush them, or take whatever other action seems most appropriate to securing them as dinner; note that the trolls are bright enough to realise that if they attack the PCs in the stream it will be all the harder to burn them - as they are familiar with this form of combat they move at 90'/9" in the water and attack at only -2. There are 9 trolls; there is a 10% chance 2-5 will be fishing and a 5% chance per turn they will begin or stop this activity as relevant (decide where they are fishing randomly, or choose a place). The trolls are terrified of the old dwarven magics and will not go up either passage to the temple nor will they go into room 30 unless absolutely necessary.

Cave trolls: AC 4; HD 6+3/6+6; MV 120'/12"; AT 3; D 1-6, 1-6, 1-10/5-8, 5-8, 2-12; SA attack 3 different opponents; SD can regenerate 3 hp per round and can only be permanently killed by immersion in acid or burning; save as F6; morale 12; Int low; AL C/CE; SZ L; note that these trolls may use spears or tridents as missile weapons (normal damage).

The storeroom holds various of their non-edible catches and more of their fishing equipment (tridents, nets, heavy lines with rusted and bent hooks etc). Amongst a collection of battered rubbish of no real use, there are a few things that may interest the characters (searching through the piles of garbage will take quite a while and it is certain to attract the attention of the trolls): rusted shields, swords, axes, daggers and so on, several pieces of rope from 10' to 100' long, a horn, an empty scroll case, some old sacks, a wooden box (and whatever else you choose to include). The door to this room from 23 is barred from the east side.

25. Larder:

Hanging on rusty spikes knocked into the wall are a few fish and eels, a large snake that has already been half-eaten and a decapitated duergar who wandered too far from his camp. A quick search of the duergar will reveal nothing of interest, but a more careful probing may turn up three small keys that have been concealed in his left boot (see room 86).

26. Lair:

This is the cave used as a lair by 4 of the trolls: it has a diabolical smell of unwashed troll and slowly rotting fish, and looks like it has just been ransacked by an overactive party of adventurers. Amongst the old rags and skins that the trolls use as bedding may be found about 25gp, 150sp and 60cp. The PCs may also find a small potion bottle: the seal has unfortunately broken and the content's only effect will be to cause drowsiness for 7-12 turns (save vs poison for half duration) - it will, however, register as magical.

27. Lair:

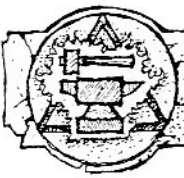
This room has much the same appearance and contents as the one to the south-west, though without the potion. There are also 4 of the trolls living here. The door to room 28 will be barred from the other side if the chief troll is there.

28. Gashka's Cave:

The chief troll lives in this smaller cave, which, despite only having one occupant, is messier and smellier than the other two. In addition to his rotten dinners, the cave has a chest and a small sack in the south-west corner and a suit of chain mail, roughly cobbled together out of several small suits that the trolls have recovered - the latter hangs on a hook in the east wall, next to a huge axe (treat as a double damage halberd if Gashka chooses to use it). The chief has stats as above with the exception of: AC 2; HD 7+7; hp 45; save as F8; Int ave.

The sack contains 15pp, 450sp, 4 gems worth 25gp each and a jewelled silver goblet worth 175gp. The chest contains the chief's morbid souvenirs (teeth, bones and skulls, rotten fingers etc), a bottle and three scroll cases. The bottle contains a potion of extra-healing; one of the scroll cases is empty (if you are playing a campaign you may decide to place a map for another scenario in the case); the second contains a scroll of three clerical spells: silence 15' radius, cure blindness and neutralize poison; the third has been water-damaged and will crumble to an illegible pulp when removed, leaving only the following readable: "... and such a sight! Maugrahn called on his ally and the palace was filled with light and heat, but it was only with great care that he could use ..." and "... ran in a stream of red fire from which the words of power could orge ..."





29. Shrine:

This cave contains one of the old shrines that were built by the dwarves when they first began construction here; it is still relatively intact and is now regarded with great awe and respect by the trolls - they will attempt to defend the shrine from incursion by any characters, though they do not ever actually enter it themselves. Carved all around the walls of the room are dwarven runes and other arcane symbols that, to a scholar versed in ancient dwarven religions and rituals would indicate that the shrine was dedicated to Grun in his manifestation as a god of great craftsmanship, notably of forging and associated arts. Standing at the far end of the room (south-east), in recognition of this status, is a large, black anvil, 5' long and 4' high - in the side of the anvil is a design in the shape of a T or a hammer, the three ends of which have depressions that would appear to be designed for large gems to be set into them. The anvil is very heavy and it is unlikely the PCs could move it without assistance, magical or otherwise - see below reasons why the PCs may wish to move it. There are, however, a set of three gems that may be placed in the side of the anvil and cause it to become light enough to be moved with relative ease - see 34 below for the location of these three gems. The anvil will radiate a magical aura if such is detected for - other than its movement ability noted above, any dwarf within 10'/1" of the anvil will fight at +1 wherever applicable.

Standing on either side of the anvil, in large niches in the walls, are a pair of stone dwarven warriors, each dressed in chain mail and bearing shields and axes. In their current form they are virtually impervious to all normal methods of attack, but if a character crosses between them (including flying over them, or similar actions), they will animate and defend the shrine until destroyed.

Stone guardians: AC 4/2; HD 5/4+4; MV 60'/10"; AT 2; D 2-12, 2-12/ 2-9, 2-9; SA (D&D) use fire attack; (AD&D) can detect invisible; SD immune to sleep, charm and other mind-affecting spells, paralysis and poison etc, in AD&D take quarter damage from edged weapons, no damage from normal missiles, and half damage from fire, cold, electricity; save as F5; morale 12; Int non; AL C/N; SZ M.

30. Secret Door:

The passage to the north is blocked by what is apparently a dead-end; carved on this are various runes and symbols of a similar nature to those in room 29 (though not with the same specific religious import). If this area is successfully searched or a suitable spell is used, it will become obvious that the dead-end is, in fact, a secret door - there is no mechanism hidden nearby to open it, though it may be smashed down (treat as 3' thick hard rock). However, another hidden opening may be found, this time in the ceiling - treat this as a secret door to find, but once found it may simply be pulled open. As this happens, a length of rotten rope will fall out, attached to something out of sight along the 10' wide, 4' high tunnel leading north. If the rope is pulled it will snap. If the tunnel is investigated, characters will find the rope is or was attached to a pulley system above the secret door. If the rope is replaced, the door may be slowly pulled open if the pullers have a combined strength of 40 - for each round of pulling the door will open 1' (it is very heavy and needs a complicated pulley system) - there is no ratchet, so letting go of the rope will drop the door unless the rope is secured (at least 200' will be needed). There is no mechanism to open the door from the north.

31. Crypt:

The secret door and trapdoor are the same as those for area 30 and the same details apply (the runes relate to death). Lining the sides are a multitude of small plaques, each 2' square and engraved in dwarven with the names of the dead. Some have been smashed and reveal short shafts, 2'-3' square and 5'-7' long. In these are the embalmed (though often mutilated) corpses of dwarves. When the PCs enter the room, they will be attacked by the spirits that haunt this place.

D&D: the spirits are visions (see Companion GM's book p 35) and will begin their howling attack routine once the PCs are about a third of the way into the room.

AD&D: when the PCs get about half-way up the room, a strange mist will coalesce from all the open tombs and form into a ghost. The ghost will attempt its magic jar attack and, if successful, will use the controlled character to attack the others (roll randomly for character attacked). Otherwise, it will try to age as usual. If the ghost is turned it will move ethereally into the walls and return as soon as it can for further attacks.

Visions: AC 0; HD 12; hp 65; MV 0; AT 6; D 6 x 1-8; save as C12; morale 12; AL C.

Ghost: AC 0 or 8; HD 10; hp 55; MV 9"; AT 1; D age 10-40 years; SA fear, magic jar; SD can become ethereal; if not only silver (\$ damage) and magic weapons will damage, if ethereal attacks (including spells) from ethereal plane only; Int high (14); AL LE; SZ M. Note that it will not jar MUs as first choice.

The bodies are covered in shrouds but often have clothes and jewelry, weapons and other personal items in the shafts with them - amongst these are jewelry worth about 1000gp, an axe +1, a potion of levitation, and a scroll of reincarnation.

32. Crypt:

Of similar design to the room described above, this one has not been completed and merely has open shafts in the south-east part and crumbling walls and ceiling in the north-west part - treat the latter in the same manner as area 15.

33. Storage Chamber:

Sealed by a secret door similar to those above, the room can be entered merely by pressing a group of raised letters in the middle of the door (FRT to notice). Inside the room are a variety of mining tools that were being used to dig room 32 and all manner of embalming wraps, shrouds and fluids.



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34. Jorred's Workshop:

The door to the workshop is heavily barred from the inside open at minus 3), and the duergar who now occupy the room use the west entrance. The workshop is split into two areas, the eastern part which is where the construction and design was undertaken, and the western part which was mostly stores - it retains this rough division since the arrival of the duergar as they do not expect to find any clues amongst the craftsmen's raw materials, only among their finished artefacts. The west side of the cavern (ie, the north-west and south-west projections) is stocked with old rocks, slabs of marble, cases of metal ores, manikins for roughly fitting suits of armour and so on, along with the tools and supplies brought by the duergar, including various ancient books of history describing the arts of dwarven forging techniques, axes, picks, saws and chisels, lanterns and oil and provisions for the duergar working down here.

These comprise the head researcher, a 6th level cleric named Gerlan (AC 7, hp 25/30, flail), 2 3rd level and 2 2nd level assistants, and between 5 and 10 1st level clerics who are acting as dogsbodies and messengers and who continually have to bustle up and down the stairs to the Mansion and the area below, carrying strange finds, asking or answering questions, bringing new orders and so on. In addition there are 7 2nd level guards with a 4th level leader (AC 2, hp 18/22, axe +1) who watch over the researchers, just in case.

The researchers are working in the east part of the room, in which are benches and work-tables, boxes full of finished or half-finished pieces of work, innumerable tools for forging and the crafting of fine pieces of jewelry etc. Most of the valuable finds (in either monetary or historic terms) have been removed and given over to Khand for consideration. The room does contain, however, a pattern for a shield-covering that shows fire bursting out of a hole underneath the hammer of Maugraign, a series of smaller, triangular designs that all show the hammer over an anvil on a background of fire, and a carefully lined jewelry case that holds three largish gems worth about 250gp each - these gems, although not the original gems to move the anvil in room 29, will do the job, as they were also constructed by the dwarf craftsman Jorred for a similar apparatus (see also 45 and 59).

The lower level researchers know little of the duergar plans or even what they are seeking or have found - hints of great powers, fire and an arcane summoning ritual are about all. Gerlan, however, knows more or less as much as Khand and, if captured and 'persuaded' to talk by the PCs, may be able to help them in their quest; see the section describing Khand's finds and conclusions for an idea of how much to reveal - it may depend on the length of time that has passed, and on the persuasion used on Gerlan (who will not be keen to talk).

35. Spiral Staircase:

The rough stone staircase spirals down at a rate of 1:2, and eventually reaches 57 below - note the clockwise spiral.

36. Secret Door:

Once a storeroom, this room has been gutted and any contents of use to the duergar taken to room 34. At the north-west end there is a secret door; this is known to the duergar but they have not worked out how to open it yet and, as they do not think anything interesting lies beyond (rightly, as it happens), have not bothered about it. In case of a sudden attack from this direction, however, they have placed 4-5 1st level guards with 1 2nd level fighter here.

The door itself can be found as normal and is inscribed with the words (in dwarf runes) "Touch Maugraign's Crown and pass on". Opening it is, in fact, very simple, the person merely needing to press in both the words 'Maugraign's Crown' at the same time - a case of the over-educated duergar priests not seeing the wood for the trees. From the other (north) side the door is obvious and has an easily visible lever to the east side to release it.

37. Kennels:

The duergar were possibly wise to not investigate on the far side of the secret door as, though there is nothing of real interest here, these caves are being used by 3 fire giants; the duergar have not heard the giants because of the vast 5' slab of rock that serves as a door. This room is used as a kennel for their hellhound pets; there are iron rings in the wall to which they may be chained and a big hunk of meat usually hangs from a spike in the ceiling in case the dogs get peckish. The 3 hellhounds are completely loyal to their masters and will do whatever they are ordered.

Hellhounds: AC 4; HD 4/7; MV 120'/12"; AT 1; D 1-6/1-10; SA breathe fire for 4d6/7 points of damage, surprise on 4:6; SD see invisible and are surprised on 1:6; save as F4; morale 9; Int low; AL C/LE; SZ M. The hellhounds may be roaming this area, chained up or out hunting.

The stairs that lead to room 39 drop about 60' at a rate of 1:2; to the north of them is a small crevasse that descends for 290' and ends up at 48.

38. Hunting Pit:

This room shows signs of unfinished dwarven workings in the form of two passages heading off to the west. The hole in the floor is used by the giants to hunt creatures passing along the passage 20' below (like all the passages that go off the map, this can be assumed to meander for a long way in either direction). The giants either climb down, send the hellhounds down or try to spear things passing by. Beside the hole are several lengths of strong rope, dozens of small boulders, spears, javelins, darts, axes and so on. Decide if the giants are hunting here when the PCs enter.

39. Giants' Lair:

The 3 giants live amongst the spartan comforts of this cave, sharing the furs and skins of their victims, feasting and discussing the old days when a giant was a thing of awe and fear for men. The cave holds little of interest for PCs; mainly old weapons and suits of armour (rusty and battered versions of most normal sorts), a large collection of coins used for gambling (about 35pp, 95ep, 750gp, 2500sp and 5000cp), a large magical cooking pot that gives off a good heat and can cook a decent roast for six without using fuel or producing smoke and a scroll of protection from undead. The giants will defend their lair with great ferocity, but will grab their riches and flee if it looks like they might lose. They know nothing of the past of Maugraign's Hall nor of the duergar's actions; they have, however, an unexplained feeling of comfort here, as if something intrinsically fiery were nearby or were exercising its influence on the locale.

Fire Giants: AC 4/3; HD 11+2/11+2-5; MV 120'/12"; AT 1; D 5-30; SA hurl rocks to 200'/20" for 3-18/2-20 points of damage; SD impervious to all fire, even magical; save as F11; morale 9; Int ave; AL C/LE; SZ L. Note they cannot get up the shaft to 14 as they are too big.

40. Spiral Staircase:

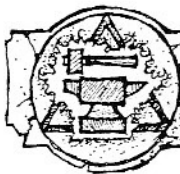
The rough stone staircase spirals down anticlockwise at a rate of 1:2, and eventually reaches 51 below.

41 Secret Door:

From the junction at the south of this passage to the door there is a steep slope that climbs 40' over this distance. From the south side the secret door is obvious and has a handle to open it; from the north, however, it must be found as usual - the duergar have not yet found it. To cause the door to open a character must depress a pair of studs set at the base of the door on the north side (find at FRT chance).

42. Ledges:

This side of the lake (the stream flows west) the channel is about 5' deep and flows faster although the slope of the bed is only about 1:20. The ledges are 2'-3' above water level, as are those south of area 39.



43. Land Octopus' Lair:

On either side of the cave there are iron bars preventing access. The bars are set 1' apart and have been here for so long that they have effectively fused into the rock and may not be lifted or otherwise opened. They are very strong and any attempt to bend bars will be at -20%. The success of other attempts must be determined by you as appropriate (eg, sawing the bars, smashing the rock around them etc).

Held inside the the cave, living by catching and eating any creatures that pass down the passage to the south, is a land octopus. This strange being is like a giant octopus, but can survive on land, dragging itself around by its tentacles and hunting smaller creatures for food. It will attempt to grab any character coming too close to the bars and there crush or bite him to death, eating him at its leisure.

Land Octopus: AC 5; HD 12; hp 88; MV 30'/3"; AT 7; D 6 x 1-4 and 2-12 (from tentacles and bite; it will always leave two tentacles as an anchor); SA anyone caught by a tentacle has a 5% chance per point of damage inflicted of being trapped and unable to attack or defend that round, plus it can squirt a cloud of noxious fumes in a 60'/6" x 40'/4" cone, causing victims to save vs poison or act at -4 or -20% in all respects for 7-12 rounds, then at -2 or -10% for 2-12 turns; SD darkness 10' radius at will; save as F6; morale 10; Int low; AL N; SZ L. The land octopus is too large to fit down the tunnel to area 45.

44. Large Cave:

The tunnel passing through this cavern leads out of the scenario area on each side and need only be detailed if you wish to do so; otherwise assume there is nothing of interest in it. Wandering creatures may pass down the passage, many feeding the octopus; the remains of some of these can be seen in the cave (the land octopus only being interested in their food value): odds and ends of skeletons, pieces of armour, weapons, rotted or old adventuring equipment and so on. Of value are 120gp, 350sp and 190cp, half a dozen gems worth 10-20gp each and two potion bottles - one a potion of diminution, the other poison (the victim must save vs poison or take 8d6 damage; a successful save indicates only 4d4 damage is taken). The passage leading north-west is unfinished and unsafe (see area 15).

45. Durward's Workshop:

The four main caverns of the workshop are all subsumed under the one heading due to their essential similarity. Spread all over this area in a complete jumble (left by the looting duergar hundreds of years ago) are materials for forging and smithing, moulds for casting, books of heraldry and patterns and so forth. A few clues may be gleaned from this mess, mainly in the form of the oft-repeated devices used by Maugraign: a triangular device with a hammer over an anvil on a background of fire, or a similar symbol with hammer over anvil on flaming background with the runes for death, strength and fire locked with those for M and U. In the south part of the south-west room stands an anvil similar to that in room 29 (see above). The three short passages to the shaft from 10 to 52 lead to 3' square holes in the shaft through which items for forging were originally placed - PCs may climb up or down the smooth sides of the 20' wide shaft.

Defending the caves and the anvil are 17 dwarven zombies - not normal undead of their type, but possessed by the power of the anvil and drawing their greater strength from that. Elsewhere in the complex they can be turned as spectres, and in the room with the anvil as vampires - if turned, the effect will last for 1-4 rounds and then they will return to combat, attacking until physically destroyed; plus they can regenerate at 1 hit point per round until at 0 points.

Zombies: AC 8; HD 3; MV 90'/9"; AT 1; D 1-10 (using rusted weapons); save as F2; morale 12; Int non; AL C/N; SZ M. Destroying the anvil (unlikely) or moving it will remove their special powers - they will chase PCs if they try this.

46. Small Cave:

Standing in front of the south exit to this cave is a large statue of a dwarf, about twice life-size, armed with plate mail, shield and huge double-headed axe. It will give off a magical aura if such is detected. It will do nothing if characters either emerge from the south or merely pass from one of the north passages to the other - however, anyone attempting to pass the stone warrior and enter the passage to 45 from the north will cause it to animate. Once it has animated, it will attack, not ceasing until the intruders are dead; it can follow PCs but will not cross or enter the lake or streams. While in stone form it is almost entirely impervious to normal attacks (short of hammer and chisel and hours of hard labour or disintegrate spells and the like).

Statue: AC 2/0; HD 10; hp 80; MV 90'/9"; AT 1; D 2-16; SD immune to mind affecting spells, \$ damage from edged weapons, E damage from fire, cold, electricity; no damage from missiles; save as F10; morale 12; Int non; AL C/N; SZ L.

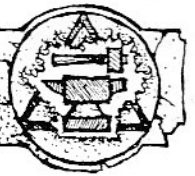
47. Lake:

This cave is about 75' high (from water level) and the water is 20'-40' deep. The walls slope up slowly to the roof and are damp and slippery, hence the chances of falling will be four times normal (eg, for an 8th level thief Climb Walls will be 76%/84%). The lake shows no unusual features or items of interest from the surface, but lurking beneath it are many fish which could be caught as food (assuming there is the right tackle available). There is also a large, and usually hungry, creature that dwells below the surface, only showing itself when some tasty bite-sized morsel appears; as it is so big, it hardly notices the normal inhabitants and waits for dwarf-sized or larger snacks to pass by (the cave trolls are wary of this beast). It will attack anything and everything from halfling up to hill giant size that enters the water of the lake - it will then pursue them down the streams if they flee (it must have the lower part of its body underwater so it cannot leave these streams, though it does not need much water). It appears as some sort of sick cross between a shark and a crab, having a body like the former and the clawed front of the latter; to attack it either swims through the water at high speed to gain a butt and bite attack, or, to attack those who are on ledges, will swim alongside and snap with the claws - it may also attack opponents behind with its tail even if they are on land.

Claw Shark: AC 5; HD 15; hp 75; MV 180'/18"; AT 3 - either butt, bite and tail, or 2 claws and tail; D butt 2-12, bite 3-18, 2 x claws 2-16 and tail 3-12; save as F15; morale 11; Int animal; AL N; SZ L.

At the bottom of the lake (40' deep here) is a statue of a dwarf clad in plate mail with a full-face helmet and a large war-hammer with many runes upon it. This statue is encrusted with calcific growths. Around its neck is a finely crafted gold chain with 100 links, from which depends a medallion showing Maugraign's triangular symbol (see 45 et al) - this will register as magical if detection spells are used. This has not been covered over like the rest of the statue and can easily be lifted off. If this is done the statue, predictably, comes to life and will attack the PCs (they may be willing to risk this to get the hammer; see below). It will attack until killed and if evaded or there are no more opponents it will make its way towards the temple, attacking anything it finds there, finally coming to rest in room 104.

Statue: AC 0; HD 12; hp 80/100; MV 90'/9"; AT 1/3 every 2 rounds; D 2-8+6; save as D14; morale 12; Int high; AL N; SZ M. It has the following abilities: operate under-water or walk on the surface of the water at no penalty, walk over crevasses where dwarf bridges previously existed (eg, 17-19), see invisible objects and immune from charm etc - the creature is a mindless killing machine and cannot be communicated with. The hammer is +3 (also see room 110).



48. Intersection:

This covers the shaft, tunnel and subterranean river that so conveniently intersect at this point. From the river level, the shaft ascends to the stairs in area 37, 290' above (to base of stairs). The shaft narrows as it ascends but the sides are rough with many ledges so scaling them is easy.

The tunnel running north-south is a purple worm hole, so it is roughly circular in section with smooth sides. The shaft breaks through it 20' above the river level. To either side the tunnel leads on for miles to nothing of real interest. Wandering monster chances should be triple down this tunnel.

The river runs through a tunnel, 25'-30' wide and 10' high, filling the whole tunnel with fast-moving water. To the east, the duergar have discovered the river, but their natural dislike of water and their other investigations have lead them to ignore it. The only way that a PC may pass along the river is to have a water breathing spell or item, or otherwise to hold his breath (for 10 seconds per point of CON before beginning to drown, taking 6d6 points of damage per round until dead). Movement in the tunnel will be at $\frac{1}{2}$ speed; any faster and the character must save under DEX on a d20 or fall over, taking 1-4 damage from buffeting and being swept 50' downstream (ie, to the west). The river has numerous small fish and other creatures in it, plus several larger predators - there is a 10% chance per turn of encountering such a fish, typically AC 7; HD 3; MV 180'/18"; AT 1; D 2-8; save as F2; morale 8; Int animal; AL N; SZ L.

49. Gateway:

The crystalline shaft from area 16 passes through this cave before ending 50' below at the tributary to the subterranean river (this tributary is the same as the river apart from its width). This great cavern has two noteworthy features, other than its size (it is roughly 150' high) and the shaft: the blocked passage to the east and the strange smooth rock-face between the pillars at the west end of the room. The former is merely a natural blockage across the passage (50' wide and 75' high) and that area is dangerous, some further collapse being possible (see 15, but a 10% chance for 3d6 damage - mostly from rock slides rather than the ceiling). The smooth area of rock, smoother even than the sides of the shaft, is 50' wide and 100' high and it appears to be almost translucent, observers feeling that they can see the cavern continue on the far side of a thick darkened piece of glass. No normal attacks will affect this surface, and even spells such as disintegrate will merely lightly scar it.



The cavern is home to a group of 12 semi-aquatic gargoyles (AD&D: amphibious kopoacincths) that conform to the normal gargoyle stats, except that they can also breathe underwater and swim rather than fly.

Gargoyles: AC 5; HD 4; MV 90' or 150'/9" or 15"; AT 4; D 1-3, 1-3, 1-6, 1-4; SD +1 weapons to hit, unaffected by sleep or charm; save as F8; morale 11; Int low; AL C/CE; SZ M. The leader has a gold bracer set with gems, worth 250gp, and a potion of speed.

50. Main Tunnel:

This is the tunnel down which the lava poured, flowing into the side chambers to provide heat for the forges. The frequent flow of molten rock has caused the tunnel sides to become smoothed and coated with a bright black igneous rock. For details of the collapsed areas at each end, see 49.

It is, in fact, the solidified form of a gateway to another plane; when the being that aided Maugraign's smiths produced a river of lava to fire their forges, this lava had to go somewhere without destabilising the local geological formations and this magical gate was made, drawing on the being's energy to sustain it - when the being left and the lava stopped flowing, the gate solidified into a supra-planar field of energy that is impenetratable without the correct summoning spells. As such magics are no longer available, the consequences of summoning the lava-producing being without an outflow will be disastrous (see below).

In the widest part of the passage stands a statue, similar to that at the bottom of the lake (see 47), except this one does not have the marine dressing of the other, but an outer layer of the shiny stone that covers the walls; it does have the same sort of gold chain and medallion, also unaffected by the covering on the rest of the statue. Its actions and stats are the same as that from 47, except as follows: it is unable to walk on water or over broken formations but it can pass through blockages in passages; AC -2; HD 10; hp 64/80; SA in addition to the 2-8+6 damage it can burst into flame on alternate rounds for 1-6 fire damage in a 5' radius (save vs dragon's breath for 1-4); save as D12.

