

VELINT4-03

Divided We Fall

A Single-Round D&D LIVING GREYHAWK® Veluna Introductory Adventure

Version 2

by Cary B. Bishop

Triad Edit: Jeff Richards

While war rages on in Northern Veluna, the party is asked to protect Southern Veluna from raiding orcs and goblins, but with tensions rising between Dwarves and Humans in Valkurl, is the greatest danger an external threat? A Veluna Introductory Regional Adventure for adventuring parties of diverse talents...and dwarves. This adventure is designed for use with first level characters (APL 2).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round introductory adventure, set in the Archclericy of Veluna. Characters native to the Archclericy of Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich

Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

A Special Note About This Module*

The manner in which a party decides to deal with a challenge in this module often has an impact on future encounters. When preparing this module, pay special attention to the impact that decisions made by the party may have on future encounters.

This module is also written to be compatible with certain game enhancements that have become popular recently. For those who enjoy using pre-painted Dungeons and Dragons™ miniatures to represent NPCs, any NPC likely to be present in combat has a parenthetical suggestion of an appropriate miniature that could be used to represent that NPC. Also, the dungeon layout for encounters six through eight is compatible with the fantasy terrain sold by Dwarven Forge™. Of course, you could just as easily use anything from candy to pieces of paper to represent NPCs and the dungeon maps can still be drawn on battle maps as normal. This module just aims to support a wide variety of options.

Finally, as an introductory module, the adventure contains a significant amount of material intended primarily to flesh out certain parts of the region it is set in. This adventure primarily seeks to add some flavor to the dwarven community in Veluna and show them as a dynamic, evolving society. If you are running for a table that is primarily looking for combat and not storyline then it is not necessary to explore every piece of box text. The characters can still succeed even if they decide to take a route that involves little role-playing. For parties that enjoy interacting with NPCs, hearing new storylines, and assembling clues, however, this module tries to give them enough material to make them feel like they are part of a larger story, and not simply facing another squad of nameless villains.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Adventure Background

Just over a year ago, as armies of orcs, undead, and devils first began moving overtly against Veluna, a Duergar cleric of Abbathor named Alriik received a vision that promised great wealth. In the vision, Alriik saw an enormous vein of adamantine ore hidden in the Lortmil Mountains near the Southern Veluna city of Valkurl. Because of the density of the ore, it had settled near the base of the mountains and was, as of yet, undiscovered by the human mines which had, so far, extracted mostly iron ore from higher on the mountain slopes. It was likely, however, that the newer human mines, located lower on the mountain, would discover the ore within a few years. Lusting for the wealth contained in the adamantine vein, but frustrated knowing that it would be difficult to remove it before the humans discovered it, Alriik despaired that he could not make the treasure his. He spoke of the matter with a high cleric of the evil god Laduguer. Alriik was told to await further messages from his god.

Again, the god Abbathor spoke to Alriik in a vision. Alriik was shown an ancient Dwarven outpost in the Lortmils, dedicated to the gods Moradin and Clangeddin that was used long ago to watch the movements of orcs and goblins for a nearby Dwarven kingdom. As the region became more civilized, the Dwarves abandoned the outpost as unnecessary and collapsed the entrance, making it look like merely another one of the exhausted mines which surrounded it.

Abbathor also revealed to Alriik the growing fissures between the human and dwarf races in the area. A steady stream of dwarf refugees from the Greyhawk wars and other, more recent, conflicts have flowed into Veluna in the last few years, attracted to its relative peace and stability. Many of these dwarves chose to settle in the area of Valkurl. At first resentment was minor, mostly having to do with the refusal of the new dwarves to assimilate and convert to the faith of Rao, their alien customs, and their dour nature. With the coming of the war, however, tensions have intensified. The dwarves have not been providing nearly as many troops to help the fight in the North as the humans, partially because the dwarvish population is still much smaller than the human one, but also because many dwarves are exhausted from all the fighting they fled from and do not wish to fight another war that is not their own. In addition, when the humans went North in large numbers to fight, dwarves who stayed behind took over much of the work the humans left. Dwarvish businesses do much of the trade formerly done by humans, and many humans are starting to believe that the dwarves are trying to take over their city.