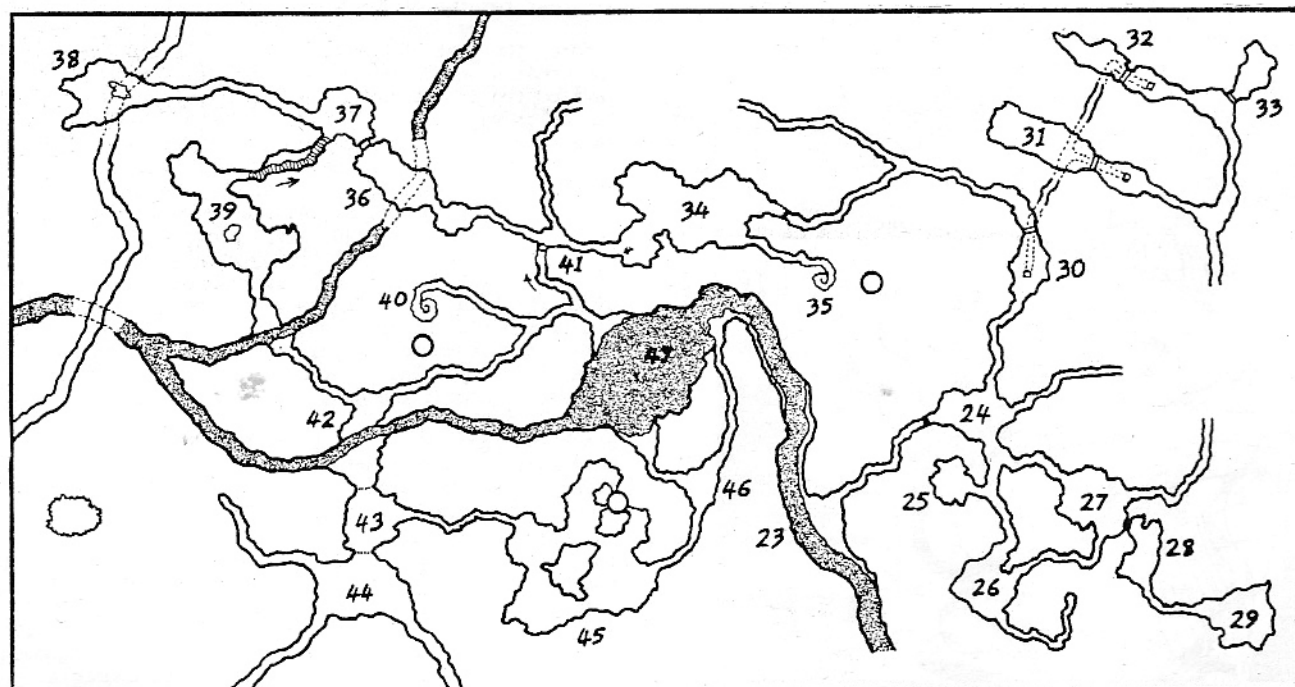
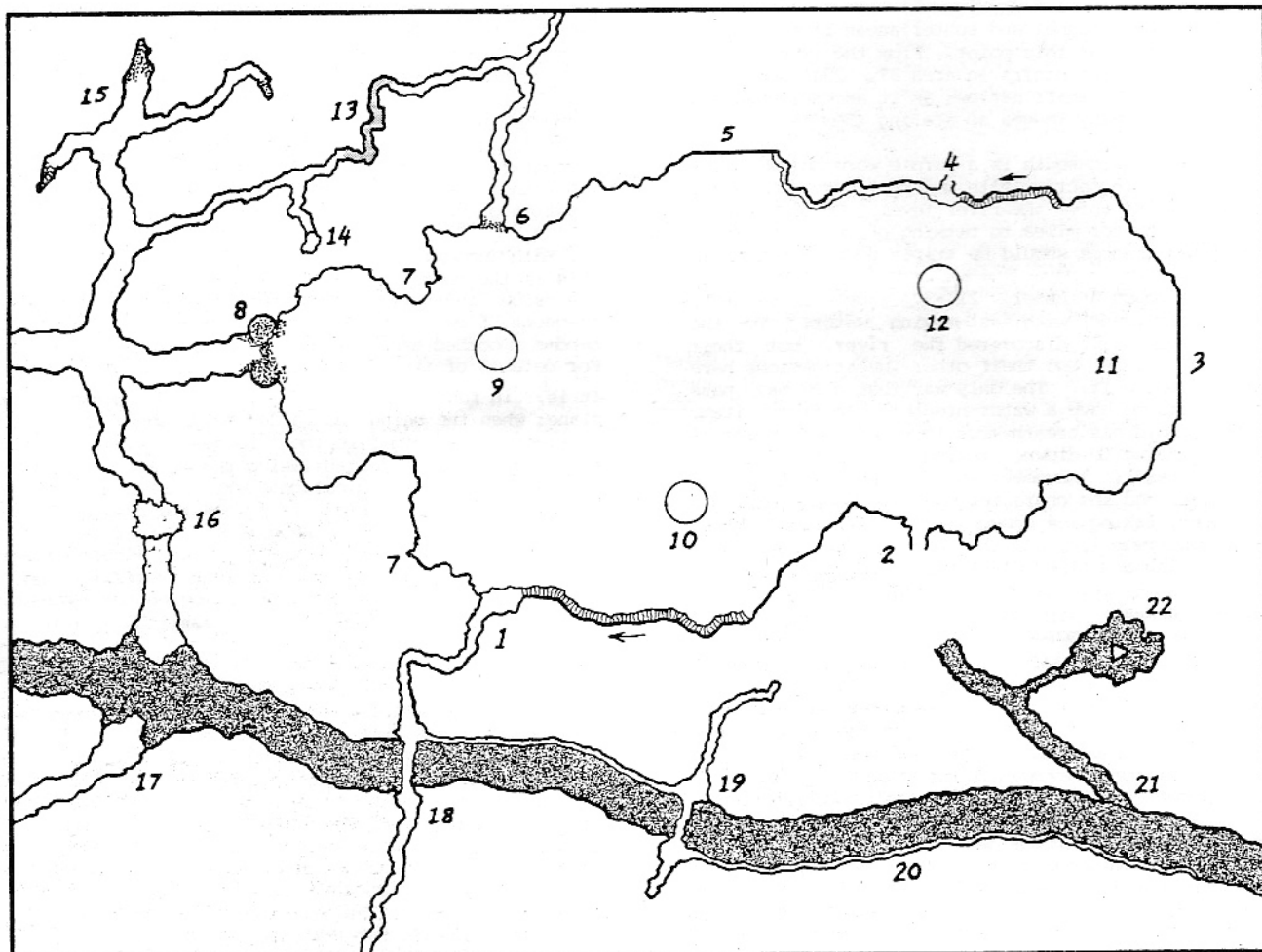
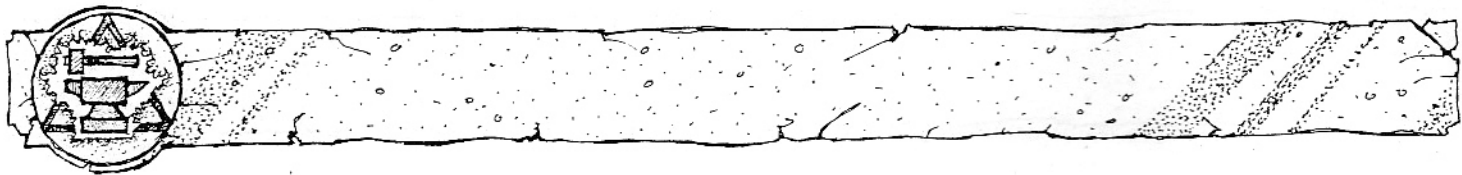
51. Malon's Workshop:

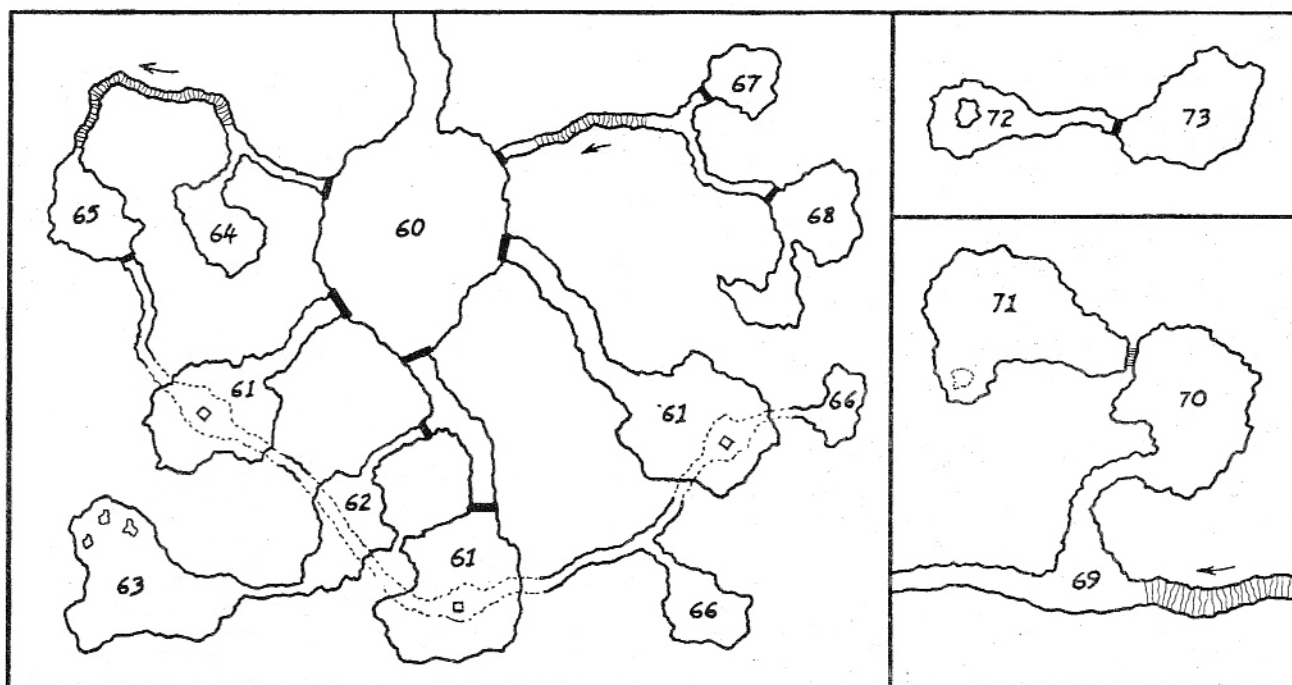
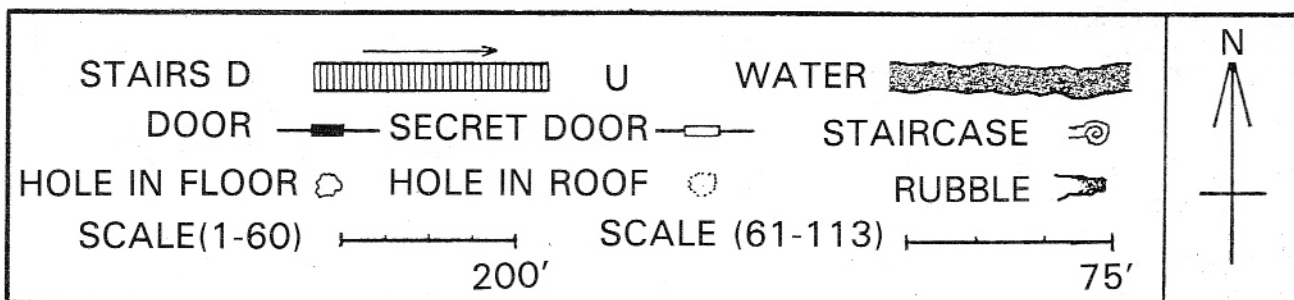
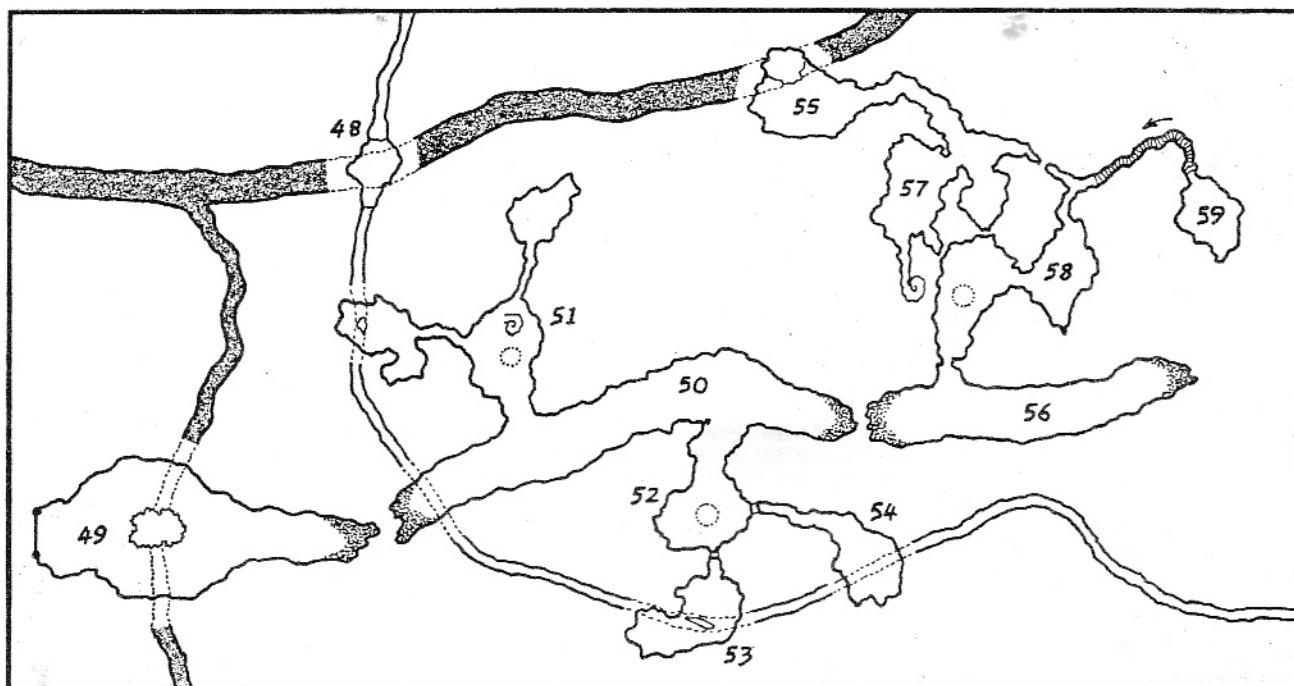
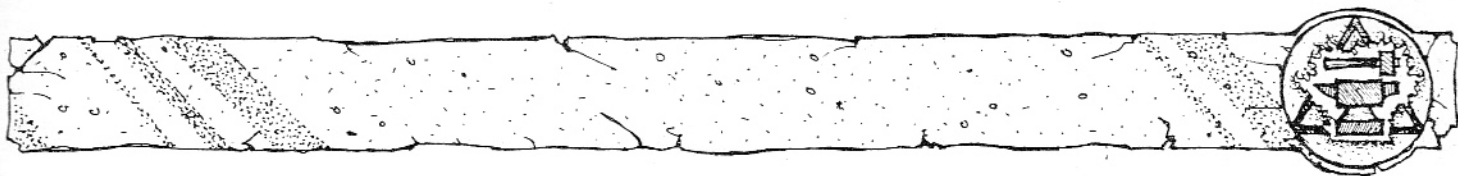
One of the three great dwarven smiths (other than Maugraign himself) to work here was Malon, and these rooms represent all that remains of his workshops. They are placed together under one heading as there is little of interest here - before the last of the lava flowed out the gateway in 49, the great stone doors to these caverns were breached and the lava poured in, burning all but a few lumps of rock used as tables or waiting for carving, and fusing the walls for the same smooth effect as in the main tunnel (see 50). The west chamber has a hole in the floor that leads, via a 10' wide shaft, to the worm hole 30' below. The central chamber has both the shaft to area 9, 400' above, and the bottom of the spiral staircase from 40, 190' above. The east chamber contains several large blobs of metal fused into the rock, one of which is made of silver and could be worth about 200gp if it was all extracted, another of gold worth 500gp (it would take hours of chipping to get enough metal out to make it worthwhile). This last chamber is also home to a huge black pudding that will drop on any character who stoops to inspect the gold or silver.

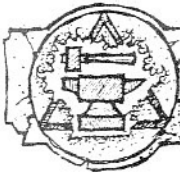
Black Pudding: AC 6; HD 10; hp 80; MV 60'/6"; AT 1; D 3-24; SA dissolve wood and metal; SD cold and electricity have no effect, weapons merely split it into several smaller units; save as F5; morale 12; Int non; AL N; SZ L.

52. Large Chamber:

This otherwise undistinguished cavern originally fuelled the forges of Durward and his assistants. The shaft opening into the centre of the roof goes up to area 45 (190' above) and eventually ends up in the main hall at area 10 (400' above). The two secret doors and their opening mechanisms are described below with their respective chambers.







53. Durward's Workshop:

This chamber has been looted of any items of value, but the remaining contents may still prove of some use to the PCs or the duergar. The secret door cannot be opened mechanically any longer (although it can, of course, be broken down), but the spell that once opened it from the outside will still do so - carved on the inside is the phrase: "Knock once, then Open Durward's Door". To open the door, a knock must be cast and then the character must say "Open Durward's Door!" Left in the chamber, generally rotting but intact, are the work benches and stools for the smiths, some of their more cumbersome tools and a few blocks of stone or iron ore that have only been partially worked on (including 4 vaguely dwarf-like pieces that were intended as statues). Among several instructions concerning safety and care of tools cut in the walls of the chamber, the following may be found: "Once your ally is arrived, make to him your pledge, lest he betray you, for so said Lord Maugraign."

The hole in the floor of the chamber leads to the worm hole, 30' below, from where a pair of cockatrices sally forth in search of prey. They are likely to drop onto the PCs underneath the hole, attacking with surprise.

Cockatrices: AC 6; HD 5; MV 90' or 180'/9" or 18"; AT 1; D 1-6/1-3; SA can turn opponents to stone if touched unless save vs petrification is made; save as F5; morale 7; Int animal; AL N; SZ S.

54. Durward's Storeroom:

One of the few sealed chambers in this area, the store still appears much as it did when abandoned. The secret door to 52 is closed in the same way as that to 53 and may be opened by the use of the same incantation. Inside the room there are a dozen pieces of granite and marble awaiting carving, a large pile of old metal items ready for smelting (these are battered but unruined - there are shields, helmets, swords, axe-blades and so on, plus more mundane household items), a largish but plain and dented anvil, moulds for casting items of jewelry (goblets, plates etc.) and three large but locked chests stacked against the east wall. The first of these (a poor lock; open at +15%) holds the stamps and models for use in creating the symbols pertaining to Durward and Maugraign (Durward's symbol is a hammer and anvil with a glowing sword in-between; for Maugraign's see 45). The second (good lock; open at -5%) contains 30pp, 350gp, a box with a bejewelled silver coronet (worth 750gp) and a bag of assorted gems (25 of values from 10-30gp). The third (good lock and trapped; open at -15% and save under DEX or be enveloped in a cloud of poison gas, doing 10d6 damage or save vs poison for half - find and remove trap at -5%) contains a box with 3 large gems (that will fit the anvils in 29, 45 or 59), a dagger +1, a potion of fire resistance and a scroll of 3 spells: conjure elemental, wall of stone and stone to flesh. Inside a false bottom to the chest (FRT to find if searched) is a bunch of tiny iron keys and a copy of the first part of the summoning scroll also held by Khand (see 110 for details).

55. Jorred's Storeroom:

One of the stores of the smith Jorred, this only contains a few lumps of rock, anything of interest having been removed by the duergar. The pit at the north end of the room opens onto the river 50' below. Though the duergar are currently not interested in exploring further down the river, they are keen to guard their rear - positioned in this cavern are 12 1st level duergar, led by 2 3rd levels and a 5th level.

56. Main Tunnel:

The main tunnel (see 50 for description) has little to offer PCs or duergar - the latter are interested in it only as a means of access to other areas and have therefore got their small slave force digging at the rubble at each end. As the game progresses, the work-force will come closer to breaking through - your decision on their rate of movement (consider that they mean to clear the width and height of the tunnel and that they must constantly beware the dangers of a cave-in; 3' per day is reasonable for the force given below).

The slave force is a rag-bag mix of races, all of whom were taken from their dwellings during duergar raids, beaten and tortured, and then sent to work as miners for the expedition - they all exhibit the same lacklustre, glazed expression, emaciated and drawn appearance and total absence of spirit. Their days consist merely of eating their meagre rations and digging where they are told to dig. There are roughly 30 dwarves, 10 gnomes, 15 humans, 15 orcs, and 5 hobgoblins; in their state, they can all be assumed to have the same stats: AC 9/10; HD 5; MV 60'/6"; AT 1; D 5 damage by weapon; save as F1; morale 2; Int low; AL N; SZ M. If the PCs can get to them and persuade them to aid them, add half the highest CHA of the party to their morale - it will take 2-12 hours to arouse them (choose as appropriate for the PC methods, or roll, as you wish). They are guarded by 15 1st level duergar with 4 3rd level taskmasters and a 5th level leader - these will force them to dig at the easily-removed rock-falls at each end of the passage, working 8-hour shifts with all sleeping during 1 shift. They have all manner of tools necessary for mining and shoring up, and sacks full of mouldy provisions rest in the middle of the passage.

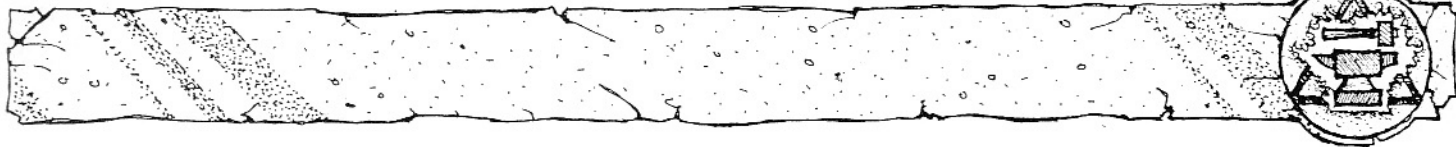
57. Jorred's Workshop:

The north-western parts of Jorred's lower workshops are kept in isolation from the south-east areas by blocked passages. That between this area and the stairs to 59 is blocked by a collapsed tunnel and the exits to the main shaft are blocked by fused and unopenable doors; the duergar have not tried to break through these as they have another entrance to 58. A few researchers are still looking about these rooms, but all that was deemed of interest has been taken up to the Mansion via the spiral staircase to 35 (300' above). There will be 2-5 clerics in here of 2nd-4th level, and 3 2nd level guards to both protect and aid them. Other than the usual benches, tools, lumps of rock and so on, the workshops also have a number of patterns carved into the floor: one is in the form of a triangle with a hammer at its centre, another appears to be a large snake crawling away from a sword into a hole, and a third has the runes M and T, followed by an inverted triangle and then U. The duergar, if captured, can tell PCs that the second indicates the powerful being they seek is summoned with a sword, and that the third indicates some connection between a hammer, anvil, Maugraign and a fourth feature, probably the being; the first diagram's meaning is beyond them - they think it a pattern for an heraldic device. See 86 below for details of the duergar's explorations, and the knowledge that can be expected from captured priests.

58. Jorred's Workshop:

The south-east workshop and the cavern below the main shaft are also being explored by the duergar priests. Khand will spend some time down here supervising the exploration and ascertaining the progress of work. It is here they expect to discover the answers to their problems - as there are a large number of references to Maugraign in the books here and many items bear his symbol, the duergar think this is where the great dwarven smith summoned his powerful ally. This is corroborated by an indentation in the floor of the chamber under the shaft that, from its size and the symbols next to it, would appear to be designed for an anvil of large dimensions, and to the way that there are unusual score marks spreading out from this hollow - this erroneous guess on their part is the result of other dwarf experiments in this chamber, but they persist with attempting to locate the artefacts they believe are needed to summon the being.

Like the chambers to the north-west, these are essentially empty, all of the interesting items having been transported upstairs, but work is being carried out by 1 5th level and 3 3rd level clerics, with the assistance of 6 1st levels and a guard of 6 2nd level fighters led by a 4th level fighter. A slow and painstaking attempt to decipher all the coded or arcane symbols on the walls is being undertaken (these are actually only directions for gem-cutting etc) and the walls are being thoroughly searched for secret niches. The state of their activities is covered by the general section in 86.



59. Jorred's Storeroom:

The stairs to this chamber descend 50' from area 58 (at the relatively shallow rate of 1:4). The chamber was used as a storage room by Jorred and still contains several artefacts that he crafted, plus stores and materials for future works. The duergar have listed the relevant items in the room, but are currently leaving them here, not wishing to disturb the things they may have to use to summon Maugraign's beast. The foremost of these items is the large iron anvil that stands in the south corner of the room - it is the same as that in room 29 in all ways. Aside from the usual collection of tools and materials (listed in various places above), there are also half a dozen suits of dwarven plate mail so finely crafted that they have an encumbrance of only half the usual value, a pair of battle axes that have kept their edge after all these years and count as +1 to hit and damage (although not magical in any way; they cannot strike creatures only damaged by magical weapons), an enormous ogre-sized shield that needs a minimum strength of 17 to lift, giving a +1 AC bonus to anyone with STR 18, and a case of 20 heavy crossbow quarrels +1. There will be 4-6 1st level guards here (to make sure that idle hands do not damage the artefacts).

In the middle of the floor of this chamber there is a secret trapdoor, as yet undiscovered by the duergar (who have only catalogued, not fully explored, the room). It can be found at half normal chances and it is released by twisting a hidden stud in the floor 5' to the south - the latter can be found at FRT-10%. Under the trapdoor is a small cache, 18" square and 2' deep, containing a locked iron box (OL as normal) and three sheets of parchment. Of the parchments, one is a list of work to be completed (a dozen shields, two full-size nude statues - that sort of thing), one a scroll of cure serious wounds and the third a scrap with a diagrammatic picture of a shaft filled with fire, before it a hammer over an anvil, and beyond those what appear to be small figures; under this are written the words "Maugraign tames the fires in the Hall of Kin, offering one of his children to the flames" and what appear to be rough notes of dates, prices and dimensions. A time will come when the duergar find this and realise that they may be searching in the wrong place (see 86). The box contains three finely engraved platinum rings (worth 100gp each) and twelve small diamonds (also worth 100gp each).



60. Harkin's Caves:

This small cave system leads off the main cavern at area 2; note that from here on, the maps are a larger scale than before due to the greater complexity of the areas described.

Harkin was a dwarf of Maugraign's time who studied the dark creatures that lived with the dwarves deep below the earth. His pens and workrooms are contained in this section of the halls - they have been taken over by the duergar as pens for their own beasts, and as cells for captives. This room is now the guard room and there will always be 7-12 duergar on watch here, plus 2-3 2nd level types and a 4th level leader. The room itself is fairly bare, having only a table and a few benches in the middle. The two small doors (north-east and north-west) are locked - the guard captain has the keys, plus the keys to the doors in rooms 62, 65, 67 and 68. The larger doors (the three to the south) are opened by means of a large wheel set into the south-east wall - turning this (a combined strength of 20 is needed) will lift all three doors in a round. Each door, however, has a small lever set to the left of it which can be pulled down - doing so will disengage the ratchet attached to the chain pulled by turning the wheel, and hence that door will not open (as all are up under most circumstances, PCs would have to lower one or two of them to select a specific door or doors). These larger doors are very well constructed and will open at -4. It is possible the duergar may choose to release their war-beasts - this is up to you depending on the PCs' actions.

61. Pens:

These three rooms are essentially the same, each holding three of the fell war-beasts the duergar have brought with them. These vicious, permanently hungry creatures resemble the paleocircus - a dinosaur with plated back, sharp spines down its sides and a spiked tail. Unlike their prehistoric forebears, however, these subterranean monsters are more fleet of foot, far more aggressive and, most importantly, highly carnivorous. They attack with bite and spiked tail, and in close quarters can crush and gore with their spiked sides (making them useful against massed enemies).

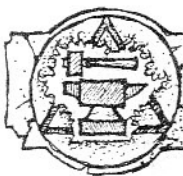
Warbeasts: AC -2; HD 15; MV 60'/6"; AT 2; D 2-12, 2-12; SA may crush with spikes for a further 3-18 if in enclosed space (decide when applicable; also any opponent coming within striking range must roll under his DEX or suffer 2-5 damage as the beast lumbers sideways); SD any creature biting one will cause itself 3-12 damage if it hits; save as F9; morale 11; Int animal; AL N; SZ L. They have been trained (by the use of charm spells) to accept riders in harnesses that may guide them in combat; these are described below - killing a rider will cause the beast to attack the nearest creatures (duergar or otherwise) until dead.

62. Storeroom:

This small cave is currently used to store harnesses for the war-beasts (against the north-west wall). Untrained PCs who try to use these will be gored to death trying to fit them, or smashed with the creature's spiked tail once on. A secret door leads to the southernmost of the pens; it has no mechanism to open it from the pen side, but a small stud in the ceiling above the door on the north-west side opens it if pushed (FRT+15% chance to find) - once this door has been opened, the hinges will snap and it cannot be pulled shut.

63. Torture Room:

Once Harkin's laboratory, this now houses the tools of the warped duergar interrogators. There are three of these, all the equivalent of 3rd-4th level cleric-thieves, (AC 5, sword and mace) who stay in here, maintaining their precious tools and equipment, and perfecting their techniques. The room is full of sick and wicked versions of all the normal equipment expected to be found in a torture chamber - at the north end there are three pits, each 20' deep (the bottoms 4' deep in slime) with locking iron grills on them (the torturers each hold the keys). There is a chance (decide as applicable) of one of the prisoners from 67 or 68 being interviewed here.



64. Beast Riders:

The nine beast riders have their quarters in this room; they are an elite and live apart from the mass of duergar troops, meeting them only when taking orders or receiving prisoners as food for their mounts. They are 5th level fighters and have spent years training in the art of controlling their great mounts. Their armour is heavy plate mail, spiked like the hides of their mounts with huge horned helmets designed to terrify or disconcert their opponents (treat as AC 0); they use hooked spears to guide the beasts and huge spiked maces to fight, being able to attack at the same time as the beasts (treat the spears as normal spear and the maces as +2 damage). The cave contains their simple cots and personal possessions (of limited value, say 5-10gps worth), and they will be in here unless you decide the beasts are being used.

65. Apprentices' Quarters:

The beast riders have five apprentices with them to tend the beasts, clean their armour, cook their food and so on; these 2nd-3rd level fighters live here, in even greater simplicity than their masters, with all the equipment needed to look after both beasts and riders, plus, generally, the riders' spiked armour and weapons. Keys to the door hang on a nail beside it. The stairs up to this room are shallow, gaining only 25' over their distance. The passage to the south goes over the pens below; there are bolted trapdoors above the pens through which food (usually still alive) is thrown to the beasts - PCprisoners may be used in this capacity.

66. Storerooms:

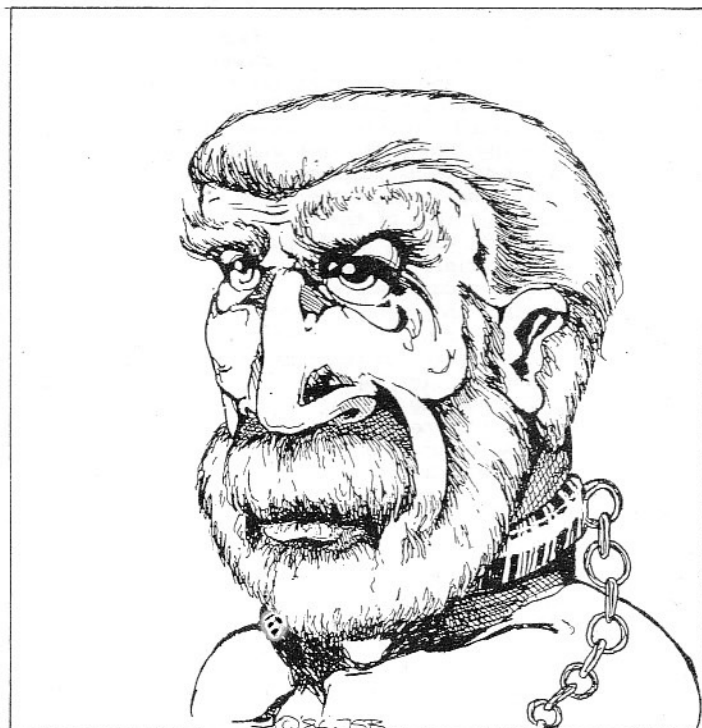
These rooms merely contain sacks and cases of assorted offal and entrails, plus a number of small creatures in cages (the number will decrease as the scenario progresses - there will be lizards and snakes, bear-cubs, bats, toads, young goblins and so on). PCs eating the offal will certainly become ill!

67. Cell:

The stairs drop steeply about 50' leading to the cells. The sturdy door to this cave is both locked (see 60) and barred. The room contains a dozen hobgoblins who were encountered enroute to the halls and who have been kept for consumption or entertainment, whichever seems more important at the time (they may be eaten by the war-beasts, not the duergar). The hobgoblins have all been beaten and tortured, then manacled hand and foot and hung up on spikes driven into the wall - if the PCs free them, they will be willing to help but will be so weak as to act at -4 or -20% in all capacities and have only 1-4 hit points. If questioned, they will have a very rough idea of what the duergar plan for the dwarves and will know that they seek something powerful in the halls, but will have no details.

68. Cell:

The second cell door is closed like the first. This larger cave contains a number of dwarves waiting for the duergar to sacrifice them in one of their perverted rituals of blood and death. There will be at least 6 dwarves, but you should increase the number depending on how many prisoners were abducted by the duergar from the delve to which the PCs are attached; this will be a matter for your judgement based on the introduction to the scenario you have chosen, but a minimum of 6 is recommended and more might be preferable (about 12). Of the 6 dwarves, there already, 4 are fighters (3 2nd level, 1 4th), 1 a thief (5th) and 1 a cleric (4th) - the composition of the prisoners from the delve is up to you, but they need not all be classed (ie, they could be normal, 0th level types). It goes without saying these incarcerated dwarves will aid the PCs if they are freed, though, like the hobgoblins, they are at -4 or -20% and will have a maximum of half normal hit points (and no spells, where applicable). The dwarves are manacled, but not hung up. If any of the PCs are captured, they will be thrown in here; the dwarves know of the duergar plan to attack the delves and have some inkling that the duergar are here to summon some ancient dwarven power that will crush any and all opponents.



69. Ledge:

For details of the ledge and stairs see area 4. There are 6 2nd level guards on this ledge, led by a 4th level fighter, and they have strict orders not to let anyone but Khand or his assistants pass. They also have a ballista trained over the main hall (ostensibly as a defence in case of attack but actually a precaution by Khand in case of revolt by one of the war-chiefs). These guards, unlike most of those listed above, can be considered to be in Khand's force and loyal to him rather than to the normal troop commanders.

70. Daudhrin's Caves:

These caves were originally occupied by the dwarven hermit, mystic and visionary, Daudhrin, a close friend of Maugraign and one of those who helped him summon and control his fiery ally. The caves are currently being investigated by Khand, who believes they may hold a key to his explorations but who is afraid of the spirit that haunts them; this spirit is the soul of the hermit and it waits in the inner chambers for a character to come who can release it from this plane. This cave emanates an overwhelming feeling of lurking menace and subdued evil (enough to cause characters under 3rd level to save vs spells or flee in fear) and clerics will quickly become aware of an undefinable 'presence' from the area of room 71. The cave itself still contains some mouldering and broken furniture from its early days, no creature having had the courage to enter the room for many years. The furniture is simple in the extreme: a bare table, three hard-backed chairs and a long bench down the east wall. Painted above the table, on the ceiling, is a sun or ball of fire, and on the floor below the table there is the image of a dark hole, said to be the hole at the bottom of the world leading to the void into which dwarves may fall if they dig too deep. Around the walls are mystical symbols relating to death and the inner planes, interweaved with Maugraign's symbols (see 45). There is no door to room 71, the hermit having been sealed in after the caves were constructed - across the area that was once the passage is a 5' thick stone blockage, only a small 1' wide by 6" high slit at the base and a 2' square grill of alternating 1" bars and gaps showing the room that lies beyond. Attempting to break through will cause a most violent response from the spirit inside - climbing through while dimmed, or by-passing it magically will not bring forth such responses (see 86 below for a method of entry).



Khand or some of his assistants may be found in this room, working on a way of entering 71 (and plucking up the courage to face what they feel sure is a powerful opponent). In a box on the table there is a document that speaks briefly of "the hermit, Daudhrin and his closed ways we take him food and water and he returns to us prophecies and judgments or stony silence as he sees fit he knows much and is beloved of Maugraign, and the two spend many hours in close conference, each sitting near the grill the better to hear the other and to keep their counsels secret" (you may expand this material if you wish). Lying next to the document is a scroll case and a potion bottle: the former is of 2 clerical spells, protection from evil 10' radius and dispel evil, and the latter is of polymorph self. Khand may eventually use these to enter room 71 (he may do so as it becomes obvious that his other searches are not leading anywhere; you should decide as appropriate, in keeping with your other decisions concerning the duergar plans and actions).

71. Hermit's Quarters:

Once the quarters of the hermit, this chamber now lies in disarray. Before he died (slowly, of starvation), Daudhrin did his best to make sure neither the duergar nor any others who might come later could discover his secrets - his attempts at destroying traces of the mysteries he had learnt and mastered were successful, but the curse laid on him by his death has partially wasted his efforts (see below). The room once contained a simple bed, table, chair, a chest of clothes and personal utensils and three chests containing a large number of parchments and a few books (Daudhrin having written most of the former, setting down his judgments and his understanding of the universe). All the parchments and books were placed in the middle of the floor and burnt, and their ashes remain there in a large pile to this day; the rest of the furniture was smashed and shredded and lies all around the room appearing to have been wrecked in some particularly savage battle. The other physical feature of the room is the shaft in the ceiling of the south-west area, leading up 50' to room 72; the sides of the shaft are rough and it widens very slightly as it goes up.

Around the west wall of the chamber are carefully concealed carvings that are only likely to be noticed if that area is searched or otherwise examined (FRT chances, double if the searcher is a dwarf). These are in the form of vague and rather simplistic outline pictures and form a sequence; this runs from north to south, as described below, but there is a good chance the PCs (or NPCs) will try to read it the other way - just ask them which way they look at it and give the description in that order. The sequence is: one dwarf with a hammer, fashioning a sword; a dwarf (apparently the same dwarf) wielding a sword over the heads of many strange creatures; a number of dwarves mining; the dwarf once more (apparently) fashioning a sword on an anvil with a hammer; then the same picture with a great flame standing over him; two or three pictures scratched out with no indication of their contents left; three dwarves fashioning various items over their forges; the single dwarf again hammering a sword on an anvil, this time set between two pillars and before a shaft or pit; and lastly, obviously a later, cruder picture, many dwarves lying dead in a great hall.

Inhabiting this room is the spirit of Daudhrin, a creature not of the undead but similar to them in many ways (though not turnable by clerics). It will appear as a vague, slightly glowing dwarf-like apparition, dressed in rags and with its skeleton showing through its luminescent flesh. Its skull-like grin will cause all creatures under 5th level to save vs spells at -4 or flee in panic. As someone enters the room it will move towards them, its arms outstretched in an ambiguous manner, partly as if moving to strangle the intruder, partly as if to embrace him - what it actually does will depend on the intruder's method of entry: breaking down the stone blockage to 70 will cause the former approach to become dominant, and entering without damaging the blockage will cause it to react in a more 'friendly' way.

If the character does not try to resist the spirit (this will apply only to the first character of any group to encounter the creature, but may apply to several characters from different groups at different times - with at least a 12 turn delay), the spirit will embrace the character and attempt to meld minds with him. There is a 4% chance of success per point of INT or WIS (whichever is higher) per turn - each turn the character will age 5 years, plus 5 years for the actual turn during which the meld is made; for each turn of failure there will be an additional temporary loss (as above) of 1-3 points of STR, DEX or CON.

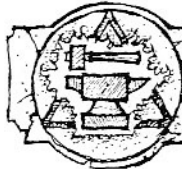
If the character who has entered the room allows the spirit to embrace him, he may receive a communication from the soul of Daudhrin very much to his advantage. If, however, he is not convinced the spirit's intentions are benign, and makes some move to resist it, he will suffer its attacks; to attack the spirit must touch the character (ie, make a successful hit), but once it has done so, it need not hit again to continue its attack - this also leaves it free to try to hit other characters and to attack them in the same manner (there is no limit to the number it can attack at the same time in this manner). When first hit the character will feel icy fingers close around his throat and will receive 2-8 strangling damage, plus he will age by 7-12 years; on the second and subsequent rounds he will take the 2-8 damage as before but rather than age, will lose 1-3 points from either INT, WIS or CHA (choose at random) - the lost points will return after 11-20 turns, unless any of the requisites are reduced to 0, in which case the victim dies. To make life a little more difficult, the creature exists mainly on the astral plane and is very hard to damage unless the characters have weapons or spells that extend into that plane: normal and silver weapons will do no damage, +1 and better magical weapons will do half damage and all spells that do not extend into the astral will be at half effects (where applicable).

Daudhrin's Spirit: AC 0; HD 12; hp 72; MV 150'/15"; AT 1; D 2-8; SA see above; SD see above, plus no charm, sleep or similar spells affect it; save as M15; morale 12; Int genius; AL N; SZ M.

72. Shaft:

The shaft from room 71, 50' below, ends here. Lying on the floor by the shaft is a 50' rope ladder fixed to a spike.

Once the two minds have been joined, the spirit of Daudhrin will relay to the character many facts about its past and will lay upon him a task (save vs spells or treat as a quest - it should be assumed Khand makes such a save if he tries this). The facts will concern the building of the hall, Maugraign's great glories as a smith, the coming of the duergar and the halls' destruction (expand this from the information given throughout and in the introductions). Most usefully, the character will receive a vision of the summoning of Ustroda-Eloth, the being from the plane of heat the duergar seek to control: the vision will include a rough picture of the summoning chamber, Maugraign hammering a glowing sword atop an anvil with a robed figure behind who is reading from a scroll, the appearance of a fiery being who speaks to Maugraign then leaves, and, finally, after Maugraign speaks more words and makes his obeisance, a river of lava snaking through the lower chambers at Maugraign's command (see 110 for further details of the ceremony). The character can ask no questions of Daudhrin's spirit and may only accept the vision passively; equally, the curse is such that the spirit is unable to change the information that it must give. The quest will be to recover hammer, sword, anvil and scroll, take them to the summoning chamber and bring back Ustroda-Eloth, though it will not be made too clear that this will lead to the destruction of the halls, as desired by Daudhrin, who will then be laid to rest forever. As soon as the spirit has imparted its message it fades for 12 turns; when it returns it will not act against anyone who is already in this room, or above in 72 or 73.

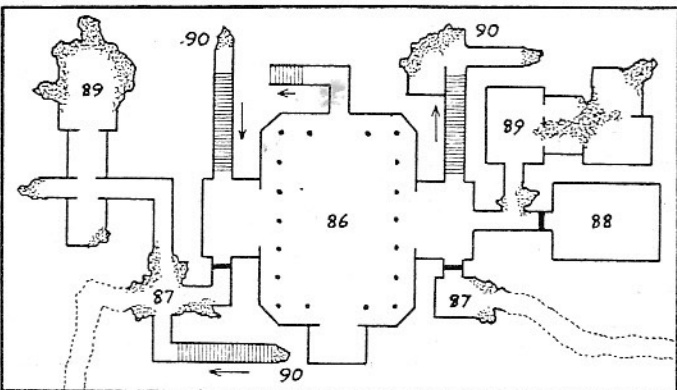
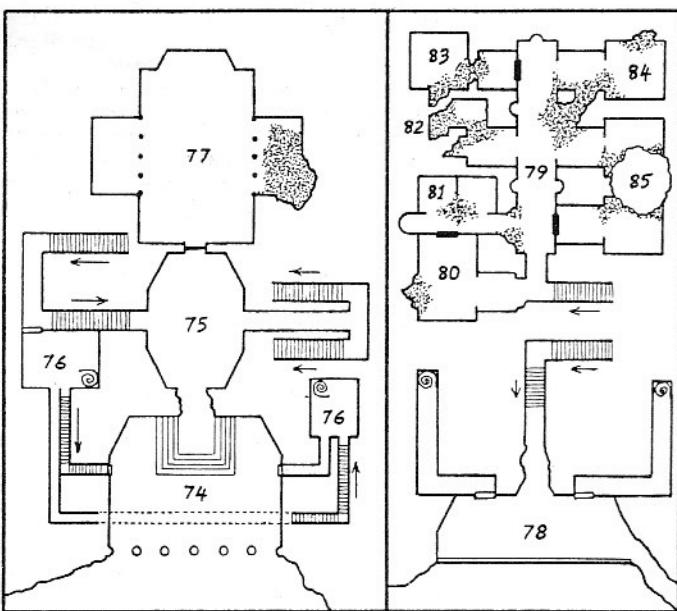


73. Daudhrin's Retreat:

Sometimes the reclusive Daudhrin wanted to be even further removed from the other dwarves in the halls, and retired to this chamber where he could not be disturbed. The door is unlocked but jammed shut. Inside the room is a wooden chair and a large chest; sitting in the former is the decayed and unpleasant figure of Daudhrin the hermit, dressed in mouldy, ragged robes and staring fixedly at the doorway with empty eye-sockets. The chest is locked (open at -20%) and trapped (FRT as normal; should the thief fail a pair of spiked jaws clamp onto his hand, reducing his DEX by 2-5 for the rest of the scenario and inflicting 3-12 damage). Inside the chest there are several items of jewelry (worth 750gp in total), a dagger +1, a potion of human control (but not duergar - AD&D controls humanoids), and a scroll of 3 clerical spells: neutralize poison, raise dead and cure all/heal.

74. Maugraign's Mansion:

Though the central Mansion was complete when the halls were attacked, there are many unfinished areas leading to dead ends. The magics used during the attack caused much damage to the existing chambers and many areas have fallen ceilings and floors covered with rubble. The damaged or incomplete areas will be dangerous to move over, search or fight on - see area 15 for details of collapse and damage therefrom.



The entrance to the Mansion is a cavern, 100' high, fronted by 5' wide columns that reach to the roof. The steps at the north end of the cavern rise 15' to the shattered doorway; unlike most of the fallen areas of the Mansion, the duergar have cleared some of the rubble away here. The secret doors are superbly concealed from this side with no mechanism to open them, but elves and dwarves have a 1:6 chance of finding them if searching that area (all other races have no chance - even the duergar do not know they are there).

The cavern is guarded by a small force of duergar. A dozen 1st level fighters stand in pairs between the columns and a similar number guard the steps, the whole force led by 4 2nd level fighters and a 4th level officer. There is, however, a fairly constant stream of duergar passing in and out of the Mansion to communicate with Khand on various matters.

75. Entrance Hall:

This is where most of the conferences of a military nature take place, Khand or his assistants discussing tactics with the war-chiefs or issuing orders concerning the mundane day-to-day dealings of the army. A guard of 2 2nd level duergar stands each side of the north, east and west exits. In the centre of the chamber there are several large tables (some made of old doors), stools and chairs; lying on the tables are orders to the troop commanders, maps to the delves (very rough and slightly wrong) and several maps covering part of the way back to the duergar stronghold (these are only likely to affect the PCs in a campaign game but it should be noted that the dwarves will pay highly for such information about their ancient enemies). There is a chance that Khand and/or one of the commanders (and Smargoil in particular), and/or their assistants will be in here at any time. The door is usually locked and Khand holds the key.

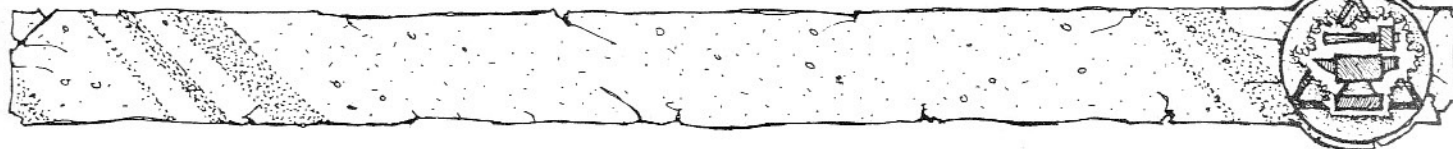
76. Guard Rooms:

These rooms are separated from the main body of the halls by secret doors similar to those in 74 (see above) and have not been discovered by the duergar. From the inside the secret doors are obvious and have a simple lever for opening them. Each room has a spiral staircase leading up to a passage that joins onto the balcony (see 78 below); the west one climbs 125', the east 100'. The normal staircases leading to the entrance cavern (west) and the passage that passes 25' under the cavern (east) climb at a rate of 1:2. Each room has the remains of dwarven guards killed by the duergar magic without encountering the enemy; they stand with weapons at the ready, though the armour is now filled only by skeletons. There are 6 in chain with axes, and 1 in plate with a sword in each room; these may still animate to attack anyone who tampers with them. They are essentially non-corporeal (and can be turned as wraiths) and can only be hit by magic weapons.

Dwarven Wraiths: AC 0; HD 4; MV 120'/12"; AT 1; D by weapon +1; save as F6; morale 12; Int non; AL N; SZ M. They will fight until destroyed.

77. Banqueting Hall:

Close to every dwarf's heart, one of the first rooms built by Maugraign was the great dining hall of the Mansion. It now serves as quarters for Khand and his assistants (a 6th level and 2 4th level clerics) who sleep in the west alcove, and for Khand's bodyguard (see above) who sleep in the main body of the hall, and who will always be found with Khand, wherever he is in the complex. All of the duergar have low cots with a few personal possessions stored beside them, the bodyguards having 11-20 gp, the assistants about 50 gp and Khand 100 gp (there being little need for money on such an expedition, other than for idle gambling etc). Stored at the north end of the room are various of the supplies of the duergar army (food, crossbow bolts, a couple of ballista in packing cases, rope ladders and grappling hooks, mining and siege tools and so on). There is a 30% chance that Khand will be here, with an 80% chance of him being asleep (though only half the bodyguard sleep at any time).



The east alcove of the room is entirely filled with rubble from the collapse ceiling and there is a large hole leading up to area 85 above.

78. Balcony:

100' above the floor of the main cavern, supported on top of the columns from 74, is a balcony. There is a low wall (3') running along the south of the balcony, ending where the ledge to 4 joins it (see above). Watching over the army below are a dozen 1st level duergar with a 3rd level leader, taken from the forces loyal to Khand. Sited on the balcony are a pair of ballista (see 11 and 69 for details); half the guards will act as crew for these if necessary, the other half are heavy crossbow armed. The secret doors are of the same design as those leading onto the cavern below (see 74) and have not been discovered yet by the duergar.

79. Hallway:

The quarters for Maugraign and his smiths led off this hall when the Mansion was first built, but it now lies derelict, the consequence of severe magical attack by the first army of duergar to pass through here. The present forces have briefly looked around this area and decided that nothing of interest was to be found (in which they were largely right, though their eagerness to leave it was also prompted by the precariousness of the roofs). Unless there is some reason for the duergar to enter (eg, following the PCs) the whole level will be free of them. Note the doors in this area are unlocked but jammed tight - opening them is 95% likely to cause a small fall of rock onto the head of the opener (2-8 damage, roll under DEX on d20 for 1-4).