One dwarf, in particular, was revealed to Alriik by Abbathor as a useful tool in his plans. Gherric Silverblade, highest ranking cleric of the church of Clangeddin Silverbeard in Veluna, was beginning to tire of dwarves fighting to defend human nations. Before settling in Veluna Gherric was a roving cleric, taking the message of Clangeddin to dwarves in many lands. Everywhere he went Gherric saw dwarves fighting with bravery and honor, but everywhere this courage and skill did little more than serve the goals of human states. In peace, however, these states took little notice of dwarvish desires regarding the direction of the state. In land after land, Gherric saw nations established by humans for the benefit of humans, with dwarves only expected to contribute when there was fighting to be done. Gherric Silverblade believes that dwarves should establish a surface nation of their own, where they will shape their own destiny. Gherric prayed to Clangeddin Silverbeard for over a year about how to accomplish this goal, but he received no answer to his prayers and was beginning to question his dream.

Alriik shared his visions again with the high cleric of Laduguer, who then spoke to the duergar rulers. Alriik was given authority to lead a mission to the Lortmil Mountains. He was tasked with finding a way to create conflict between humans and dwarves in the area, which would allow the duergar to take the wealth under the mountains for themselves. Using this wealth, the duergar anticipated being able to equip themselves for an assault on the rich holdings of Clan Rockhammer.

Using the information given to him by Abbathor, Alriik moved swiftly. First he tunneled up from the underdark into the outpost/temple in the Lortmil Mountains. Working with a pair of assistants, Alriik destroyed the symbols of Moradin throughout the outpost and replaced them with carved symbols of Abbathor. Next, Alriik used spells to forge a holy message in the temple. Finally, Alriik and his henchmen slowly tunneled secret passages to all the newer mines the humans were currently operating, which would allow them to sabotage the mines in secret.

The final piece of the plan fell in to place when Alriik went to speak with Gherric Silverblade. Disguised as a hill dwarf, Alriik introduced himself as a Cleric of Abbathor and explained that his god has shown him a sign, a sign that dwarvenkind must unite and forge a nation for themselves, where they were free to choose their own destiny. Alriik took Gherric to the outpost and showed him the "holy message" and explained to Gherric that the outpost was one of the few remaining structures from an ancient dwarven state that covered much of Southern Veluna and parts of the Lortmil Mountains. In

this state, mostly lost to present memory, the clerics of Abbathor and Clangeddin worked closely together to keep the dwarves strong and free both economically and militarily...a state not just for the mountain dwarves, who dwelled in the halls of Clan Rockhammer, but ALL dwarves. At this point Alriik dropped his illusion of disguise and Gherric saw him for the Duergar that he was. Gherric was stunned at first, but Alriik explained that it was the will of the dwarvish gods that all dwarves unite again and combine their strengths. It was the goal of human rulers and human gods, reasoned Alriik, to keep the dwarves divided, to keep them as second class citizens, propping-up human nations. It was time to be *great* again...to unite. As final proof of the will of the gods, Alriik introduced the “guardian” of the outpost, an Azer warrior, a dwarf of pure elemental fire, sent to show the favor of the gods. Not knowing that the Azer was merely a planar mercenary hired by Alriik, Gherric was gradually won over by Alriik’s arguments.

Alriik then told Gherric about the vein of adamantine hidden deep within the mountain. This fortune was the birthright of the dwarves, said Alriik, and would fund the rebuilding of the new dwarven state. The humans must not be permitted to seize it! The two dwarves decided to work together to prevent this. Alriik and his henchmen would conduct a campaign of sabotage against the mines, until the humans found the mines no longer profitable and were forced to close. Meanwhile, Gherric would work to convert more and more dwarves in the area away from human gods and show the dwarves that their interests were different from those of the humans in Veluna. Eventually, dwarves would purchase the right to mine the mines left by the humans and would “discover” the vein of Adamantine. Using the riches of this find as a foundation, the dwarves would then declare an independent state and rebuild what was once theirs.