The four remaining niches in the walls of the hallway still contain defaced and broken busts of dwarves, with small name plaques beneath them. The south-east one is of Durward, the south-west of Jorred, the north-east of Daudhrin the Hermit and the northernmost one of Maugraign himself - to each side of the latter's name there are copies of the symbols which appear all over the halls and caverns below (see 45).

80. Maugraign's Chambers:

This room was once occupied by the great Lord Maugraign and was splendidly appointed and decorated. It now stands empty and fire-blackened, only rubble and charred remains of the furnishings littering the floor. Maugraign's symbols can still be seen on the walls (see 45) and the middle of the floor has been cleared of ashes to reveal a design of hammer over sword over anvil. In the middle of the ceiling, above the design, is a 2' square secret door, undiscovered by the duergar and still closed. As the mechanism once on the west wall has been destroyed the door can only be broken open - doing so will release a cloud of violet spores filling the room; these were once a deadly poison but now only cause the victims to save vs poison or suffer temporary blindness and a choking fit (the former for 7-12 turns, and the latter for 7-12 rounds). Above the door is a cache, 3' high and extending 2' to the north. In this is a pair of small jewelry boxes, three scroll cases, a potion bottle, a block of mithril (roughly dagger shaped) and a sword in a jewelled scabbard. The boxes each contain assorted gems and jewelry worth 2000gp and the mithril is worth 1500gp. One of the scroll cases contains a scroll of 3 spells: fireball (12 dice), polymorph other and hold monster; a second holds a sheet of parchment on which is drawn a rough map of the main cavern and its offshoots - with a small hammer added at a point between the three pits (9, 10 and 12). The last case contains 5 pieces of vellum covered with praises of the god Grun; on the bottom of the last sheet some words have been added in an archaic dwarvish dialect using a very rmate script: "To gain the aid of my servant you must make your pledge, Maugraign; without your words to hold the fires there will be great destruction." The potion is of red dragon control. The sword was the first forged by Maugraign. It is engraved with fire and death runes: treat as a sword +3 which will flame for an extra d6 damage in dwarven hands (double versus cold-using creatures).

81. Library:

The trash on the floor indicates this room's erstwhile function as a library and store of documents relating to the halls. In the north wall a once-secret compartment has been revealed by duergar picks and brute force: it is 5' wide, 2' high and 3' deep and has been emptied of most of its contents. Still littering its bottom are a number of blank sheets of parchment; hidden in a crack at the back (FRT chance to find if very carefully searched) is a small golden key that will radiate magic if detected for (see room 86).

82. Study:

A burnt desk and chairs stand against the north wall. Like room 81, the duergar have found (more by luck than design) a secret compartment, this time in the east wall, and this too has been smashed open. Smaller than the last, it measures only 2' square and 3' deep, and contains much the same material. However, hidden amongst the paper, crept there since the duergar search, are a pair of small but very poisonous scorpions. These will attack anyone who disturbs them (probably aiming to sting an unarmoured hand searching through the papers).

Scorpions: AC 3 (due to difficulty of hitting something that small); HD 1-4hp; hp 1; MV 40'/4"; AT 1; D 0; SA poison damage - save vs poison or fall into a coma for 7-12 hours, losing 1 point of CON per hour (if character survives, will recover CON at a rate of 1 point per day), if save take 7-12 damage; save as Fl; morale 6; Int non; AL N; SZ S.

83. Bedroom:

The smashed and burnt furnishings make it obvious that this was once a bedroom. Half way along the north wall, 7' from the ground, is another secret compartment, 2' square and 2' deep, this one undiscovered by the duergar. A small catch at the base of the wall below it should be turned to open it (find at half FRT) - it is trapped and, unless the trap has already been disarmed, as the door drops open (hinged at the bottom) it will sound a largish bell hidden inside (decide if this can be heard by any nearby duergar) and drop a globe of liquid similar to that possessed held by Skrunto (see 10). If this is not caught, it will smash open, spreading the fiery fluid over a 10' radius (if anyone within 5' can roll under DEX at -6 on a d20 he can catch it, but must save again to save if he breaks it anyway; see 10 for damage). Inside the compartment are two thin mithril bracelets (worth 350gp apiece) and (ironically) a potion of fire resistance.

84. Bedroom:

Another room full of broken furniture, this chamber also has living occupants who entered after the duergar searched the area. 9 giant vampire bats hang from the roof; they will attack anyone who disturbs them, fleeing towards the main cavern if they are losing (the duergar will certainly notice them leave and will quickly investigate the disturbance).

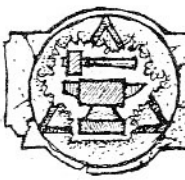
Vampire Bats: Their stats are: AC 6; HD 2; MV 30' or 180'/3" or 18"; AT 1; D 1-4; SA anyone bitten must save vs paralysis or fall unconscious for 1-10 rounds during which the bat sucks 1-4 points of blood each round (any creature killed like this must save vs spells or become undead within 24 hours, possibly returning as a vampire); SD all missile attacks at -2; save as Fl; morale 8; Int non; AL N; SZ S.

85. Bedrooms:

These rooms are in a worse state of repair than most in this area, most noticeably because of the gaping hole in their floors that leads to room 77, 65' below. Any movement in or around these rooms may well be heard by those in the dining hall (especially in the case of combat or roof collapse).

86. Main Hall:

This vast colonnaded chamber, 60' high, is being used by the priests as a store for all of the valuable items they have found; and as a base from which their further explorations are being coordinated by Khand.



Held in this room is more or less everything the duergar have found in the halls that they regard as relevant to the search for the power they seek. To list all the items here would be tedious in the extreme, so only a general idea of the majority and details of the most important are given below - for any other items, extrapolate and expand from the information provided (it is unlikely the PCs will have time to search the room thoroughly anyway). The duergar are not the tidiest of folk and the items are thrown around the chamber in a fairly random fashion, mostly spread on great trestle tables made from the wooden wreckage found nearby but sometimes just piled on the ground. The major part of the collection is made up of the huge number of tools, weapons, pieces of jewelry, etc produced by dwarven craftsmen several centuries ago. Although some of these may be of use to the PCs and others have Maugraign's symbol set into them (see 45), they have little else to offer - duergar priests have studied most of them, vainly hoping to find a few clues hidden there. The other large constituent is the multitude of documents relating to forging, trade, masonry and architecture, plus poems and songs, histories and so on; if the PCs wish to know the contents of these, most of them can be ad libbed or drawn from the background information given throughout the scenario. A few of these documents, however, are of importance, and these have been isolated by the priests and placed on the central table for study, along with several other artefacts considered to be relevant.

It will be assumed that if the PCs get to read any of these documents they can read all of them; if this is not the case you may have to present them with only a fragmented part of the following. What these various parchments reveal is that Maugraign was so great a smith that the divine powers to whom he offered his service granted him the assistance of a being, unnamed in the documents, but who could produce the energy needed to forge the great dwarven weapons of power. This being was summoned by Maugraign into a great pit in the earth where it served him, helping him to reach new heights of creative power. The documents also hint at the possible destructive power of this being, intimating that if Maugraign were to so desire he could have used it to destroy whole delves (it confuses the duergar as to why he did not use it to defend his own halls, but they assume he could not order it before he fell in battle).

Among the documents are also three bone scroll cases, each with a scroll inside. One is the first part of the spell to summon Ustroda-Eloth (the duergar, by the way, are not aware of the being's name so far); it is the same as that found in room 54 - see 110 for details of its use. The second scroll is a variation of a pass wall spell (it will appear similar to the latter), allowing the caster and up to 5 others to pass through the wall between rooms 70 and 71 (see above) - it can be read more than once, not disappearing between the readings (see 71 for the effects of entering the room if the scroll is not used). The third scroll is of conjure earth elemental.

Also on the table are a chest, a small box, a black cube of metal and a sword. The chest contains 5000gp worth of gems and assorted jewelry (there is also another 5000gp worth of coins, gems and jewelry around the room - some of this is in the form of large items or statues that will be very hard to move). The box contains three potion bottles, all full: one is of longevity, one extra-healing and the third of delusion (it will seem to be of ESP, the character imagining thoughts and feelings from creatures around him; draw on what the character believes is nearby to fill his mind with rubbish). The sword is +3 (AD&D short sword). The black cube is magical (this will show if detected) and has a small keyhole in one of its 1' square faces; the key concerned is that from room 81. Without the key, the cube will do nothing - if the key is turned in the lock, that face of the cube will open, revealing an extra-dimensional space of about 2' square by 5' deep (ie, 'into' the box): currently this holds a staff of striking (23 charges).

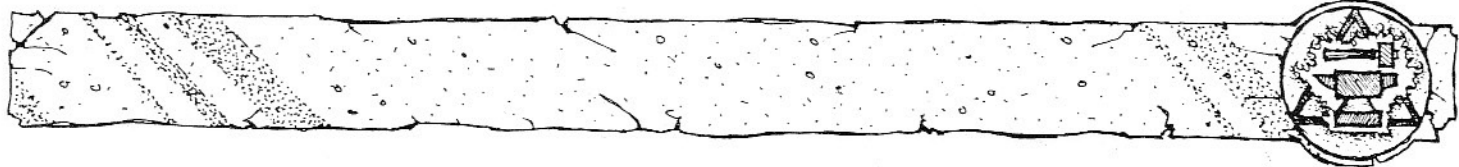
The east and west alcoves of the chamber are being used as storage space for the broken furniture and so forth that has been brought from around the Mansion, either to be searched or to be cannibalized for other constructions. The alcove to the south has been taken over by some of Khand's priestly investigators as quarters (a dozen sleep here, of which one third may be found in the room at any time). In the chamber itself there may be up to 8 of the clerics (2nd-5th level), plus double that number of guards (1st level); it is fairly likely that Khand will be in here for much of the time, and he will, of course, bring his bodyguard with him. It is here that he directs the research operation and accumulates and collates all the information that has been discovered.

This is an apposite place, therefore, to consider the way in which the duergar investigations will progress and how their discoveries will change their plans over time. There is no definite time scale given for the scenario so you can pace it as you wish, bearing in mind the players' experience and the approach they take: meticulous players should not be penalized by a rapid development of the scenario, but neither should fast and furious players be given too much of an advantage by a slow time scale. Roughly speaking, try to balance the duergar development with player character pace, assuming the PCs will be able to summon Ustroda-Eloth before the duergar if they play well, at about the same time if they play at an average level, and well after should they make a complete mess of things (allowing experienced players less time as a rule) - do not be afraid to change the time scale if you have guessed wrongly, but try not to alter it too far in the advantage of the players. One rough method is to see what the PCs are going to do, estimate how long it will take them to complete about a quarter of the scenario and use quadruple that time as a base for duergar success.

When the PCs arrive Khand will have little idea of what he is trying to find; the situation will be as indicated in the key. However, it will not take him forever to work out that he is on the wrong tack. Currently he assumes Maugraign was using the west workshops as his own (from the predominance of his symbol there) and that the being is to be summoned at the base of the west pit (see 58). He has managed to find enough references to hammers, anvils and so on to know that these things, as well as a sword of some nature, are needed to summon the being; he believes the sword he has (see above) will do the trick, that the anvil from 59 is to be used (correct, as it happens) and that he needs to find some form of magical hammer to complete the trio; in addition, he will need a scroll with the summoning spell on - he has part of this (see above) and believes this is all he needs. He will, eventually, find the secret trapdoor in the floor of 59, and break through to area 50 (wherein lies a hammer); these things, and his failure in Jorred's workshops, will at last lead him to enter the temple, where he will soon find the necessary scroll and items (see below) and summon the being that he seeks (and which will almost certainly be his downfall!). There are no mentions in the key for the temple of the duergar presence - you should decide how they move in the temple and where they are likely to be if the PCs are in there at the same time. Once in the temple they should move fast and reach the correct conclusions with little trouble.

If the PCs capture any duergar priests, they will know most of whatever Khand knows at the time. The fighters will only know where the priests are looking and will have no idea of what they have found, nor of its import - the commanders (particularly Smargoil) and their assistants, however, will have a rough idea of what is going on, though they are less likely to tell the PCs anyway.

The doors leading to rooms 87 are locked, only the captain of the guard on the other side (the 4th level fighters) and a priest inside having the keys; these locks have been newly fitted by the duergar and open at -25%. A spare set of keys were lost with their owner several days ago; he now hangs in room 25, the keys to both doors with him.



87. Guardrooms:

These two rooms are both occupied by 12 1st level and 2 2nd level fighters, and 1 4th level officer; these guards are loyal to Khand rather than to any military commander. The captains each have keys to the doors to 86; these doors are normally kept locked and the guards are under orders not to let anyone through without authority (all of the priests may pass through, plus menials with chits from them).

88. Priestly Quarters:

This old side hall has been converted into quarters for the priestly contingent. There are 36 of these priests in all, of whom about 30% will be in here at any time, 80% asleep, the others sitting around resting or talking. There is not enough bedding for them all and they have to share the cots and piles of furs they sleep upon. The priests are, on the whole, only lightly armed and armoured, more often than not having writing equipment, scraps of vellum with notes on and so forth rather than the normal personal items that might be expected (their goods are worth about 35gp each).

89. Kitchens:

What was once the kitchens is now a dangerous area in which the roofs are likely to collapse further at any moment - the duergar have only glanced quickly in here, fearing for their lives, and sure that nothing of import could be found among the rubble and old kitchen utensils. The westernmost room of this area is still fairly sound and has been filled with stores, mainly of an edible nature.

If the rubble in the north-east corner is in fact searched (remember the chances of a cave-in; see 15), the corpses of a pair of dwarves may be found flattened over the remains of an oven. They were trying to burn some religious items to prevent them from falling into the hands of the duergar; the spell that brought the roof down on top of them also burned the more flammable cloth and parchment artefacts that they had with them, but there are still five small wooden statues and a leather bag containing a heavy pair of studded boots. The former are merely decorative temple trappings (they will only be worth anything to a collector, and then only about 25gp each). The latter are boots of travelling and leaping (AD&D boots of striding and springing). Due to the slight damage that these boots have sustained, there is a chance of malfunction whenever they are used to leap. The chance is 5% cumulative per use (returning to 0% after it reaches 100%) and then the wearer must roll under half his DEX on a d20 or be thrown headlong for 1-4 damage (plus anything that might otherwise accrue due to the malfunction).

89. Unfinished Chambers:

These rooms (including that to the south of the passage) are obviously unfinished (as opposed to the collapses caused by the duergar magics in so many of the other rooms). Like the kitchens, they have been used to store some of the duergar rations, though care has been taken to ensure that nothing is stacked too close to the unstable wall areas.

90. Unfinished Chambers:

These areas are also unfinished, though there are no stores kept in them - see 15 for chances of roof collapse. Note that if you are using the scenario as part of a campaign and you wish to continue the dwarven halls on beyond those shown here, you could consider these passages to be blocked by duergar activity. After 10'-30' of digging through rocks and well-packed rubble (with the ever-present chance of a cave-in), the PCs could come upon further tunnels that lead off into the remainder of the halls - herein would lie chambers for the dwarves who worked the forges, for those who helped to build the halls and temple, and for Maugraign's warriors (it is otherwise assumed that all these temporarily camped in the main cavern and were killed by the duergar before they completed their underground city), plus workshops, tombs, armouries, other major caverns, chapels, etc. Whatever you decide, however, make sure these do not distract the PCs from the purpose at hand.



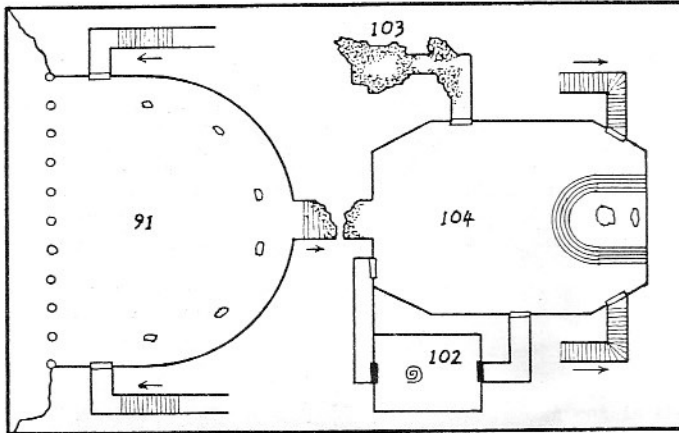
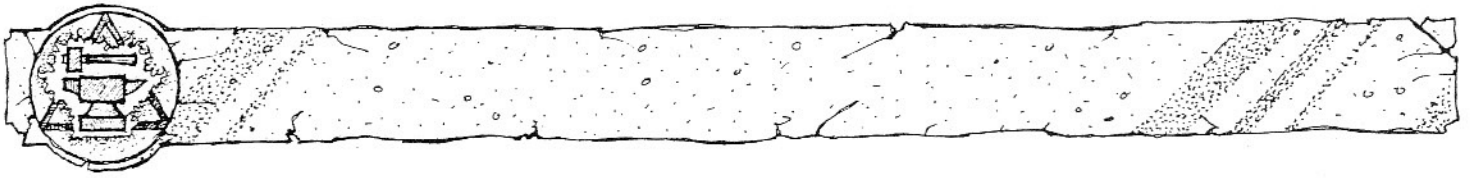
91. Temple of Grun:

The temple facade dominates the east end of the main cavern, having a colonnaded front 150' wide and 150' high. The tall columns have been cut straight out of the living rock and join into it at their base and summit; carved into them are a multitude of small religious scenes, Maugraign's symbols, illustrations of dwarven craftsmen and smiths at work, and so on. Inside, the entrance cavern is 150' tall, sloping to the ground at the domed rear. Standing around the cavern in a semicircle are six huge statues of dwarven warriors, 30' high and sporting great double-bladed axes (they are similar to those at the west end of the main cavern - see 7). The passage leading into the temple is 20' wide and 35' high with steps that originally led up 10' (at a rate of 1:2) - the door that closed this passage at the west end has been destroyed and the roof of the passage itself has collapsed, blocking it completely. The secret doors leading off the entrance cavern are of the same design as those described in 74, except there are tiny keyholes at their bases; as these are so well crafted there is a -50% chance of picking them - among the keys found in room 54 are those to these doors.

In pairs between the columns are 20 duergar guards (1st level) taken from Smargoil's force, commanded by 4 2nd level and 1 5th level fighters. Although they have been ordered not to let anyone into the temple, they are really here to stop anything sneaking out and attacking the army.

The six huge stone statues show no signs of life (and detect magic will register nothing), but may animate if certain conditions are fulfilled. One such condition is entering the passage to the temple (there were, of course, methods of disabling them when the temple was being used, primarily the amulets from 102 - note that, if applicable, passing out of the passage from the east will have the same effect) - see below for other conditions. These vast stone creatures will then stir to life and attack the intruders - failing to see any intruders they will attack anything living in this area, or in the main cavern. They will only cease attack and return to stone form if nothing is left to be pulverised. If survivors flee into the temple (and the creatures see them doing this) the statues will follow, smashing through the blockage in 1 turn if necessary.

Statues: AC 0; HD 20; MV 60'/6"; AT 1; D 5-30; SD impervious to all charm, sleep and similar mind-affecting spells, take half damage from fire, electric and cold spells; save as FL2; morale 12; Int non; AL N; SZ L.



92. Guardrooms:

These three guardrooms were originally used only by priests or their guards. Carved in the floor of each is a circle reaching to all four walls, inside which are a hammer over an anvil. If anyone not authorised (ie, wearing an amulet from 102) passes over one of the circles, a loud noise, like a hammer striking an anvil, will sound (someone may hear this) and a strangely luminescent hammer, seemingly made of lightning, will appear and attack the intruder; only magical weapons can strike the hammer, as if AC -2, but one blow will dispel it. However, if the hammer hits (as if wielded by a 5th level fighter), the noise will ring out again, and the victim must save vs paralysis or stand immobile for 1-3 turns - if disturbed, he will act as if confused for the same period. One of these hammers will appear per character crossing, and more than one can appear at a time.

93. Guardroom:

This otherwise derelict room contains 7 skeletal dwarf-like figures, dressed in chain and armed with large axes. They appear to be somewhat insubstantial, the walls of the room being partially visible through them. They will attack and pursue anyone who enters the room, regardless of who the people might be and damage inflicted by them. They can be turned as if vampires, but if turned they will merely become ethereal and be unable to attack (and probably safe from attack) for one round, plus they will lose 2-8 hit points.

Vampire Dwarves: AC 0; HD 5; MV 120'/12"; AT 1; D 2-12; save as F5; morale 12; Int non; A C/CE; SZ M.

94. Hallway:

Much of this area has suffered from duergar attack and walls or roofs may collapse if disturbed (see 15 for details). The duergar attempted to destroy all the trappings in the temple and this area has little of any worth or interest in it.

The secret door in the east wall is the same in design as those in area 74 (ie, found on 1:6 by dwarves and elves). There is no mechanism to open it, but it can either be battered down or opened by use of the scroll found in room 103 - knock and similar spells will not work. If the scroll is not used, however, a trap will be sprung; see 105 below.

95. Priests' Chambers:

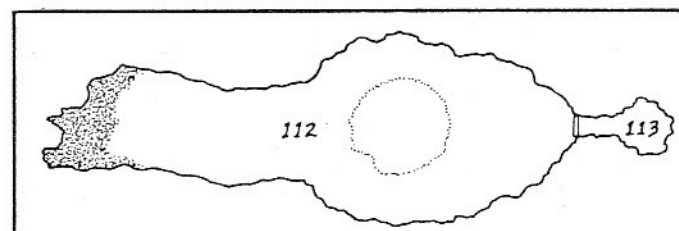
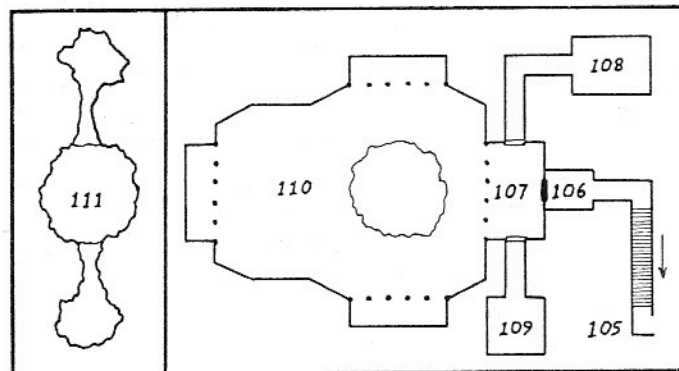
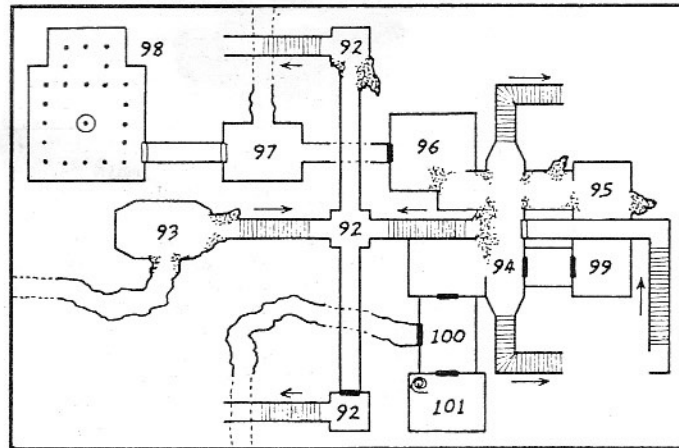
Lurking amidst the rubble at the east end of the room is a black pudding that crept in here from the crevasse, cozing under the doors in its way. If it notices people coming, it may choose to climb up to the ceiling and drop on them.

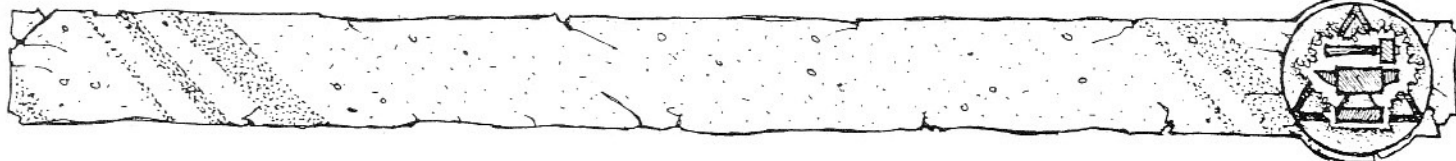
Black Pudding: AC 6; HD 10; hp 57; MV 60'/6"; AT 1; D 3-24; SA dissolves wood and metal; SD can only be killed by fire, other attacks having no effect or splitting it into smaller creatures; save as F3; morale 9; Int non; AL N; SZ L.

96. Vestry:

Amongst the burnt furniture and shredded garments are 3 priestly robes that are more or less intact (though, naturally, all dwarf-sized); each has the hammer over sword over anvil symbol embroidered on the front. Note that this priestly attire will not fool the temple defences which seek out those who are not priests (eg, see 91).

In the north wall a hidden (rather than secret - double the normal chances to find) compartment, 2' square and 3' deep, may be discovered. Inside this is a black cloak (again for a dwarf) and a scroll. The latter is of dispel magic (it is clerical in nature). The former is magical and resembles an elven cloak (AD&D cloak of elvenkind) in effect, except it only works in subterranean settings; providing the wearer does not move hastily, fight or cast spells he is only 50% likely to be seen with a light spell, 25% likely to be seen with torch or lantern and will not be seen with infravision.