Of course, Alriik knew that the story he was telling Gherric was a lie. Alriik has no interest in creating a dwarvish state that never existed, or in uniting dwarves. His underlying motivation is to get the fortune that rests at the base of the mountain. Clearing the mines of humans makes that much easier and conflict that might erupt into open warfare between dwarves and humans makes it easier still. This is why Alriik, who promised Gherric that no one would be seriously hurt in the sabotage campaign, recently attacked a cleric of Rao and his guards who were sent to investigate the mines. Alriik and his aides disguised themselves as three dwarves known in the town for the ferocity of their anti-Raoan beliefs. Alriik is hoping that the conviction of the dwarves for treason and their subsequent execution will ignite open conflict between the races in town. Gherric is upset about the recent turn of events, but feels that he

cannot go to meet Alriik right now because of the suspicion of dwarves at the moment.

For his part, Alriik has become totally consumed by the greed that led him to follow Abbathor. He has decided, foolishly, to keep as much of the adamantine as possible for himself, instead of returning with it to the underdark. To that end he has collapsed the tunnel leading back to the underdark and, after he mines a bit more adamantine, he plans to wander across the surface until he finds another duergar kingdom to join with.

Meanwhile...the forces of The One are still on the move. Though they are fighting mostly in the North, they have sent a number of clerics of Nerull southward to create marauding bands of undead to create as much havoc as possible. The player characters have been hired to defend against such a possible threat, as well as any indigenous humanoid tribes that might try to make trouble while much of Veluna’s attention is turned Northward. It is on this mission, patrolling the countryside of Valkurl, unaware of the growing tensions in the city, that the party begins the adventure.

Adventure Summary

While the war with The One rages on in Northern Veluna, the adventurers have been asked by the church to patrol in the Valkurl region to discourage attacks by indigenous humanoids looking to capitalize on the fact that much of Veluna’s attention is presently turned northward. Though the party has been asked to report anything unusual to the government in Valkurl, so far they have seen little that is out of the ordinary. This is about to change...

Encounter One – Dusk of the Dead

The party begins the adventure inside a small farmhouse. Just as the party is preparing to sit down to a delicious smelling dinner prepared by a family in the area the characters are protecting, a young rider gallops up to the house at full speed. The boy quickly dismounts, rushes inside the house, and tells the party that his family’s home is being attacked by skeletons and zombies. The boy’s family is trying to fight off the monsters but he was sent to find help. The boy doesn’t think that his family can hold-out for very long and begs the adventurers for help.

As the boy finishes his plea the party sees a column of smoke starting to rise over the horizon. They must decide on some means to reach the farm quickly, before the family is killed. If the party is able to reach the boy’s home relatively quickly they arrive in time to prevent the family’s death and quickly draw the attention of a

disguised cleric of Nerull, who directs the undead to attack the party.

If the party takes their time reaching the farmhouse they find the family already dead but the undead creatures that attacked the homestead are still present.

If the cleric of Nerull is captured alive the characters may discover that he is an agent of The One. He has been sent to infiltrate relatively peaceful Southern parts of Veluna and create as much havoc as possible while the main army ravages the North.

Whether or not the party is able to question the cleric, they should realize that the incident should be reported to Valkurl immediately. The church may wish to interrogate the cleric further, whether or not he still lives. The party should then set off towards Valkurl to make their report.

Encounter Two - Angry Drunks

Arriving in town, the party delivers the cleric of Nerull (or his body) to church officials in Valkurl, or at least goes to warn the church of the new threat. A mid-level cleric thanks the party and promises to look in to the matter immediately. He asks the party to remain in town and he will meet with them again the next morning.

As the party heads for an inn to stay at for the night, they notice several drunken human miners outside the Chugg-a-lug Inn. The drunks are harassing a young dwarf who has just come out of the general store. If not stopped, the drunks will try to beat the young dwarf into unconsciousness and relieve him of the purchases he has just made. If the party decides to intervene they can try either to reason with the men or subdue them by force.