97. Antechamber:

The walls of this room are covered with pictures of the dead in their tombs and in the dwarven version of the underworld, with short verses in praise and remembrance of the departed. The secret door may be found with normal chances and there is a small stud in the centre of the door, in the middle of one of the verses, that can be pushed to open the door - if, however, the verse surrounding it has not been read out, 2-5 undead similar to spectres will appear from the north and east entrances and attack; these can be turned as spectres, but the cleric will have to roll as if 1 level below normal.

Spectres: AC 2; HD 6/7+3; MV 150' or 300'/15" or 30"; AT 1; D 1-8; special SA character struck must make a saving roll vs spells or lose 2 experience levels - if the character dies he will become a spectre in 2-24 hours, otherwise he will regain 1 level every 6-36 turns; SD can only be hit with magic weapons, immune to charm and other mind-affecting spells; save as F6; morale 11; Int high; AL C/LE; SZ M.

98. Burial Chamber:

The secret door to this chamber can be found as normal. In the centre of the door is a small keyhole (FRT +20% to find) and at its base is a small catch (5 FRT to find). If the catch is lifted, the door will open with no difficulty, but if the lock is picked, a trap will be set off; this cannot be spotted by examining the lock as it is not trapped per se, its normal function being indistinguishable from the trap mechanism, but there is a FRT chance of spotting it if the edges of the door are examined. If the trap is tripped, an explosion will blow the bolts (of which there are too many to be released by a single knock), sending showers of rock debris up the passage - anyone in the passage will take 1-6 damage, or 1-4 if a roll under DEX on a d20 is made. In addition, the door itself will collapse onto the area 12' to the east of it, crushing anyone underneath (of whom the thief picking the lock is guaranteed to be one); damage will be 6-36, or 3-18 if a save under DEX is made.

Inside, the walls of the chamber are covered with murals of the dead, imprecations to various gods and verses of hope or condolence for the dead. There are a series of columns, 3' wide and 20' high, formed into a pair of squares, and in the middle of the south square there is an 8' high fountain that sprays what is apparently a red liquid almost to the ceiling before it falls back into a 10' wide bowl. On inspection it will become apparent the fountain is actually emitting fire, not liquid; there is apparently no outlet for the fire from the bowl, but it quite obviously does flow away. These flames behave like water in all ways, except they burn just as normal flames would - anyone entering the fire will receive 2-8 points of damage. If the fountain is cracked or damaged in any way, the origin of these flames, a trapped fire elemental, will burst forth, shattering the fountain and attacking all in the room. Anyone in the room will take 1-8 (roll under DEX for 1-4) damage from the flying stone fragments and will then have to deal with the elemental.

Inside the fountain is a 18" wand made of gold with a large red gem set in the top (this will be undamaged by the fire or the explosion). This will register as magical. Anyone holding this wand (worth 750gp as jewelry) will take -1 damage per dice from any fire attacks, may cast resist fire once per day and may cast up to 8 dice worth of fireballs per day (as 8 1-dice, 4 2-dice, 1 8-dice etc).

If the columns are carefully examined, it may be noticed (FRT chance or automatic for a dwarf) that they are not solid and at the base of each is a 2' square trapdoor which may be prised open with no great difficulty. Underneath are the embalmed corpses of dwarves, one standing upright under each column. They all wear armour and have swords, axes or hammers placed next to them.

These may animate and attack anything living that meet, moving to the temple if they are left with no opponents in sight (ie, to room 104). They are not counted as undead within this room, but may be turned as mummies outside it - they are not, however, like mummies in other ways, their only effective attack method being their weapons. They can regenerate, even if entirely dismembered, at a rate of 2 hit points per round (even if the PCs have made attempts to destroy them in their graves, they will be able to reform and attack eventually); if reduced to 0 hit points they will return to half their original damage before they proceed.

Dwarven Mummies: AC 4; HD 4; MV 60'/6"; AT 1; D by weapon (typically 1-8); SD regenerate 2hps a round; save as F8; morale 12; Int non; AL C/NE; SZ M.

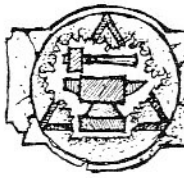
In the centre of the smaller square formed by the north set of columns, there is a 3' diameter circular secret trapdoor (find as normal). If this is opened, it reveals an 18" deep shaft that ends in a pool of complete blackness - this will feel cold if approached and will do 1-4 damage to anyone foolish enough to touch it (this pool being a gateway to a limbo space uninhabitable by man). In the centre of the pool is a 'hole' of light, 1" wide and about 6" deep - this is the same size as the wand found in the fountain and if that object is placed in the hole and turned (either way), the gateway opens to a small cache, 3' in diameter and 18" deep (making the shaft 3' deep in all) - the gem in the wand will glow briefly and then seem to become lustreless, its magical powers having been drained. If the wand is removed the space will remain (the wand is now worth about 250gp).

Inside the newly-created shaft are various objects of vital importance to the summoning of Ustroda-Eloth. As soon as any of these are touched, the undead dwarven warriors that rest under the columns will arise and attack. In the pit there are three ivory scroll cases, a small locked box, three potion bottles, a mace and a helm. One of the scroll cases is empty, one contains instructions for the summoning and one holds the second part of the summoning spell. The instructions are brief: first a messenger must be called by a priest while another takes the hammer and strikes seven blows on the sword, beating it on the anvil. When the messenger appears, the oath of Ustroda-Eloth must be read out, causing the messenger to go back to his plane to find the named creature and bring it to the pit to serve Maugrahn, who must offer his pledge to show good faith (note that no details of what the hammer, sword or anvil are can be found in the instructions). See 110 for further details. The box contains a vast amount of silken padding, in which are packed three large gems - these will fit the anvils found in rooms 29, 45 or 59. The potions are of extra-healing, invulnerability and speed. The mace is +3 and inflicts double damage versus undead. The helm is a helm of reading (AD&D helm of comprehending languages and reading magic) - it can be used to read the second part of the summoning scroll (the message to Ustroda-Eloth) which is incomprehensible without magical assistance.

99. Priests' Chambers:

The outer (west) room is completely bare of all furniture or rubble, though there are a few fire marks on the ceiling. A trio of phase spiders have occupied the main (east) room and have incorporated all the broken furnishings and other rubble into their webs - these fill the whole room and should be treated as if the product of a web, except they also extend into the ethereal plane. The phase spiders will, naturally, try to make a meal of any intruders.

Phase Spiders: AC 6; HD 6/5+5; MV 60' or 150'/6" or 15"; AT 1; D 1-6; SA save vs poison if bitten or die a painful death in 2-5 turns; SD may shift into the ethereal plane, returning only to attack; save as F6; morale 8; Int low; AL N; SZ L. If characters can act in the ethereal, they will find several skeletons in the webs, plus armour and swords that exist in that plane (and can only be used there).



100. Priests' Chamber:

Another of the chambers used as quarters by the priests who served in the Temple of Grun, this room and those to the south and above, are still relatively intact, as the duergar had lost interest in ransacking these in favour of greater prey in the temple itself. The contents of the three rooms, then, are broken, ripped and dishevelled, but have not been completely smashed nor burned like in most of the others. A large table stands in the middle of the room with six wooden chairs around it; in each of the corners there is a cot and a chest. The unlocked chests contain personal possessions of their former owners; the contents are mundane and fairly worthless (any coinage or jewelry having been stolen) but include a number of robes bearing Maugrahn's symbol.

101. Priests' Chamber:

This room contains 9 cots and chests placed against the walls and a spiral staircase that leads up to room 102, 110' above. The chests are filled in much the same manner as those in room 100. Unlike the last room, however, some food left in one of the chests has spawned a luminescent dark green mould that now covers all the available surfaces and reaches halfway up the staircase. Disturbing this mould will cause it to send forth a cloud of spores over a radius of 15'. Any character within this must save vs poison or begin to choke and splutter taking 2-5 points of damage per round until a successful save is made, and a cumulative penalty of -1 on each throw is incurred. If the mould is burnt, it will be destroyed but a cloud of smoke will billow out, filling 10 cubic feet for each square foot burnt and having the same effect as the spores - it will remain for 7-12 turns (note that room is 15' high and hence 62,500 cubic feet of smoke can be formed - this will fill rooms 101, 102, the spiral staircase and half of room 100). Electrical and cold attacks will kill 100 square feet per point of damage - fire attacks will ignite a similar area.

102. Vestry:

This chamber contained the priests' ceremonial robes and all the items needed to perform ceremonies in the temple. Most of the latter have been stolen (either having been ritually destroyed or, if of any value, taken away), but there are still a dozen intact robes hanging on pegs in the walls. In the middle of the room there are a couple of broken tables, and fragments of stone, pottery and wood lie on the floor - among this mess can be found a bunch of iron keys for the locks to the normal wooden doors on this level and the level below (though the doors are currently unlocked, PCs may wish to lock them for some reason). In the north wall, 15' from the west end, there is a secret compartment, 1' square and 1' deep; the door can be found as normal - the mechanism to open it is sited 1' above the door (which is 3' off the floor) and can be found at FRT chances. In this compartment are seven amulets on leather thongs; they are all fashioned like small anvils - six are made of silver inset with gems (worth 100gp each) and one is made of a black volcanic rock and set with three small diamonds (worth 500gp). These can be used to pass various defences in the temple (see the key, where applicable) - despite this property, they are not of a magical nature, the defence spells merely detecting them.

103. Vestry:

The old High Priest's chamber has been devastated by duergar destructive magic and is in a most precarious state - moving in the room is likely to bring the ceiling toppling down on top of the character (see 15, but treble chances and double damage). Since the duergar left the room, further collapse has revealed what was previously a secret compartment in the north wall, 2' square and 3' deep. Part of this can be seen from the door, showing a number of scroll cases poking out of the rubble. There are, in fact, seven of these, made of bone with metal reinforcements. Two are empty, two contain mundane documents relating to accounts and the day-to-day temple affairs, one contains a copy of the spell needed to open the secret door from room 94, and two contain scrolls, one of raise dead and the other of commune and quest.

104. Main Temple:

This vast chamber is the centrepiece of the temple complex: the actual temple where the dwarven priests once gave praise to Grun and where the smiths and warriors came to be blessed and to beg the favour of the gods. Considering the reverence with which it was held by the dwarves, it is not surprising that the duergar did their best to destroy and desecrate it - the bare outlines of this once-splendid hall remain, and the old trappings of great beauty and value have all been taken away and offered up to the darker gods of the duergar.

The chamber is 100' high. The dais at the east end is 10' above the floor level; seated upon it in a huge stone throne is a statue of the god Grun himself, downcast and silent in his misery (the statue is the same size as the guardians at 7 and 91). It is unscarred, as even the duergar did not have the audacity to insult their maker. Before the statue is a 10' wide, 25' deep pit, blackened around the edges. The doors that lead off the chamber are hidden rather than secret, being disguised for aesthetic reasons (hence they are double chances to find). A keyhole may be found in the centre of each one (FRT+35%) and this should be used to open the doors (pick locks at -5% or use the keys from room 54).

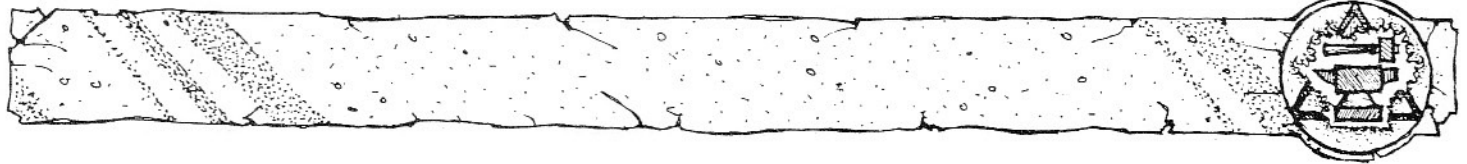
The floor of the room is littered with the debris of battle, including two score dwarven skeletons and half that number of duergar, still with some arms or armour (most having been scavenged by the victors), and, lying about them, shards of smashed pottery, broken furniture, torn and charred banners etc. There is little of either value or use to be found. If either of the scrolls to summon Ustroda-Eloth is read out in this chamber a low, malignant growling will be heard, the earth will tremble and the dead will rise again. These are not to be considered as undead, as the force that stirs and motivates them comes not from the negative material plane but from the para-elemental plane of heat. The dwarves and duergar will attack any living force they can 'see', either following or wandering randomly if the living move away (depends if they 'see' where the PCs or NPCs go).

Ancient Warriors: AC 5; HD 2; MV 90'/9"; AT 1; D 1-6; SA do 1-4 damage from heat unless victims are resistant against such; SD take no damage from heat but take half as much damage again from cold; immune to spells such as sleep and charm; save as F1; morale 12; Int non; AL C/CE; SZ M.

The roof of the chamber is arched over from a height of 75' at the sides to the full 100' in the middle; at the 75' mark there are stone projections at 30' intervals all round the walls (making a total of 15 projections), though from the floor their nature will not be obvious. In fact these are gargoyles which will animate as soon as anyone moves onto or over the upper portion of the dais, swooping to attack the intruders; they will not leave this level.

Gargoyles: AC 5; HD 4; MV 90' or 150'/9" or 15"; AT 4; D 1-3, 1-3, 1-6, 1-4; SD can only be hit by magical weapons and are not affected by sleep, charm and similar spells; save as F8; morale 12; Int low; AL C/CE; SZ M.

The 10' wide, 25' deep pit on the dais shows signs of being filled with flames at one time, having dark, fire-blackened edges and sides and a few charred remains (apparently bones) at the bottom. Around the edge of the pit are some words in dwarven: "That which was made in the fire shall be destroyed for the fire, for only in this way shall the gods be pleased and their aid received." If either the statue of Grun or the base of the pit are touched or otherwise tampered with by someone not wearing one of the amulets from room 102, the great stone guardians at 7 and 91 will come to life and make their way into the temple (through the blockage) - they will attempt to pulp the perpetrators of this sacrilege into very small and bloody pieces, attacking anyone in the temple who is not a priest (ie, wearing an amulet). Needless to say, this will alert the duergar!



105. Staircase:

The staircase from area 94 to room 106 has been trapped - if the PCs have not used the spell on the scroll from 103 to open the secret door, the trap will be sprung when a PC comes within 5' of the lower flight of stairs (ie, within 5' of the top of the flight that descend northwards). This trap is magical in nature and summons various creatures from the elemental plane of earth; these appear on the stairway above and below the landing as a number of disembodied limbs. The limbs (comprising great crushing fists, huge clawing talons, etc) will attack anyone in the stairway - there will be one appendage every 10' and each will be able to reach any part of its 10' area.

Disembodied Limbs: (no difference has been allowed for the form of appendage; for convenience it can be assumed they all have the same properties): AC 2; HD 8; MV 0'/0"; AT 1; D 3-18; save as F6; morale 12; Int non; Al N; SZ L.

106. Small Chamber:

This small antechamber has nothing in it. Above the locked door (open at -15%) there are a few words in dwarven: "The Hall of the Kin" and under that "Ware all who enter!".

107. Antechamber:

Although really part of the main hall, this area has been given a separate listing in the key for convenience. It is 25' high and bounded on the western side by 3' wide columns that reach to the ceiling. Although nothing is visible, a detect magic will show some form of field between the columns, reaching from floor to ceiling. Any character who walks into this field will be repelled unless he is wearing an amulet from 102 (either silver or black); a character wearing one of these may walk through with no difficulty, but the amulets can only pass through while being worn (ie, they cannot be thrown back after a character has gone through). If characters try to force their way through, having been warned by the first repulsion, they will receive 1-4 points of electrical damage - if they still persist in an attempt to push through, the damage received will double each round until the character gives up or is dead. The secret doors are of the type found in area 74 (ie, hard to find), but have small catches set into the walls beside the nearest pillar - operating such a catch (find at FRT if that area is searched) will swing the relevant door open.



108. Vestry:

In the middle of the room is a stone table, and round it 6 high-backed stone chairs, all cut directly out of the floor. Hanging on the north wall, on 6 iron hooks, are 5 black robes (one hook is empty), each with the symbol of Maugraign emblazoned on the back. At the east end of the room are two bowls on a low shelf (2' high and 1' wide) that runs the length of the east wall, and next to these are 3 pitchers.

In the western chair, hidden by the high back until the PCs pull level, is a skeletal dwarf, dressed in the sixth robe. As the PCs come into view, he will raise a bony finger and hiss some incomprehensible jibberish at them. If they leave at once, quitting the hall, he will do nothing more; if they hesitate, however, he will attack, arms out as if to strangle the nearest PC. If he hits a PC, he will cause 1-8 damage of a cold nature and the PC will feel terror creeping upon him (characters of less than 5th level must save vs spells at -4 or flee in fear as he rises - this is unlikely to affect the PCs). The victim will lose 1 point of CHA for each blow that lands and must roll under his CHA on a d12 each round spent in the presence of the creature (PCs who have not been hit need not do this) - if this rolls fails, he will flee in fear for 2-12 rounds, moving back the way he came as fast as he can, ignoring any obstructions (such as the striking arms in 105; anyone who restrains him will be attacked with his best mode of offence). The creature may be turned as a phantom/ghost, but doing so will merely cause it 3-18 damage and it will turn to another opponent, or not attack that round if only one remains.

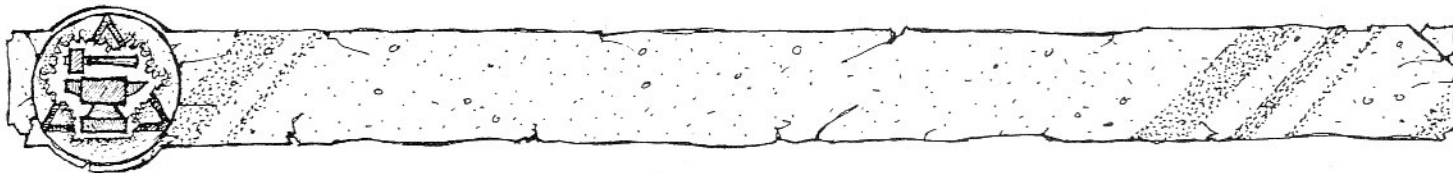
Skeletal Dwarf: AC 0; HD 10; hp 66; MV 120'/12"; AT 1; D 1-8; SA fear (see above); SD only hit by magic weapons and immune to all of the usual mind-affecting spells; save as M12; morale 12; Int high; AL C/LE; SZ S.

The pitchers hold a dark green ichor that smells obnoxious in the extreme. If this is drunk it will, not surprisingly, cause the imbiber to save vs poison or fall unconscious for 1-3 days, and then operate at -4 or -20% for a further 2-8 days. Smears on the skin it will merely cause intense itching and irritation, making the sufferer act at -2 or -10% for 7-12 turns (save vs poison at +2).

109. High Priest's Vestry:

A high-backed stone chair similar to those in 108 stands by the west wall, with a stone table in front of it. Hanging on one of three hooks at the north end of the room is a robe like the other priests' robes, except this is flame red in colour and the symbol is embroidered in gold and silver thread; it has a large hood (large enough to cover the helm from 98, for example) and several capacious inside pockets. The robe is magical in nature: anyone wearing it is protected against all fire and heat of a non-magical nature, and will receive a saving throw of +2 and half damage against magical fires - however, if exposed to such fires, the robe will glow for 1 turn per point of damage that the fire could have done, being visible for a long way in the dark (especially to creatures with infravision, for it is warm on the outside). Things in the pockets are protected against fire.

As soon as the room proper is entered (ie, not the passage) a glowing being will appear to fill the robe, floating with it across the room towards the door, its eyes blazing fire and smoke flowing from the sleeves and hems. If the person who has intruded does not immediately leave, the being will seem to shoot forth flames from its eyes, entirely engulfing the intruder in fire for 3-18 damage. The being seemingly cannot be harmed and is incorporeal, although its fire seems real - it is, of course, merely an illusion. It will not leave the room, but will stand at the edge spouting fire and looking menacing until the secret door is closed, when it will disappear (only to return again if necessary). Any PC who suspects the illusion may save vs. spells to see through it - if he demonstrates his belief (eg, stands resolutely in the face of the fire), give him a bonus of from +2 to +4.



110. Summoning Chamber:

This large room has been designed to summon Ustroda-Elloth, a vast being of great power who normally resides in the para-elemental plane of heat. The room is 75' tall and with a slightly domed ceiling and is dominated by the 50' wide pit gaping in the floor. On all four sides of the room there are smaller chambers separated by 25' high columns, of which the east one is dealt with separately under 107; the other three contain a few remains of ceremonial apparatus.

In the north colonnaded chamber there are 3 large iron tubs, and a pair of chests against the north wall. The former are blackened by fire; they were used by priests for ritual fire cleansing before ceremonies (this took the form of bathing in burning oil or similar while under the influence of a resist fire). One of the chests contains seven flasks of oil and a pair of tinderboxes. In the other chest are forty-five small greasy candles (made, incidentally, from the fat of fallen dwarven warriors who offered this part of themselves as a last sacrifice to their gods) and a leather purse. The latter contains a red powder that, mixed with oil, becomes highly flammable and burns quickly and brightly (used to paint arcane and mystical designs on the priests' bodies that would spontaneously ignite in the presence of a source of great heat, such as Ustroda-Elloth).

In the west colonnaded chamber are two dwarf-sized lecterns standing against the west wall. On one lectern there is a copy of the instructions for summoning Ustroda-Elloth (see room 98); the other is empty. Inscribed all around the wall of the chamber are Maugraign's symbols (see 45) and ritual praises to various of the dwarf gods. Set somewhat apart on the south wall, in a faded red lettering, are the following words: "When the beast is called, first must Maugraign's oath be given to his messenger and then must Maugraign's pledge of faith be given to himself lest he rise and destroy all that lie around - his fires are vast and all will perish unless the pledge is made". The duergar will ignore this, assuming that the pledge is also in the second scroll.

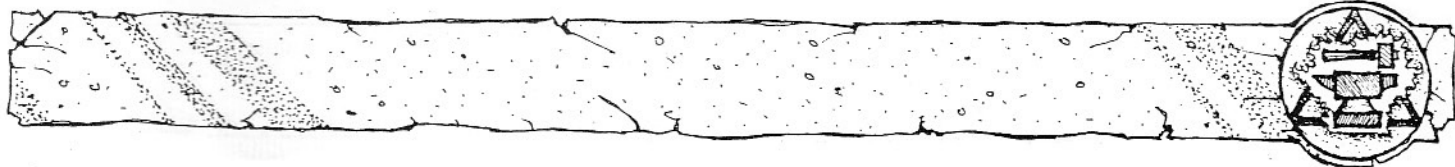
The south colonnaded chamber contains a table which has 12 iron candle-holders, each for 3 candles, stacked on it; if a detection spell is used, these holders will emit a magical aura - if any candles are lit in them, they cannot be blown out by normal (non-magical) winds or drafts.

The main part of this chamber is empty, but it will be of interest to the PCs as the site of the summoning of Ustroda-Elloth (assuming they have all the necessary items). To summon this being the characters will need various things that can be found about the halls, some of which appear more than once; these things are: a hammer (from 47 or 50), an anvil (from 29, 45 or 59), a sword (from 113), and both the relevant scrolls (the first from 54 or 86, the second from 98) - they may also need a copy of the instructions for the ceremony (from 98 or this room, or from the information given by the spirit of the hermit in 71). Once all these items have been assembled, the ceremony itself is relatively straightforward and should, if everything is present and the instructions are followed, go without any hitches. Before describing the possible things that could go wrong, the full ceremony will be described (or as full as it can be given the remaining items - see below).

Two characters are needed to perform the ceremony and they should stand on the west side of the pit. If the floor is examined on this side about 10' from the pit a number of old scratches and indentations may be seen - these approximately fit the base of any of the anvils. The summoning will work, however, if performed anywhere in the room, as the original position was more custom than necessity. Equally, a single character could in theory take both roles, but this might prove a little tricky. Wherever the anvil is placed, the sword must be laid on top of it and, as the first scroll is read, the sword must be struck seven times by the hammer (if it is struck more than seven times, no detrimental effects will occur - for less, see below). The first scroll is of a clerical nature and is obviously a summoning scroll, though it is unclear exactly what it summons (other than from the context, of course). In 2-5 rounds a fiery shape will begin to materialize above the pit, floating in mid-air; this will eventually resolve itself into some form of huge salamander, which will ask in a guttural voice what message it is to be given to deliver. At this point the second scroll must be read out - this is in a strange archaic dwarven dialect that will not be understood by any character without the use of a read/comprehend languages, unless the person is wearing the helm from 98. Once this scroll has been read out, the salamander will dematerialize; it will, unknown to those in the chamber, go to the para-elemental plane of heat and deliver the message to Ustroda-Elloth. The message is the oath of allegiance that being took to Maugraign, and it will stir the creature from its dreams. 7-12 turns after the second scroll is read, Ustroda-Elloth will return to the Halls of Lord Maugraign, heeding the call of its diminutive ally and awaiting his pledge before deigning to power the dwarven forges - unfortunately for the PCs and anyone else in the vicinity the final scroll in the series that pledged Maugraign's faith and allegiance and, far more importantly, opened the gateway at 49 to allow the outflow of the lava is no longer available, having been destroyed in the invasion. Ustroda-Elloth's appearance and effects are dealt with below.

There are, essentially, 2 things that could go wrong in the summoning ceremony (presuming no outside influence and not counting the lack of the final scroll). Some of the items necessary to the ceremony may not be present or may not be used in the right order; alternatively, the second of the two scrolls may not be read out - note that if the first is not used, there will be no effects at all whether or not the items are present and the message read out. The first case will provide the characters with minor problems, the second with somewhat more serious opposition. It should be noted that the scrolls can be read as many times as desired; they will not fade after use (they are not, in fact, spells as found in the normal manner on scrolls).

It is assumed below that there are no interruptions during the summoning - if the characters are disturbed that part of the ceremony will be void (although it may be tried again). Any character attempting it on his own must roll under his DEX on a d20 or make a mistake in the first part.



If all of the ceremonial items are not available, or are not used in the correct manner (as above), the first scroll, rather than calling the messenger, will open a gateway to the elemental planes through which creatures of these planes will appear, hoping to murder and plunder during their brief excursion on the prime material plane. Creatures will appear every turn for 2-5 turns, and they will apparently leap out of the pit before moving to attack the non-elemental creatures in the chamber. If there is no-one to attack, the creatures will roam the temple for 3 turns before returning to their plane. Choose creatures at random from the following list (note that figures after the creatures that do not indicate hit dice are for numbers appearing):

D&D	AD&D
01-20 earth elemental (HD 8)	earth elemental (HD 8)
21-40 earth elemental (HD 12)	earth elemental (HD 12)
41-50 fire elemental (HD 8)	fire elemental (HD 8)
51-60 fire elemental (HD 12)	fire elemental (HD 12)
61-70 flame salamander	fire mephit (2-5)
71-75 kryst	lava children (1-4)
76-85 lava ooze	lava mephit (2-5)
86-90 lesser phoenix	magmen (2-6)
91-00 throw again	salamander

The other possible error is that the characters may not have the second scroll, and once the first has been read and the messenger appears they will have no message to give it. This will not please it in the least, and, in order to teach the fools who brought it to this plane, it will try to rend them limb from limb. As noted above, it appears as a huge salamander (D&D flame salamander) and has roughly the same modes of attack as that creature, although it is far larger. On top of this, it can summon one normal (flame) salamander to its aid every five rounds.

The Messenger: AC -2/-1; HD 16; hp 96; MV 180'/15"; AT 3/2; D 3-12, 3-12, 3-24/2-12+2-12 (from its huge burning spear), 2-24+3-18; SA D&D only - all within 50' take 2-16 heat damage; SD immune to fire - AD&D only immune to non-magical attacks and all sleep, charm and hold spells; save as F16; morale 10; Int genius; AL N/CE; SZ L (25' tall). Salamander: AC 2/3 or 5; HD 8/7+7; MV 120'/9"; AT 3/2; D 1-4, 1-4, 1-8/by weapon type +1-6 heat, 2-12+1-6 heat; SA D&D only - all within 20' take 1-8 heat damage; SD as above; save as F8; morale 10; Int high; AL N/CE; SZ M.

If you think these possibilities are a little over the top, remember that the PCs have been told exactly what is needed to complete the ceremony and should be well aware of the fact that they are taking a chance if they have not followed the instructions given.

If, however, they are successful in the summoning and have the misfortune of still being around to see Ustroda-Elloth arrive, the salamander and its companions will look like a Sunday picnic in comparison. Ustroda-Elloth, as noted in the introduction, is essentially a volcano tinged with a hint of sentience. 7-12 turns after the reading of the 2nd scroll, the being will arrive - it will first appear as a vast fiery mouth suspended 30' above the pit from which will gush a torrent of lava. Anyone within 100' will take 1-6 damage, increasing by 1-6 each 20' nearer - anyone in the path of the lava will be incinerated instantly unless they have some magical protection (assume something like 20-200 damage per round!). The lava will drop to the bottom of the pit and try to flow towards the gateway at 49 - it will soon burst through the blockages in the main tunnel, but not before flooding the lower levels of the temple. When it reaches the closed gateway it will begin to well up into the main cavern and surrounding passages, causing vast tremors. Eventually the beast will decide to return to its own plane, the pledge with Maugraign not having been fulfilled, but not before it has destroyed and burnt everything within 1000 yards of the temple, probably including the PCs!

The Beast: AC -2; HD 16; hp 120; MV 150'/15"; AT 1; D 2-12; SA breathe fire on alternate rounds for 2-12 damage, save vs breath weapon for half damage; SD only struck by a magical weapon of at least +3, and unaffected by spells (if the PC can cast them); morale 12; Int high; AL C; SZ L.

The sword (which can obviously be used in this test) is: +4; Int 12; speaks dwarven and common; unaligned; it can detect evil, detect magic and see invisible; it can also heal 6-36 points of damage once per day; when attacking duergar it has one extra attack per round and will do double damage; and, finally, it gives the wielder fire resistance (as the spell) and does +8 damage against cold-using creatures. If the PC wins the battle with the creature he returns just as before (ie, no damage etc) and can now use the sword; if not, the sword falls from his hand and his body falls into a small pile of ashes - the whole combat will seem to have taken but one second per round actually fought. This is the weapon needed for the summoning; needless to say, hammering it with the ceremonial hammer will destroy the sword!

113. Small Cave:

Inside this cave there is a large chest standing in the middle of the floor. It is locked and trapped (find traps at -10%, open locks at -10%). If the trap is not disarmed (at +5%), a large spike will shoot out of the base, hitting anyone in front of it - save under DEX on a d20 at -6 or the spike will hit for 1-4 damage. It is, of course, poisoned and the victim must save vs poison or suffer 2-8 extra damage and the temporary loss of 7-12 points of DEX (these will return at a rate of 1 point per turn after 11-20 turns - the character will never drop to less than 3 DEX). Inside the chest are 250pp, jewelry to the value of 2750gp, two potion bottles, a scroll and a sword wrapped in a fine purple silk sheet. One of the potions is of extra-healing, one of heroism. The scroll has 3 clerical spells on it: cureall (AD&D heal), cure serious wounds and insect plague. The silk is worth 50gp.

It is immediately obvious that the sword is of exceptional quality, even to the untutored eye. The pommel is made of a large red gem (worth 2500gp) and the blade is brilliant and still razor-sharp, forged from the finest mithril and with runes engraved along its length. Even the scabbard is worth about 1250gp from the small gems set into it. This weapon was forged by Maugraign at the height of his talents - it is a dwarven sword of power and the envy of all who behold it. However, it has a will of its own and as soon as it is pulled from the scabbard, the new wielder must prove himself its equal - he will be instantly transported to a huge extra-dimensional cavern, filled with writhing and noxious fumes and strange echoing cries. Here the wielder must fight a great demonic beast, only claiming possession of the sword if he is successful. In this space he will be at full hit points, but otherwise armoured and equipped as he was.

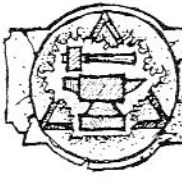
111. Pit:

The 50' diameter pit drops 200' to cavern 112. Halfway down are a pair of small caverns that lead off the pit. In these are a number of margoyles (D&D: these are stronger cousins of the gargoyle found mainly in natural caverns). These will attack any character that passes the entrance of the caves or otherwise disturbs them. There are 3 in each cave.

Margoyles: AC 2; HD 6; MV 60' or 120'/6" or 120"; AT 4; D 1-6, 1-6, 2-8, 2-8; SA 80% invisible against rock and usually attack with surprise; SD need magical weapons to hit; save as F10; morale 11; Int low; AL C/CE; SZ M.

112. Large Cavern:

The base of the pit opens out into a large cavern that was originally joined to the main tunnel (see 50 for a general description of the tunnel and cavern). The secret door at the east end can be found as normal - the mechanism to open it is concealed as a pair of small projections on each side of the door, the north one 2' off the floor, the south 4' (find at FRT); pushing them at the same time opens the door.



CAMPAIGN NOTES

PELINORE

This scenario draws its background directly from the article at the front of this magazine, which, in turn, has been adopted as the background of the dwarven races for the Pelinore campaign. In that sense, there are no alterations to be made to fit this into the Pelinore campaign.

In play-testing, the characters who were involved in this scenario came straight on from the events of *In Search Of New Gods*, and had, in the past been involved in the events of the *Beast Entz* scenario pack *Halls of the Dwarven Kings*. Their connection with the dwarves was thus well established, and the geographic location for this adventure was set. In other campaigns, the outline of events before this adventure is likely to have been different, and the GM will have to decide what effect this will have on the events at the beginning of the story.

Geography first. The major concentration of dwarves in the immediate vicinity of Cerwyn is in that western part from Deepvein to Osport. There are a number of overground dwarven communities there, and it seems most likely that there will be entrances to dwarven delves at this point. Equally, these delves are likely to sprawl for many leagues under the Kahzgzaz mountains, some way into the neighbouring kingdom of Korraath, and possibly as far SW as Bereduth. There are also untold numbers of orcish and goblin tribal communities in the mountains and the forests beyond, and it would be very likely that the main dwarven army of the delves could be out of reach at the time of the duergar invasion.

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However, given that the adventure takes place underground, its exact placement in the Pelinore world is not so important, and since there have been so many adventure ideas placed in this western part of Cerwyn, some GMs might feel that they wanted to place this module somewhere else. The Sarpeth range is one possibility, of course. However, going any further afield is not recommended, at least not until the GM has considered what the lead-in to the story will be.

In a party where there is a player character dwarf (or more than one, even!), there should be no problem. Dwarven culture includes a strong sense of loyalty to the delve of one's clan, and a request to come home to aid in the purging of them damn goblins should be something no player character can resist. However, rolling up with a bunch of namby-pamby humans - or, horror of horrors, some elvish mates - is going to result in a welcome that is something less than the slaughter of the fatted calf. A disappointed clan elder can rule out having the PC dwarf along on the adventure because of his strange taste in friends, leaving the party in place for the raid.

Dwarves in their natural environment have not played too strong a part in the evolution of Pelinore thus far (something to be rectified), and most of the contact player characters will have had is with those wandering dwarves who

the professional craftsmen like the dwarven miners of Osport who sell their skills to human masters. It might be straining the credibility of the campaign for the player characters suddenly to be invited along on a dwarven crusade against the goblins by some NPCs they hardly know. Where possible, the GM should anticipate the use of this module by introducing some NPCs into whose debt the players characters could become. It would be quite in order for the wealthy dwarven community under the mountains to pay for mercenaries to look after the sick and old while they shot off after all the glory....

By and large, the Pelinore campaign has not paid too much attention to the enmity between dwarf and elf. This rather reflects the fact that most adventurers, and those who have dealings with the adventurer class, will be more mercenary in their outlook than most, and would put racial considerations second to a good punch-up on religious or financial grounds. More importantly, in a campaign centred on a cosmopolitan centre like the City League, there is bound to have been a softening of this tendency; dwarves in the City would have been bumping into elves and half-elves all day, and to have picked a fight with each one would have left no time to go dungeon-hopping.

Out in the sticks, attitudes might be a little more normal, but it is suggested that the GM not overplay dwarf-elf hatred for this adventure - at least not before the duergar are revealed as the chief culprits. This allows for the fascinating possibilities of having elven player characters rescuing dwarves from a duergar plot - or, as a dwarf might see it, elven player characters playing some clever game along with their old allies the duergar. The duergar, too, might be more impressed by a party with elven characters than one without, and the party might find itself the victim of attempts to divide it, even while the PCs are trying to break up the happy camaraderie of the duergar army.

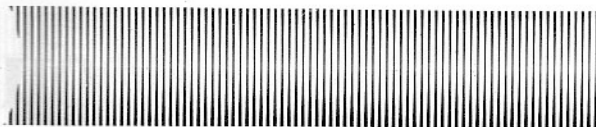
One point Pelinore campaign GameMasters using this scenario should be aware of is its aftermath. In almost all of the possible endings, the power of Maugraim's former servant is bound to be unleashed, in which case the area around the Hall will be completely devastated. In such circumstances, the dwarven delves may themselves be affected, at the very least in the loss of a major part of their history. It is unlikely that the dwarves will be totally grateful towards player characters who have in any way contributed to the destruction of the Hall and the nearby delves, even if it means the destruction of the duergar. Thus, the GM should be aware that future dwarven attitudes towards the PCs will be ambivalent.

If the dwarves are actually made to suffer in a greater sense as a result of the adventure, then the balance of power in western Cerwyn will have been completely altered. A strong buffer at the edge of the County will have been removed, and valuable skills will have been lost; dwarven trackers who know the hills and the miners of Osport and Deepvein will be among the many casualties if there is a major catastrophe for the dwarven people. This could place the Countess Flavia (who may or may not be well disposed to the PCs if they have already been through *In Search Of New Gods*) in an awkward position - her major source of income disturbed just at the time when she needs all her strength to provide new defences along the frontier.

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GAMEMASTER PUBLICATIONS

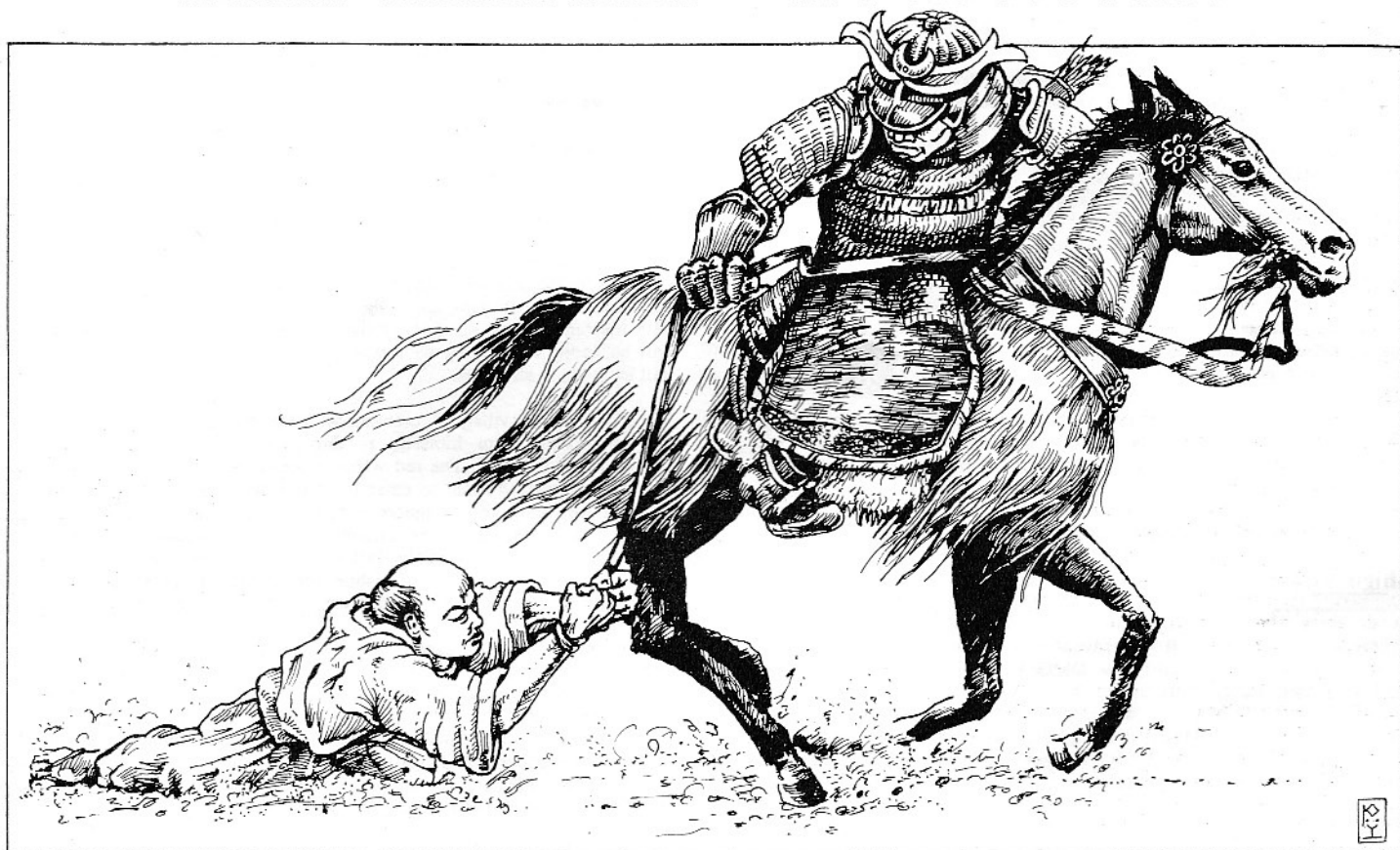


Brief Encounter

RED SWORDS

by Fiona Lloyd

An AD&D Oriental Adventures mini-scenario for 3-5 characters



This short adventure is for use with the AD&D Oriental Adventures rules. At a pinch, "Western" AD&D characters from the Players Handbook could be used, although you should be prepared to make changes to the module. The skills and abilities of AD&D Oriental Adventures (OA) characters can have little relation to their level. This module is suitable for a group of four or five OA characters of levels 4-6, but the DM should feel free to change this to suit a particular group of players.

Game statistics are provided in the standard format. THACO is the roll needed by the creature to hit Armour Class 0. In most cases the roll needed to hit a target can be calculated as THACO minus the target's AC. THACOs are already modified for high/low strength, dexterity and magical weaponry if these are applicable. If no xp value is given for a creature or NPC, the player characters should receive no xps for killing or otherwise overcoming it and, if appropriate to the campaign, may very well face serious trouble for unrestrained butchery.

BACKGROUND

The village of Shigo lies in a fertile valley, surrounded by steep wooded hills. Although the land is fertile, Shigo has never been rich — centuries of paying for the luxuries of the absentee ruling clan (Imperial courtiers all) and helping corrupt stewards to grow wealthy has seen to that. The peasants have and had enough to eat, even in the harshest winters, and were content to leave matters in that state. Even the arrival of a strange hermit and his son did not bother the villagers of Shigo.

Until, that is, the day a group of red-clad warriors descended upon the village from the forest. They rode down to the margins of the paddy fields and attacked the villagers who were working there. Pausing only to fire arrows into the crowd of peasants, the red warriors grabbed four of the nearest villagers, turned and rode back into the woods.

Sato, the village headman, was aghast. For a fortnight he dithered and

refused to come to a decision, even when the mysterious warriors returned and took more of the villagers. Eventually he acted and sent his son to seek help from the clan steward. Satisfied that he had done his duty, he waited for aid to arrive. Two days later the warriors returned. As well as taking more of the villagers they left behind a crude bundle containing the head of Sato's son.

In desperation Sato turned to Kiyomori Monjo, the hermit, for aid. Kiyomori refused to help for, although a master of the martial arts, he resented the villagers and Sato in particular. His son, Yorishie, had abandoned his studies, preferring to live as a peasant with Sato's youngest daughter, Issi. Kiyomori's resentment was given extra weight because Yorishie and Issi were two of those taken by the red warriors — something that would never have happened if the boy had obeyed his father's wishes.

Since Sato asked Kiyomori to help the red warriors have not returned, but all know that it is only a matter of time before they do...

Involving the Player Characters

This is an adventure for the player characters to "stumble across" in the course of play. The easiest way to introduce them to the situation is through Kiyomori Monjo, or rather through his reputation as a great master of the martial arts. The value of the teaching that Kiyomori can give to the player characters is one of the major "treasures" in the adventure — although there are some conventional rewards as well.

When the player characters first search for a teacher of the martial arts they should find someone who can teach them only the rudimentary principles involved. Eventually the DM should allow the player characters to hear of a warrior of real skill who has retired from the world and become a hermit in a distant valley: Kiyomori Monjo. This trail of rumours will lead them to Shigo.



Brief Encounter

As the PCs approach Shigo (which should be placed wherever is convenient in the DM's campaign), they will be met with increasing suspicion as they pass through other villages — even hostility if any of the characters wear armour with red lacquer or lacings. Villagers will be polite but unhelpful, even in the best of cases, and while they will answer direct questions, none of them will volunteer the information that the only hermit of note in the region lives somewhere in the forests and hills near Shigo. The DM should feel free to create other hermits and "wise men" as red herrings for the party to investigate

SHIGO

When the PCs arrive in Shigo, they will be greeted as saviours sent by the clan to aid the village. All the villagers (see below for further details) will be tremendously respectful, and will make a point of giving the PCs the best of everything and seeing to their every whim. Sato in particular will be as ingratiating as he can force himself to be, and praise the PCs "obvious abilities and courage in battle". The PCs and any horses will be given free lodgings in the village's only inn, and a great feast will be prepared.

Providing the PCs make no attempt to explain that they are not actually from the clan, eventually Sato will explain the situation as he sees it: that on several occasions warriors from another clan have descended on the village, kidnapped the lord's loyal peasants who have always worked so hard for their masters, and ridden off into the forests.

If the PCs do correct the villagers' mistaken impression, everyone will still be polite, but a sense of gloom and despondency will settle over Shigo. Sato will have little time for the PCs, always claiming that village matters need his urgent attention. If he — or any of the other villagers — are asked about hermits, they will give directions to Kiyomori Monjo's hut, but they will tell the PCs not to bother with the "old fool".

Shigo Village

In all, there are 350 villagers in Shigo (123 men, 142 women and 85 children). They are typical non-adventuring humans (2-5 or 1-4 hp, 0-level or worse combat ability — DMG p88), and most will not fight readily. If their backs really are to the wall they will take up agricultural implements (D1-6 at best) and fight, but they will require strong leadership at all times (a PC of a fighting class within 10') or they will break and run. Sato is a typical villager, but more self-important than most thanks to his position as headman.

Asaji is the only person of note in the village, if only because she claims to be more than 100 years old. Her natural grace, charm and underlying toughness make this appear unlikely, but it is true, as she is 109 years old. She lives in, and cares for, the shrine at the centre of the village, and is the village's herbalist, matchmaker and chief gossip. She is also the only person in the village who is wise enough to ask the PCs to help the villagers if and when it emerges that this is not what they have come to do. Asaji can promise little except her prayers and gratitude if the characters do decide to confront the red warriors. She knows that she is too frail to accompany the characters on any adventure, and so cannot offer more concrete help.

Asaji: AC 8 (7); MV 6"; Shukenja 6; hp 10; #AT 1; D 1-6/1-4; SA/SD spells — 6 x 1st, 4 x 2nd, 2 x 3rd; AL LG; Size M; THACO 20; S 7, I 13, W 17, C 12, D 9, Ch 14, Com 15; Armed with bo stick (her walking staff) and owns a haramaki (but never wears it).

Asaji's spells are normally practical ones that aid the villagers in their daily lives: cure light wounds, detect disease, cure disease etc.

If asked she will cast **commune with lesser spirits** and contact the spirit that lives in the village shrine. It is a simple creature, concerned with the well-being of the village and surrounding fields, and it knows nothing of the "red warriors".

Once the characters have met Kiyomori Monjo (see **The Hermit**) or Asaji the priestess, they should have a fair idea that they should seek out and defeat the mysterious red warriors. If the party choose to wait in Shigo for an attack nothing will happen for a week, and the villagers will grow increasingly uneasy at the presence of so many strangers — which means extra mouths to be fed — among them. Asaji will approach the characters at the end of the week and ask them to go into the woods to look for traces of the warriors and the missing villagers.

Whether the PCs leave immediately or wait for a potential attack, Asaji will remember a huge mound or cairn of stones deep within the forest

where she used to play as a child, and she will suggest that the characters make for this to look for clues, as she remembers her grandmother telling her tales that it marked a site of an important castle, or a villa — her grandmother was not too sure... The only directions to the cairn that she can give are that it overlooks a small pool surrounded by willow trees and that "there were a lot of broken pots in the grass and bushes." The DM should present this information as the vague reminiscences of an old woman trying to be helpful rather than as potentially useful information.

THE HERMIT

Kiyomori Monjo lives a mile or so from the village (any villager will be able to give accurate directions), in a small hut set in a clearing next to the plunge pool of an ice-cold waterfall. He often meditates while sitting in the cold waters of the pool, and this is where the PCs are most likely to find him if they arrive during daylight hours.

Kiyomori is a man in his early fifties, but he is still a tough and resourceful warrior, and he knows that he is rather handsome. He is a remote character with those he considers unworthy of anything better, but always scrupulously polite, as befits a samurai — even one who has retired from the world and taken up life as a simple hermit. Despite his life, he still wears samurai garb, and takes an especial pride in wearing clothes with his family crest on them. Providing that he is shown due respect, he will be happy to take tea with characters of a like social position, and he will be polite to all others.

He knows of the villagers' problem with the marauding red warriors, and has even seen them himself, as they visited his hut while he was meditating in the pool. The red warriors could see that he was in the pool, but they seemed reluctant to enter the water and attack him. Kiyomori has no idea why they should ignore him and he is slightly annoyed that he was not good enough to be captured, while mere peasants were taken! Kiyomori will not mention the fact that his son was one of the villagers taken, as he has disowned Yorishie for running away to be with Issi, despite the fact that he still loves the boy.

If Kiyomori is asked to accept any character as a pupil he will look grave, and demand to know whether the character is worthy enough to be a student. Bribes, whether in cash or kind, are grave insults to his honour, and Kiyomori will demand that the characters leave immediately. If asked to suggest a suitable proof of worthiness, Kiyomori will tell the PCs to prove their honour by defeating the mysterious red warriors who have terrorised the villagers for so long. If they can do this, Kiyomori will show them the beginnings of his style...

Kiyomori Monjo: AC 3; MV 6"; Samurai 12; hp 80; #AT2/1 (4/1 with bow); D 1-10+7/1-12+7 (katana), variable by arrow, or 1-6+1 (martial arts — see new style below); AL LN; Size M; THACO 7 (katana) 9 (bow) or 10; S 16 (+1 dam), I 14, W 13, C 15, D 14, Ch 14, Com 16; double specialisation with katana, specialised in bow; horsemanship, calligraphy, painting and poetry proficiencies. Kiyomori Monjo is also able to use all the manoeuvres of his martial arts style described below.

His only possessions of value are a set of writing tools and some fine paper, two porcelain drinking cups, a katana of beautiful quality (+1 to hit, worth 100 ch'ien) and an o-yoroi (suit of laced armour, worth 20 ch'ien) which he keeps in a lacquer box (itself worth 5 ch'ien) in his hut.

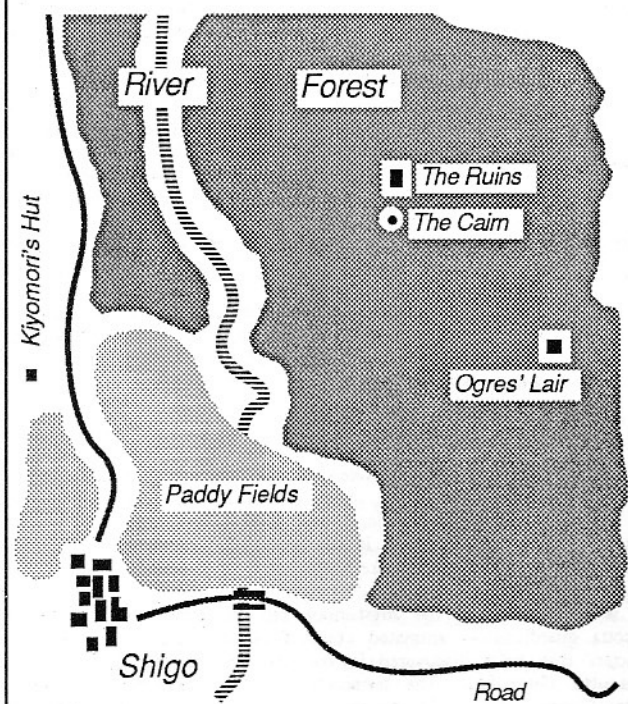
Kiyomori Monjo's Style

Kiyomori's style is different from the usual styles of Martial Arts combat in that he teaches no weaponry skills whatsoever. As a samurai he feels that a sword is sufficient weapon for him, and he will not demean himself by using a lesser weapon. If the PCs succeed in the quest he will teach the characters the basic skills and 1-4 of the special manoeuvres, but he will constantly test their worthiness (the DM should feel free to insist the PCs undertake extra adventures and quests before Kiyomori reveals any more of his fighting skills to them).

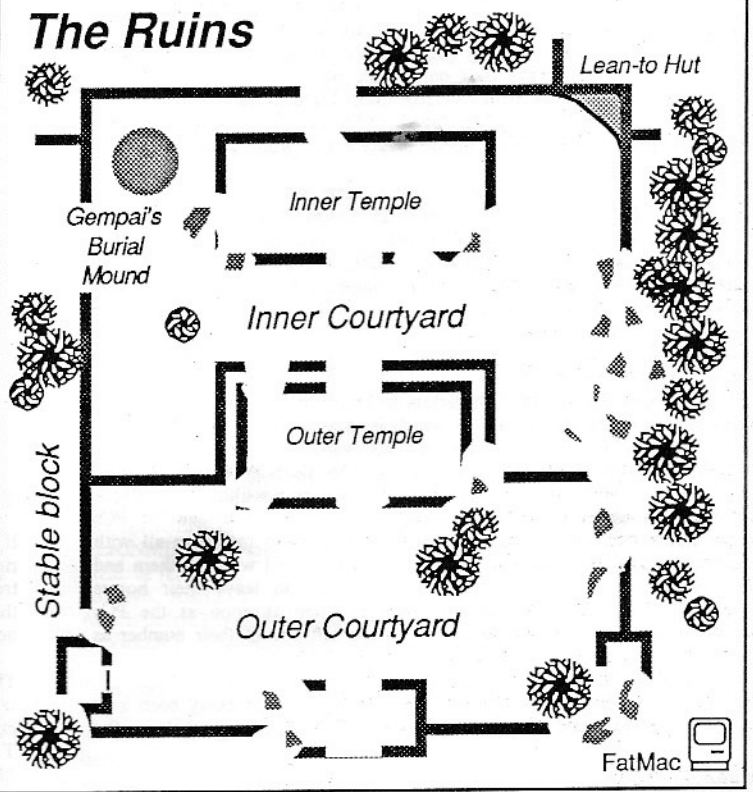
# of AT	Damage	AC	Principal Attack	Special Manoeuvres
2/1	1-6	6	Legs	Movement 1, 2, 3, 4 Kick 1 Lock 1 Push 1 Mental 1, 2
<i>Kiyomori's</i>		<i>Style</i>		



Shigo & The Forest



The Ruins



INTO THE FOREST

As soon as the PCs decide to leave Shigo the weather will take a turn for the worse, and a gradual — and very miserable — drizzle will set in. Bowstrings and the like will become useless within 1-4 turns unless protected in some way, and any character wearing armour will feel very uncomfortable as the rainwater soaks in through the lacings. Beneath the trees, the drizzle is not so bad, but the forest is a dank and gloomy place. These weather conditions will remain in force until the end of the adventure, unless the PCs have some method of influencing the weather, and will make fires and the like difficult to light or keep going without producing clouds of smoke.

The forest around Shigo is dark, deep and superficially peaceful. The undergrowth beneath the trees is fairly sparse as little light penetrates the canopy of leaves overhead. After the PCs have entered the woods and have been travelling for more than a few hours they will notice that the forest is unnaturally still and deathly quiet. No birds sing, no creatures are moving through the undergrowth (such as it is), the breeze does not blow and the only sound is that of an occasional stream or the drip of water from a tree's leaves. The PCs will have no trouble in following what look like normal trackways if they want to, but these are actually animal runs that meander, fade away and are generally misleading and maze-like. No sign of the animals that made them will be seen.

Although the forest is perfectly harmless in itself, it has an uneasy and unpleasant feeling about it. The DM should foster and increase such feelings of unease and wariness by asking each player to roll a d20 at irregular intervals. The dice rolls have no meaning, but they will make the players very nervous! The DM should also feel free to use extra random encounters, such as an attack by wolves or goblins, during the journey through the forest to make the PCs feel threatened.

Thanks to the poor weather and the heavy leaf cover, dusk will come early to the forest. Unless the PCs specify that they are going to follow the line of a stream, travel in darkness will be impossible. Tree roots will trip and lame any horse (25% chance per turn, 1-8 points of damage), whether it is being ridden or not.

Encounter in the Dark

If the PCs decide to make for the cairn of stones that Asaji, mentioned it will take them more than one day of travelling, given the darkness of the forest and the miserable weather. Any time after they make camp the DM

should use the outline events in this section and the next as a red herring to lure the player characters from their mission.

After they have made camp on the first night, a small hunched figure will emerge from the trees and ask to share their campfire (if the PCs have made one) or their company. This is Jo, a polymorphed common oni, who regards the PCs as trespassers in his forest. Jo will introduce himself as a poor woodsman, and offer to share his rice wine with anyone who will drink with him. His manners are crude and boorish, but as he is an oni and his henchcreatures (a group of ten bakemono) are hiding within hailing distance, he is not too worried about his manners, being alone with the PCs, or being recognised for what he is.

If the PCs attack him, Jo will resume his normal shape: a seven foot tall spindly creature with bright red skin and a hideous dragon-like head covered in green warts. He will call for his bakemono allies, who will arrive one round later, and then he will immediately attack the PCs.

Jo knows of the strange red warriors and has been chased by them on two occasions, but he is mystified as to what they are, for they are certainly not men. He will be willing to give the party directions to where he last saw them (The Ruins — see below) or to the cairn of stones, but he requires the player characters to do him a favour in return. If they will kill three ogres who have been "taking his wood", he will give them accurate directions, and "such a reward as his poor resources can manage."

If the PCs agree to help, Jo will be delighted, and he will sing ribald songs all night in a piping and reedy voice — keeping the PCs awake and stopping any spellcasters from resting sufficiently to regain spells. Even if requested to shut up he will continue. At dawn he will spring to his feet (and, at the DM's discretion, he may seem slightly taller than he did the night before) and lead the player characters off in the direction of the ogres' lair, while continuing to sing his repulsive ditties. The bakemono will follow, but will remain out of sight, unless a character specifically checks to see if the group are being followed. In this event, the bakemono will only be spotted on a roll of 1 on a d20. If the bakemono are spotted they will apparently flee (only to hide deeper in the forest and then resume following), and Jo will urge the PCs to make more speed towards the ogres' lair. The length of time the journey takes is up to the DM, and the "uneasiness" dice rolls described above should be continued.

Jo has no intention of paying his debt if the PCs defeat the ogres. Once the ogres are dead and the player characters are weakened he will turn on them and attempt to kill them to restock his larder. If he attacked at any



Brief Encounter

point he will drop his disguise and defend himself.

Jo, Common Oni: AC 4; MV 9"; HD 8; hp 45; #AT 2; D 3-10/3-10; SA/SD polymorph self and fly three times a day, become invisible twice per day, cloud trapeze (self only) once per day, cause fear at will; Int Ave; AL LE; Size L; xp 1100; MR Std; THACO 12; OAp126; Jo's human form is that of a 5hp middle-aged, rather fat, dissolute normal man. He has no treasure, except a set of ebony prayer beads, worth 5 tael.

10 Bakemono: AC 6; MV6"; HD1-1; hp 6 each; #AT; D 1-8 or 1-6; Int Low; AL CE; Size S; xp16 each; THACO 20; OAp116; armed with tetsubos and shortswords, each has 1-10 fen and 1-3 tael. If searched and the character searching rolls Int or less on 1d20, one of the bodies will be found to have a very tatty 1 ch'ien note plugging a hole in a smelly straw sandal!

The Ogres' Lair

If Jo has persuaded the player characters to help him, he will lead them to the vague area of the ogres' lair — which is in a cave overlooking a small stream — but he will go no closer than 200 yards. Jo will claim, rightly, that the ogres only hunt at night, and will be sleeping during daylight hours, and will insist that the PCs attack as soon as possible. He will not put himself in any situation that involves risk, preferring to see the PCs and the ogres weaken each other so that he can overcome them all with the minimum of effort. He will tell the PCs that he will wait for them and guard the horses. If the PCs are foolish enough to leave their horses behind with Jo, he will kill and eat one of them as soon as the PCs disappear into the ogres' lair, unless they have left one of their number as a guard.

Reaching the ogres' cave is easy, as the pathway has obviously been kept clear over the years and roughly paved in one or two places with large flat boulders.

The ogres will be asleep when the PCs reach their cave, and will be automatically surprised. However, their tiger will be aware of the PCs and will spring into an attack regardless of the odds and without waking the ogres up first — it is a remarkably stupid tiger — as soon as a character enters the cave mouth. The ogres will wake up during the next round, and if their cat is still fighting will attempt to join in the fray. If the ogres are reduced to 10 hit points or less they will offer to surrender, although if the PCs do not accept they will start fighting again.

Once the fight is over Jo will resume his true shape and summon his bakemono allies. They will arrive 1-3 rounds later, but he will immediately attack anyone within reach.

The ogres are not really aggressive, and want only to be left alone. If the PCs actually give them a chance to talk, they will explain that Jo is "not an old man... well he is, but he's a tall blue creature as well... we think..." and they will offer to help the PCs kill him. The DM should do nothing to help the players make up their minds about who is telling the truth, although the ogres will act in a completely honourable manner. This, of course, may count for little with the PCs as the ogres are still ogres.

3 Ogres: AC 5; MV 9"; HD 4+1; hp 25 each; #AT 1; D 1-10; Int Low; AL LE; Size L; xp 215 each; THACO 14; MMp75; each speaks whatever variety of Common the DM chooses.

Tiger: AC 6; MV 12"; HD 5+5; hp 30; #AT 3; D 2-5/2-5/1-10; SA rear claws for 2-8/2-8; SD surprised only on a 1; Int Semi; AL N; Size L; xp 405; THACO 13; MMp94.

The ogres have seven large jars of rotten wine (worthless), an inferior painted silk screen (worth 15 tael), a scroll with the wu jen spells fiery eyes, animate fire and fire wings on it and an incomplete suit of armour of which the only usable parts are the kote (1 AC step), haidate (1 AC step) and sode (1 AC step). They also have a man catcher which is badly rotted and will break on a "to hit" roll of 1-5. If given the chance, the ogres will offer the PCs the man catcher, the armour and the scroll in payment for their lives and as a token of their good faith in telling the truth about Jo. They will also offer directions to the cairn of stones, but they will refuse to accompany the PCs to the place.

The Cairn

The cairn of stones is not as impressive as Asaji remembers it, being little more than 5 feet high. It stands at the southern end of a small, stagnant pool and is surrounded by grass and bushes and one or two

bedraggled willow trees. Of all the depressing places in the forest this is the worst. If any character looks carefully at the area they will start to notice that the whole place is covered in small shards of crude terracotta pottery, with a few larger pieces hidden by weeds and in the undergrowth. These shards of pottery are commoner on the far side of the pool, and if any character searches on that side of the pool the remains of a low wall will be found.

Hidden by a group of trees about 15 yards to the north of the cairn is an almost complete terracotta statue of a horse. Half the head is missing, and only the broken remains of the rider's torso are still in place. Once the PCs have found this, it will be obvious that all the pottery shards were once part of similar statues.

Beyond the horse, and scattered throughout the trees to the north of the pool, are similar chunks of terracotta, though none so complete. Here and there are a pair of feet and legs, broken off at the knee, carved to represent sandals and leg armour, the carved and armoured torso of a warrior dressed in armour centuries out of style, or a helmeted head, now rotted by wind and rain almost to the point of destruction. Likewise, there are occasional chunks of horses and their riders scattered about.

The Ruins

If the PCs follow the trail of broken statues they will eventually reach a ridge line, and beyond the ridge, in the middle of a thick stand of ancient trees, are the remains of a temple. These remains lie about a mile north of the cairn of stones. Something is moving inside: creaking and groaning noises can be heard and woodsmoke hangs in the air...

This is the source of the mysterious red warriors, who are actually terracotta guardians — animated versions of the statues that the player characters may have discovered in the undergrowth (see below — **The Terracotta Guardian**). The terracotta guardians have been brought to life by Gempai, once a former master of the temple, now a shikki-gaki doomed to wander the temple precincts in punishment for his many wicked acts when alive. Gempai allowed many of his followers to die of plague and starvation, holding them to their oaths of obedience and denying them the right to use healing magic, simply for his own amusement. Eventually even his most honour-bound followers turned against him and sealed him in a burial mound inside the temple precincts. The temple was abandoned and Gempai was forgotten, although he was now confined to the world as a shikki-gaki.

The terracotta statues were originally erected as ceremonial guardians for the temple and the burial mounds, but when he was accidentally released by a tomb robber, Gempai discovered how to animate them and send the terracotta guardians out into the wider world to do his evil bidding. He now intends to conquer the surrounding lands and rule them as a warlord with this unnatural horde of loyal servitors to obey his every wish. The raids on Shigo (and some other villages) have been only indications of what is to come.

Gempai still lives in the burial mound behind the temple where he was imprisoned, and this serves to keep his hatred of the living fresh. He eats and drinks constantly, even gnawing on the bones of those villagers the terracotta guardians bring to him. He spends much of the time wandering about the inner courtyard, and often holds conversations with the long-dead monks of the temple. To an outsider these talks are monologues, conducted in a strange lilting tone and in an archaic form of language, as the gaki attempts to justify his actions in life to the (imaginary) ghosts of those he caused to die.

However, he is no longer alone in his misery as two of the villagers from Shigo, Yorishiie and Issi, have become virtual worshippers of the gaki — even to consuming human flesh in emulation of his repulsive practices. These two now live only for the gaki and will fight to the death to protect him: Yorishiie has sworn an oath as the gaki's retainer, and Issi has been driven insane by all she has witnessed and done and by her terror of the gaki.

The terracotta guardians "live" in the outer courtyard of the temple, and act as the gaki's soldiers and retainers, capturing his victims and bringing him food and drink. Captives are kept in the old stable block until they are killed for food, used as a source of blood in the animation of more of the terracotta statues or both. At present there is only one young girl in the prison (treat as a 1hp non-adventurer — see DMG p88), from the village of Shigo, who was captured after the PCs had left to seek out the red warriors.

The temple itself is in a poor state of repair. Very nearly all of the roof



and most of the walls have succumbed to the ravages of time, and other than a pathetic lean-to hut in one corner of the inner courtyard and the old stable block, the place is a derelict shell rather than a building. The hut is dreadfully squalid and dirty with a large pile of empty rice wine jars stacked in one corner. The remains of Yorishii's and Issi's last victim are still in the cooking pot. The only "treasure" is a wooden flute of staggeringly beautiful workmanship, which when played by a proficient musician has an effect equivalent to a **biwa of calm** (see OAp134).

The nine burial mounds behind the temple have long since been plundered, and the only one now of interest is that of Gempai, which at first sight holds only scattered fragments of bone, a few copper coins (1-10 of each type) and rags. Beneath one of the piles of rags, however, is a **katana+2** in a beautiful lacquered scabbard (the scabbard alone being worth 20 ch'ien). This was a gift from Kiyomori Monjo to his son Yorishii, but Gempai has taken it and given the boy a corroded and inferior blade in its place. Given the chance, Gempai will return to his burial mound for this blade before confronting the player characters.

If the PCs attack the temple, the terracotta guardians will not raise the alarm, but any sound of fighting will carry throughout the temple and burial mounds and alert the gaki and his two flesh-eating worshippers. They will arrive three rounds later. The gaki and Yorishii will enter into combat immediately, while Issi will hang back, and then attack any PC who is hard-pressed — from behind if she can manage it. If the PCs encounter the gaki or the two ex-villagers first, they will have no hesitation in raising the alarm. The terracotta guardians will arrive one round later and defend their master with no thought for themselves.

Gempai, a shikki-gaki: AC 4; MV 12"/6"; HD 5; hp 34; #AT 2 or 1; D 1-4/1-4 or 1-10+2; SA successful attacks cause disease — see OAp120 for full details; SD +1 or better weapons to hit; regenerates 2hp per turn; Int Low; AL CE; Size M; xp 410; MR Std; THACO; OAp119; armed with a **katana+2** (but see above).

Yorishii: AC 4; MV 9"; Samurai 5; hp 40; #AT3/2; D 1-10+5; SA/SD immune to fear, surprised only on a 1; AL LE; Size M; xp 390; THACO 11; S 17 (+1 to hit and damage), I 14, W 13, C 15, D 12, Ch 10, Com 4; armed with inferior and rusty katana (-1 to damage, and see above); wearing battered and unkempt o-yoroi, bearing the Monjo family crest; double specialisation with katana (+3 to hit and damage).

Yorishii has abandoned his other proficiencies and his father's teachings since swearing allegiance to Gempai.

Issi: AC 6; MV 9"; HD 1; hp 6; #AT 1; D by weapon + poison; SA all attacks at +4 due to vicious insanity; Int Ave; AL N(CE); Size M; xp 32; MR Std; THACO 15; armed with poisoned wakizashi — 1-2 points of damage per round until save is made).

8 Terracotta Guardians: AC 3; MV 6"; HD 4+4; hp 26 each; #AT 1; D 1-12; SD limited spell immunity, 1 point of damage from edged and piercing weapons; Int Low; AL CE; Size M; xp 370 each; THACO 15; New Monster — see below.

3 Terracotta Guardian Horses: AC 3; MV 12"; HD 4+4; hp 30 each; #AT 2; D 1-6/1-6; SD limited spell immunity, 1 point of damage from edged and piercing weapons; Int Low; AL CE; Size L; xp 390 each; THACO 15; New Monster — see below.

Once the gaki is defeated and slain, the terracotta guardians will cease fighting unless they are attacked, and any surviving ones will gradually assemble in line abreast in the outer courtyard and then freeze in place. They will do nothing more unless they are interfered with, and they will return to their positions in the line of guards as soon as they are able.

If Issi and Yorishii are still alive they will stop fighting as soon as the gaki is slain. Yorishii will attempt to take his own life, if necessary by throwing himself onto the swords of his enemies. Issi will simply collapse in on herself and become silent and withdrawn (see DMGp84 — catatonia).

RETURNING TO SHIGO

When and if the PCs return to Shigo with any kind of proof that the threat from the "red warriors" is past (Issi as a prisoner, for example), they will be greeted as heroes. Asaji will cast whatever healing and curative spells are necessary, and even Sato will be grateful for the return of his daughter — or news that she no longer suffers.

Kiyomori Monjo will make good his promise to teach the PCs the

beginning of his skills. However, if he is told that Yorishii apparently fought on behalf of the gaki, he will attempt to take his own life as soon as he has kept his promise to the player characters. If no mention is made of Yorishii, Kiyomori will be happy to assume that his son was killed outright by the gaki, and he will be grief-stricken but not ashamed, as he will choose to believe that his son fought against the gaki. If Issi recovers she will remember nothing of her time with the gaki, and will not be able to disabuse Kiyomori of his belief.

THE TERRACOTTA GUARDIAN

FREQUENCY: *Very Rare*
NO. APPEARING: 1-100
ARMOUR CLASS: 3
MOVE: 6" (or 12")
HIT DICE: 4+4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 (2)
DAMAGE/ATTACK: 1-12 (1-6/1-6)
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Variable
SIZE: M (L)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil/Nil
LEVEL/X.P. VALUE: IV/240+5/hp

Terracotta guardians are the animated forms of clay statues often found buried in tombs or as ceremonial guards for important religious sites. They often appear to be warriors dressed in red, and equipped in the fashion of a previous age or as statues of horses, all with curiously expressionless faces and eyes. Their other most noticeable characteristic is the noise that they make when they move — a creaking, groaning sound as though a thousand ceramic cups were about to be shattered.

They are animated in a ritual that involves the pouring of human blood (usually all the blood of one person) over the statue, which gives it a life force and motive power. The ceremony involved may sometimes be found on a scroll or jade tablets similar to a **manual of golems**. The jade tablets will be worth 1000gp (or the equivalent) in themselves. A terracotta guardian always has the same alignment as the creature that animated it, regardless of the original use and purpose of the statue, and it will follow any instructions given to it, but it is incapable of reacting to unforeseen circumstances.

Terracotta guardians are immune to fire and cold based attacks, as well as mind influencing spells. Spells such as **darkness** or **light** used to blind an opponent have no effect, because terracotta guardians have no eyes as such. They locate their targets in some unknown and arcane fashion. Other magical attacks cause only half damage, except electrically based ones, which cause terracotta guardians to shatter unless a saving throw vs spells is made, in which case no damage is taken. **Stone to flesh** makes terracotta guardians vulnerable to edged weapons (see below), while **warp stone** (6th level wu jen spell) causes 1-4 points of damage per level of the caster. Finally, **crystalbrittle** causes terracotta guardians to shatter completely, without any saving throw or the need for a further blow.

Attacks from edged and piercing weapons cause only one point of damage to terracotta guardians, although they appear to do more (the player involved should roll for normal damage, while the DM records only one point of damage). Attacks by blunt instruments cause full damage.

The attacks of warrior terracotta guardians cause 1-12 points of damage, regardless of the weapons that are carved as part of the original statue. Finally, the bracketed statistics given above are for terracotta guardians in the shape of horses, which serve as mounts for the ordinary warrior statues and are animated with their riders as part of the ceremony. Except as noted above, they are identical to terracotta guardians shaped like armoured men.





Phil Gallagher Tells All



"OK Ian, 30p and you can have the whole department."

When Paul Cockburn stuck a knife between my shoulder blades and asked me "if I would mind" writing the news page for *GameMaster No. 4*, I little realised what I was letting myself in for. At the time, the deadline seemed just right to allow me to report on my trip to TSR Inc in Lake Geneva, which I was about to undertake with the rest of TSR UK's Product Development team — Jim Bamba and Graeme Morris. Now, unfortunately, "due to circumstances beyond our control" (but it's all Basil's fault really), that all seems rather a long way away. Equally unfortunately, most of the juiciest bits of new that I picked up in the US were given in confidence, and must be avoided as I write this. However, I can still pass on some of my glimpses at products that won't be gracing these shores for a few months yet. But, before I give you the low-down on the important stuff, I promised Paul a scoop, so

SHOCK! HORROR! PROBE!

It seems that the American don't have the monopoly on major upheavals in the gaming industry. News has just reached us of an amazing series of "defections" from TSR UK to Games Workshop.

The Police had only just managed to get the M1 functioning normally (after the chaos caused by the Cockburns' migration), when traffic was

brought to a halt once again, as no less than four more ex-TSR employees loaded their assorted goods, chattels, and SPI games into a fleet of Games Workshop transit vans and headed Nottingham-wards. I exaggerate of course, but then if Rupert Murdoch can get away with it

Seriously 'though, folks! In the space of a fortnight, Tom Kirby, Jim Bamba, Mike Brunton and I have all resigned from our various positions with the wholly-owned, UK subsidiary of TSR Inc., and, by the time you read this, will be ready to start new jobs with the biggest rival of our former company. Already there are false rumours circulating (not to mention cries of "Traitors!") about our motives for leaving, so, without wishing to bring personalities into what is supposed to be an article about new gaming products, I feel duty bound to devote some space to setting out the facts as I see them.

Tom Kirby was General Manager of the Cambridgy-based company, and was heavily involved both in the development of the early UK-series of modules, and in the production of the late-lamented *Imagine* - the editors forget his work on *Pelinore* and the City League at their peril. I'm not quite sure just what his new position at Workshop will be, but I understand that he will be involved in the development of GW's burgeoning US enterprise.

Mike Brunton used to be the Features Assistant for *Imagine*, and I'm sure is a familiar name to those of you who used to read that worthy magazine. Following *Imagine's* closure, Mike was reappointed as Promotions Assistant (or some similarly inspired title), and he's the one responsible for TSR's wacky Marvel ads, as well as producing TSR UK's Newszine, *Bohemian Ear-Spoon*. On arrival at GW's Design Studio (where, we've been faithfully promised, there will be desks waiting for us), Mike will join Paul Cockburn, Graeme Davis, and Marc Gascoigne as part of the rapidly expanding Design and Dredditorial team.

So, indeed will Jim Bamba and myself. Modesty (and space) prevents me from listing my own contributions to TSR UK's wonderful products, and Jim is, of course, already a household name - at least in such discerning households as have purchased one or more of modules UK6, O2, UK7, SFAD5, BX1, or I8 (of which more later). But, suffice it to say that we've both had more than a hand (usually an arm and a leg) in the production of every UK module from UK4 *When a Star Falls* onwards.

I suppose the first thing to be said is that, unlike last year's closure of *Imagine*, our departure from TSR UK was in no way due to American interference. The entire Product Development team (Jim and myself plus Graeme Morris) visited TSR Inc at the beginning of March and were made extremely welcome. In fact, as far as our department was concerned, relations with the Americans had never been better. Nor should the fact that Jim, Mike, and I resigned a few days after Tom be construed to mean that Tom "poached" us for his new employer. All three of us had been dissatisfied with the management of TSR UK for some time. Tom's departure was merely the final straw.

Secondly, I have no doubts about the wisdom of joining a company whose public image is perhaps not all that it could be. The transfer of GW and White Dwarf from London to Nottingham has not been completely bloodless, but even a brief visit to the Design Studio has convinced us that this is an opportunity to move to an environment where creativity will be both valued and encouraged. On top of that, it can only make writing for *GameMaster* a somewhat simpler exercise

What all this means is that there is now just one designer left at TSR UK, which must put future production in doubt. TSR UK had been committed to producing six 32-page modules (or equivalent) each year, but this is obviously going to be an impossible task for one man, and it will take time to find (and then train) potential replacements. As it happens, the American



operation is not in a much a better position, since Trace Hickman - the man (yes, I can confirm that he is definitely male!) behind the phenomenally successful *Dragonlance* series - has also left the company. I hasten to add that his departure had nothing to do with our visit, much less our resignations! Apparently, he and Margaret Weiss (co-author of the *Dragonlance* novels) have both got new jobs designing scenarios for the producers of an interactive, computer-moderated adventure game not unlike *MUD*. So, the *Dragonlance* series will now definitely be ending with the publication of DL14 by Doug Niles. I am sure that Tracy's talents will be sorely missed by TSR. All controversy about "obscure deaths" aside, *Dragonlance* remains the only coherent, truly epic Campaign ever published for AD&D. Meanwhile, Gary Gygax continues his struggle for control of the company he founded. His law-suit against the current President of TSR should be decided in June and the outcome of that may well determine the direction TSR will be taking in the next few years. There is certainly a body of opinion in Lake Geneva which believes that role-playing is now a declining market. Or, at any rate, the market for rpgs has stopped expanding. Hence the attempts to move away from fantasy rpgs and to produce more family-oriented games such as *Paramount*, and *Broadway* - respectively 'inspired' by the American movie industry, and the New York home of the American musical. This is not to say that role-playing will be abandoned if Gygax loses his case, but the company is certainly concerned that the rpg market can no longer be relied upon to support an organisation of their size. Whether this will result in the abandoning of D&D as the company's flag-ship product, or whether there'll be attempts to concentrate on supplying material for the hard-core gamers, only time can tell.

The US trip also provided a fascinating insight into the American methods of production. It seems that until recently, writers and editors worked relatively independently of each other. Coupled with the fact that everyone over there is working to extremely tight deadlines, this makes it hardly surprising that the odd mistake slips into print, or that the quality of material is occasionally variable. So hectic are things in American Product Development that, no sooner has we crossed the hallowed threshold, than we were press-ganged by Harold Johnson into pasting up the maps for DL12. In fact, the wonder is that the US designers manage to produce such excellent stuff as *Lankmar* and *Oriental Adventures* at all! Undoubtedly, if material from the UK should dry up, the pressures on people like Doug Niles, Jeff Grubb and Dave Cook can only increase. For the time being, however, production goes on as normal - at a frantic pace

As I write this, Frank Mentzer should be putting the final touches to D&D's crowning glory

- the *Immortals Set*. Frank has done sterling work in both *Companion* and *Masters*, handling the controversial area of mega-level play very neatly. I look forward to some more material on dominions. Although we only had time for a brief playtest of Immortal combat, it was apparent even then that Immortals should silence the mocking cynicism which news of its appearance attracted from some quarters. Obviously a very ambitious topic to tackle, Immortals is the most innovative D&D product to date. Any of you with a 30th+ level character who thinks that Immortality just entails more of the same, is in for a shock. Assuming your character manages to qualify for acceptance into the ranks of the Immortals, that just puts you on the lowest rung of a monumental ladder. Believe me, getting to 36th level was nothing! I have to admit to feeling just a little dubious before the playtest, but Frank seems to have got the atmosphere and tone absolutely right. Once you can make the mental leap over the hurdle of Immortals being able to cast *any* spell, you can't fail to appreciate how neat the system is.

While in the States, I also managed a sneak preview of the latest *Advanced Dungeons & Dragons* hardback. Doug Niles' *Dungeoneer's Survival Guide* looks pretty good. The format adopted for *Unearthed Arcana* - A Players' section at the front, and one for DMs at the back - will probably be continued, and this is probably its weakest point. Given that this volume (the ninth in the AD&D line) is scheduled to be followed by *The Wilderness Survival Guide*, it would arguably be preferable to combine the two players' sections into one volume, and to publish the DMs' material separately, as Campaign packs, for example. Still, Doug has seized the opportunity to define many of AD&D's woefully grey areas. There are secondary skills (and rules on how to use them!), rules on swimming, climbing for non-thieves, notes on how to apply fatigue, running combats on ledges and narrow bridges, information about the Realm of the Underdark (with details on how PC *svirfnebli*, *drow*, and *duergar* really *should* be played), plus a whole pile of helpful hints for more-enjoyable, co-operative, group play. The DMs' section seemed to be much more concerned with Campaign play than in detailing new rules. There are even detailed maps of parts of the Underdark, and background information on the Realm's myriad inhabitants. Inevitably there's a whole load of new equipment, and extremely useful notes on integrating the *Battlesystem* rules. All-in-all, I think *Dungeoneers' Survival Guide* deserves to do every bit as well as *Oriental Adventures* and *Unearthed Arcana*.

On the module front, things were relatively quiet. Harold Johnson was frantically putting the finishing touches to DL12 (with our help!), and I must say that the finished product looks excellent. The second *Masters* module has now been published (M2 *The Revenge of Alphaks*),

wherein the roaring Demon introduced in M1, continues his fiendish attempts to take over the world. Real 'save-the-world' stuff, this - it's a pity that the *Companion* world still feels so sketchy. If only the *Companion* modules had been like this one.

Jeff Grubb's work on the *Advanced Marvel Superheroes* set was approaching crisis point, so there wasn't much to read. But I did learn that it will be a development of the existing system, *not* a rewrite, and that there'll be more details on Resources, and running Campaigns. I am also assured that all the Marvel modules published to date will be compatible with it. The first *Advanced* scenario (MA1 *children of the Atom*) concentrates on the X-Men, and should be out pretty quickly after the boxed game.

Apart from that, there was much talk of a number of more family-oriented, board games; the two I mentioned earlier, plus *Honeymooners* which is inspired by a 1950's American TV sitcom. The series is enjoying something of a revival in the US, but whether it will ever be available in the UK is another matter.

I've also just seen a finished copy of the latest module from TSR UK. *Ravager of Time* has only Graeme Morris' and Jim Bambra's names on the cover, so I think I might be able to get away with describing it as mega-brill, without seeming too partisan! The artwork might not be up to the standards we would have liked, but the rest of the module certainly is. Designed for 6-10 characters of levels 8-10, it combines a highly original plot with an atmospheric, fenland wilderness, ruled by a clerical triumvirate from a Gormenghastian "palace" known as Eylea. Those of you familiar with East Anglia are assured that any resemblance is purely superficial! An abridged version was used at this year's *GamesFair*, and the overall verdict of players and DMs alike was very flattering

However, the final project to be produced by the current team won't be seen in this country until October at the earliest. A 96-page *Creature Catalogue* for the D&D system, we hope the innovative categorisation system and environmental tables (not to mention the brilliant artwork!) will make it an invaluable addition to the D&D line. It should certainly make finding stats a whole lot easier than having to hunt through four rules sets!

Beyond that, of course, is new material for Games Workshop. I can't really say what we'll be doing until I get there, but there are no plans to produce any AD&D or D&D products. Not that there'll be any shortage of projects to get stuck into; what with *Cthulhu* and *Pendragon* (not to mention a new role-playing system) WATCH THIS SPACE FOR UP-TO-THE-MINUTE NEWS OF FURTHER DEVELOPMENTS!

Phil Gallagher

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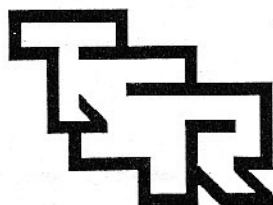
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DL12 Dragons of Faith £8.95

OK, fellow members of the Dragonlance Appreciation Society, I suppose we'd better get it over and done with. This is the latest in the sequence of releases for the DL epic, and — after that brief foray into the realms of simulation wargaming we discovered last time — returns to the story of Goldmoon, Riverwind and the rest of the gang as they strive towards whatever it is they're after. Don't think for a moment, however, that this means a return to a simple 32- or 48- page booklet, with a few maps and pre-generated characters in a pull-out section (what, for £8.95??). Things have changed in the way D&D/AD&D modules are presented, and that means each adventure pack has more for your money. But, we'll come back to that again. Let's tear off the shrinkwrap and look at what DL12 has to offer.

Item: One wrap-round cover, serving as a GM's screen, with a haunting Easley cover, a skimpy map, a complete monster stat chart, and the latest set of pre-generated stats for the DL characters. Note the way the two characters with the lowest ACs are young women — note too, the way they are never actually seen romping around in their plate mail. Still, that's not unexpected.

Item: One A1 (or nearly) sheet with maps both sides. The one side is all location plans; it's a bit of a pain having them all on the one sheet, but we could always cut it into manageable pieces, no? No. On the other side we have a murky brown map marked with something called the Pit of Istar. Hmmm. Looks like it must be important. Put the scissors down and we'll try to find out what it is.

Item: One 64-page booklet. Crikey. It looks like this one is supposed to keep up busy for a while.

Item: Battlesystem chits in several snappy shades of blue. Maybe I was a bit hasty about this not being another simulation wargame. Still, these things can be useful when you don't have a complete set of Citadel lacedon figures, don't you find?

Item: A sheet of playing cards. OK, I'm game, let's dive into the booklet and find out what these are for

If you were with us last time, you'll remember that DL10 commenced the Last Book of the Dragonlance epic. Sturm, Flint, Tasslehoff and some of the band went off looking for a weapon that might prevail against the dragons. Goldmoon and her fellow adventurers were off looking for the elfking, Lorac, at the behest of his daughter, Alhana Starbreeze. Travelling north through the land of Balifor, they find themselves in an area thick with the dreaded draconians.



At first it might appear that this is going to be a simple escape story-line, but one of the real bright spots in the DL caper has been the wealth of NPCs, who can bring something out of the whirling mess of the plot. In this case, the NPCs steer the party into a run-in with the agents of the Dark Queen, a nasty bit of work if ever there was one. The NPCs are divided into Friends, Foes and er NPCs, and it is their success or failure with the latter that will determine how our heroes get on in this adventure. The sea elves will be drawn into a battle with the forces of darkness; if the PCs can be there to help them, the Dark Queen will suffer a serious reverse.

In other words, it's another directed adventure, in which the plot is carefully mapped out to provide another step along the epic path. I'm afraid, as a single adventure, it's pretty dull, but who's going to buy one of these things now, just to play a one-off?

OK, the answer to the two questions you're dying to have answered. First, the map of the Pit of Istar. If you might be using the Battlesystem to run the major confrontation between the sea elves and the draconians, then it will be useful; otherwise, you can hack the sheet up for the more useful plans. And the playing cards?

Five of your 64 pages are devoted to this game device. The Talis Cards are a frill, a bit of fun if you like this kind of extra, an unnecessary and probably costly bit of nonsense if you prefer to have your imagination do the work. The cards can be used either to recreate an 'authentic' Krynn card game, or to act as Tarot cards. I wonder what the Moral Majority in the States think of this idea or the readers of White Dwarf, for the matter, if the current mailbag is to be believed? The games are dull variations of ordinary card games, and would waste a huge amount of time while players got used to the cards and the quirky rules. The Tarot aspect, rather like the fortune-telling in I6 *Ravenloft*, might give this episode of the saga the atmosphere it lacks.

By the way, gossip fans, Tracy Hickman, who brought Dragonlance into our lives these two years past, has, by all accounts been given the bullet. Maybe He Who Has Not Been Named Until Now might reveal more on the News page Also, sharp-eyed Credits readers might have noticed the appearance of Graeme Morris, Phil Gallagher and Jim Bamba under the cartography section of this module. So, the TSR UK Design Team are trying to steal Dragonlance, are they??

REVIEWS



B/X 1 Night's Dark Terror £8.95

No, maybe not. Hiding under the B/X label, our heroes have produced this, another large pack, which is curiously numbered B10 beneath the adhesive label. Most odd. British readers are warned not to expect a real B10, nor to rush out and buy anything called B10 in case they end up with two the same. Not that it wouldn't be worth it. This, as they say, is the *piece de resistance*; and a pretty big piece too.

The target audience for this module is that large group of players who bought the D&D Basic Game, but didn't go onto Expert. Now this might seem as if this is a bit of commercial exploitation, thrusting rules from the second boxed set at perfectly happy dungeon-bashers, in the hope they will go for the real thing. But, even if this was true, what a fantastic treasure this is for all players, not just the cavern-crawler. From the very beginning, this is what DL never tried to be; a sourcepack for standard D&D, as it is played up and down the country, introducing all the right elements of campaign play, wilderness adventure and multiple plotlines. Players of considerable experience would find this just as useful.

Of course, the UK lads didn't have to go the whole route, and design a world from the bottom up, for this is grafted into the existing D&D

campaign worlds. The setting is the Grand Duchy of Karameikos, and many locations are given the full treatment. Lots of useful topics are covered; bargaining with NPCs, weather, the seasons — and some sensible tips about how new characters could be grafted onto the party to replace losses. And, that essential of a good campaign, the chief bad guy, is not left out. Only here we have a sinister organisation, the Iron Ring. Slavery is their bread-earner, but the Society has its fingers into many different facets of power and influence. They are not nice people.

There is a module-length story as well, which brings reasonably inexperienced characters into contact with the Iron Ring for the first time. The transformation from Basic to Expert is handled quite gently, which should defer rampant agoraphobia from the underground fraternity. After that, the PCs are drawn deeper into the perils of dealing with the Ring. And while the players are panting heavily with the tension of it all, the GM can be reading the last page, with some thumbnail sketches of plots which can follow on from this. From the point of view of the Iron Ring, the most important thing is revenge, and the PCs could be on the lookout for the Slavers for the rest of their careers

The pull-out sheets in the centre provide players with some very useful material, which shows how well the passing of information has been thought through. All the general background on Karameikos, and some game mechanics like the healing of wounds — facts PCs know just because of who they are — are on the first sheet, along with a calendar for the campaign and a players' map of Eastern Karameikos. The NPCs are well-detailed, something Dragonlance has taught us, in a simplified form. Weather for four months is detailed (as opposed to there being a weather generation chart), which settles the die-rolling for those months, but which isn't as useful in the long run.

Finally, a word about production. I know it's not the most important thing about a game product, but this module has a lively visual feel that makes it all the more attractive (some of the best work is by new artist Helen Bedford). Paul Ruiz' maps are superb, with the Sukiskyn buildings at 25mm figure scale being something I would use again and again. More *Battlesystem* chits too, which must be part of some policy decision. And there is a final, enigmatic player-aid, a tapestry, which appears to have some kind of map on it

N3 Destiny of Kings £5.50

Mind you, better a thin, light-weight UK-written scenarios, than N3. Here we have the opposite problem. While the 8th-10th level characters of I8 are becoming interested in murder stories, the 1st-4th level characters of N3 are attempting to ensure the Crown Prince succeeds his father in the face of a partnership of two mighty nobles. Well, pretty feeble nobles, actually, but you get the idea.

The old King having died in mysterious circumstances, and the new King being on a pilgrimage somewhere, things have looked better in Dunador. But they must be worse than they seem if all Hollend, the old king's senior retainer, can find is the motley crew the PCs represent. Still, it isn't as difficult as it seems, since the NPC bad-guys will all just sit in their castles, waiting for the PCs to work out the best plan to spring Prince Edmund, and while all the other elements normally involved in the running of a Kingdom remain completely invisible.

Once you're in the Tower, rescuing the Prince, this becomes the dungeon adventure we all suspected it was from the beginning. I'm sure there are players, some new, some old, who still find a romp through a dungeon, with lots of traps and monsters and treasure and stuff, exactly what they want. In many ways that would have been preferable to this tired, dull module, with pretensions beyond its scope.

I8 Ravenger of Time £5.50

Aha, this is more what we're used to. A small, 32-page romp for intermediate AD&D characters, churned out by the yanks to fill a hole in the schedule. There's a Union Jack in the corner; and it says this is written by Graeme Morris and Jim Bambra. Now this really could be something — the UK team meets the 'I' series! What a triumph that could be!

Alas, this isn't a classic, neither as a UK series, nor as an I series module. The action revolves around the PCs discovering the facts behind the murder of Geoffrey, Lord d'Arcy, an unsatisfyingly ordinary task for characters knocking on the door of nobility, although their deeper involvement as the Jury selected by the snotty son of the murdered man (for it is he who stands trial) is quite slick. But the area around the d'Arcy home, known as the Pfenargh, is a dismal place, filled with dull and unintelligent clods, in a parody of a certain part of this glorious land of ours. This olde England feels is follied along with village names like Mydwycket, Lagbe For and Boaldim, and there are more puns and witticisms for the observant.

But it's all a bit same-y and tired. Possibly, some of the recent UK-written material has raised our expectations too high, but this light-weight scenario isn't something I recommend to anyone, other than as an interlude between better adventures.

M2 Vengeance of Alphaks £5.50

If 4th level characters are going to spend their time rescuing the heirs to thrones, then what is there left for the 30th level superstar? I'm sure many of us have been wondering just what a *Masters* level scenario would look like, and now we know. If you want to remind yourself of the scale of the problem, just flick through to the pre-rolled characters. Fighters with AC -5 and 115 hit points (a character hitting on a 20 with a d8 weapon would take an average of 520 rounds to see one off), Thieves who open locks on 106%, MUs with *meteor storm* and *time stop*, Clerics who don't even have their spells listed.

The solution appears to be that you become the leader of mighty armies, and you encounter liches and even mightier enemy characters, and you solve silly puzzles which are just the sort of nonsense you were dealing with when you had a third level character.

One thing that came out of this module was a feeling that *Masters* was no more than a stepping-stone along the way to Immortals, since many of the activities follow on so strongly from Companion level. Several of the plot-threads for this adventure appeared in CM1, and the leading of armies and the claiming of domains were introduced in the earlier set. I'm not so sure this Set actually takes us anywhere, and modules like M2 only go to strengthen this feeling.



MHAC9 Realms of Magic £7.50

Looking slightly out of place amongst all these D&D/AD&D products, **Realms of Magic** still has a number of features about it which might interest fantasy roleplayers, particularly those who are dissatisfied with the magic system they use. It would obviously be very useful if this supplement for the **Marvel Super Heroes** rpg provided a system that had all the simplicity of the original MSH game with its single table for the resolution of all actions, and its fast-moving style - yet still managed to present the feel of the arcane combats from the classic *Dr Strange* comics.

Within the folder - which has a number of the additional tables from this supplement's many new rules on the inside - there are three books. The first is a **Manual of Magic**, which introduces most of the basic principles for the MSH magic system. The creation of magic-using characters, the Spells they can cast, and the mechanics of combat, karma and other magical effects are all covered in this book. This system works in the following manner. A character is either a genuine magic wielder, is magically-enhanced, or draws strength from an item. Magical power itself then operates at three levels, personal, universal and dimensional, and is further sub-divided according to the School of Thought through which the user has trained. These schools include the Magic for Order teachings through which *Dr Strange* progressed, and other like Voodoo Magic, Druidic Magic and Magic for Chaos.

Characters will then have access to a number

of spells, limited by the level at which they can utilise magic and with bonuses and restrictions according to the school they follow. The spells themselves would not be out of place in any frp game, except perhaps for the Dimensional level spells, which can involve the summoning of a dimensional entity like Vishanti, and would need to be carefully thought about before it was copied. As with all things in MSH, the casting of these spells will be governed by the rank at which they can be cast, and all matters such as range, area of effect and damage are increased as the rank increases - this being the mechanism by which characters are able to become better magic wielders.

Various modifiers cause column shifts on the Universal Table, according to distractions, using a spell normally associated with one's school, etc, and in combat, the Magic Effects Table replaces the Battle Effects Table from the original game.

What will seem most strange to players of D&D/AD&D, however, is the fact that a spell can be cast more or less at will; there are no fatigue or endurance rules (as was the case in the original MSH game - it isn't something that fits the comics genre very easily). Thus, the spell can be used over and over again - with the exception that calling upon dimensional beings every two minutes will lead to them becoming a little tired with the caster, something most GMs will appreciate fully. This allows shields to be built and re-built, while eldritch blasts are fired back and forth.

The **The Manual of Mysticism**, is much more

of the standard MSH supplement, which gives greater depth to the Marvel Universe from a role-playing point of view. Magic in general, the role of Masters, the nature of dimensions and various spells all receive greater explanation. Additional, miscellaneous spells and magical items are details. This adds more texture to the playing of magical characters, and helps clarify the state of the multi-dimensional Marvel Universe somewhat. The third book provides full stats for many of the more important magic-using Marvel characters.

In summary, it's hard to say if TSR have created a new magic system with this supplement, or whether they have merely come up with a reasonable set of descriptions for events, people and places in the Marvel Universe, which can be recreated with these rules. Characters with magic wielding powers might easily become too powerful, even in MSH terms, while adopting the system for any other game would pose enormous problems of balance. To an extent, **Realms of Magic** sits awkwardly in the MSH range, in much the same way as did the *Dr Strange* comic within the Marvel Universe. It's a system for magic-wielders to battle other magic wielders in strange dimensions drawn by Marvel artists of the late-Sixties, early-Seventies and not necessarily one for keeping the streets of New York safe, or for running in the much more Frazetta landscape of the average D&D campaign. However, intelligent GMs are bound to look at this and realise how close it is, and I suspect the advantages of the Universal Table might well convert a few campaigns over to something like this.

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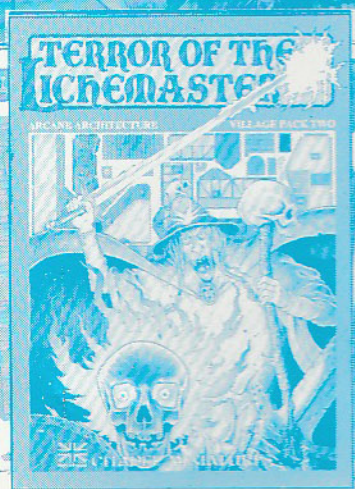
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By the Bugle Staff

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Rhubarb, blah, rhubarb, blah, blah, blah, no policemen missing after being assigned, blah, blah blah, rhubarb,

..-h- blah h-..

SPIDER- VIGILANTE

Editorial By
J. JONAH JAMESON

Recently, one issue has taken over the headlines and front pages of this city's newspapers. Television and radio newscasts seem obsessed with the controversy, politicians steer away from it as if it were the plague. I am referring, of course, to the subject of vigilantism.

The approach of most of the tabloids and news departments are taking is that of the "New Right" or conservative movement that is making itself known in this country by way of individual

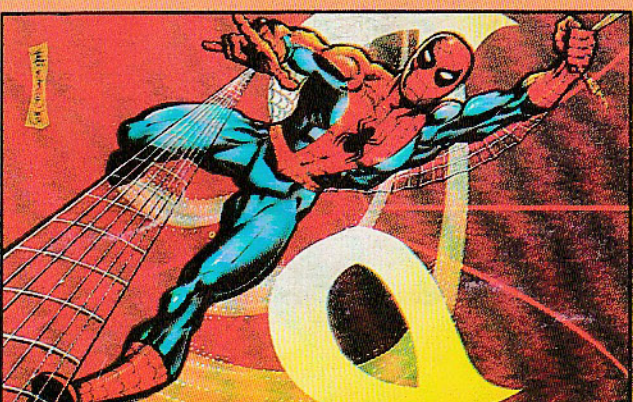
COURT BUILDING TO BE REDONE

By Julie Laskin
of the Bugle Staff

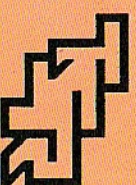
"Battered, worn, and ready to collapse," is how Judge Martin Miller recently blah, blah blah, rhubarb, blah, rhubarb, blah, jovial mood in the Criminal Courts building, harrumph, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah, 50 trials involving villains with enhanced powers, blah, blah blah, rhubarb, blah, rhubarb, blah, blah, blah, blah, harrumph, blah,

..-h- blah, new judges' chambers



"...as much threat as protection to our people."



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AIRPORT SECURITY TIGHTENED

By Max Sterling

UPA

UPA journalist Max Sterling has discussed airport officials at New York's

acts of vigilantism. The trend toward accepting vigilantes started years ago, and started in this very city. We have had vigilantes roaming our streets since then, posing as costumed crimefighters. But are they crimefighters, or are they power-hungry anarchists who thrive on their ability to be judge, jury and, sometimes, executioner all at once? This is the beginning of a twelve part editorial series covering the subject of vigilantism and those who use it in the guise of heroism. We will be looking at heroes who have been branded vigilantes in the past, but have proven time and time again that they serve and protect the city and the country; heroes such as the Avengers under government supervision. We will also look at the growing fear of mutants and whether they should be allowed to exercise their powers unregistered and uncontrolled. But, for the first two installments of, we will look at a costumed hoodlum (editorial continued on page 4)