If the characters save the young dwarf, he introduces himself and thanks the party for their help. In talking to him the party gets a hint of the tensions between humans and dwarves in the city, but the dwarf runs off before they get details.

Encounter Three – An Offer You Can't Refuse

The party meets up with the cleric of Rao from the night before and is escorted to the church. They have been summoned to speak with Bishop Aniel Morlin immediately. While they await an audience with her, they overhear a heated argument from down the hallway. The argument seems to be between a man and a dwarf, though occasionally the voice of an older woman is overheard trying to calm the two, but without much success. Eventually, she says something that seems to calm the other two and not long afterward the party is escorted in to the room. Bishop Aniel Morlin stands in

the room between Father Bralstan Rockhammer, the head of the Dwarven Church, and Citizen Reg Tomarc, the self-appointed leader of "The Committee of Veluna Citizens."

After thanking the party for defeating the cleric of Nerull, Bishop Morlin tells them of another assignment that she would appreciate their help with. She briefly explains the rising tensions between the rapidly expanding dwarven community in Valkurl and long-time human residents of the city. Morlin then tells the party that human mines in the nearby Lortmil Mountains have been victims of several recent sabotage attempts. Recently, a cleric of Rao was sent to investigate the sabotage but, once in the mines, the cleric and his guards were ambushed and attacked with crossbows. During the attack the cleric was killed and his guards were hit several times. Even though the cleric was successfully *raised*, the attack has sent shockwaves through the community of Valkurl.

During the ambush the cleric and his guards were able to get a good look at their attackers and identified them as a trio of young dwarven immigrant miners from the Shield Lands. The group has been aggressively promoting dwarven deities in the community and has belittled Dwarves who follow Rao and other Human gods. Despite Father Rockhammer's belief that the young dwarves are innocent, Citizen Tomarc and his committee have demanded that the dwarves be immediately condemned for murder of a clergyman and punished (either banishment or death). Bishop Morlin has ordered a trial for the dwarves to begin immediately, but would like the party to investigate the matter and, hopefully, find out what really happened before the young dwarves are sentenced to banishment or death.

Encounter Four – Character Witnesses

After accepting the mission the party will likely want to try to gather as much information as possible about the tensions gripping the town, the incidents at the mines, and the dwarves accused of being behind it all. The players have many possible sources of information to investigate. They can talk to bar patrons, interrogate the dwarves blamed for the attacks, or speak with the guards of the cleric who was attacked.

In gathering information about the recent troubles the adventurers frequently hear suspicion of the new dwarven faiths by humans in Valkurl and the party should come to realize that it might be a good idea to talk to the Dwarven clerics. Each of the clerics has a different take on events, but all seem to agree that the dwarves accused cannot be guilty and have likely been framed. The party may or may not be persuaded by the arguments

of the Dwarven priests, but they should see the wisdom of the suggestion that they go to the scene of the crime and see if any clues can be found there.

Encounter Five – A Secret Only Stone Can Tell

After an uneventful journey to the Lortmils, the party begins exploring the human operated mines. When the party investigates the mines still in use they find a secret door leading to a narrow passage. The passage connects to others which allow access to other mines through various hidden entrances. As the party explores, it becomes apparent that the passages allow access to all of the human operated mines in the area.

Eventually the party discovers that the passages link up to a single passage almost tall enough for a dwarf to stand-up in. This passage empties the party out into what at first seems like a mine that was long ago depleted of resources. Once they look around a bit the party finds that the entrance of the mine is collapsed, but that there seems to be a dim light from one of the tunnels.

Encounter Six – Hired Help

Following the light down the tunnel, the party follows the passageway to a “lobby” of sorts. In the large room a bored young Azer guard named Ja’Karr Brimgate greets the party. Ja’karr is happy to parley with them, but will not agree to let them pass through the door he is guarding. The Azer has signed an agreement with the Duergar to defend the door and is honor bound to live up to the agreement, despite his negative opinion of them and the fact that the duties he has been assigned haven’t lived up to his expectations.

The party can handle Ja’karr in several ways. The most obvious choice is simply to attack the Azer immediately. The party can likely overpower the lone Azer if the work together, but the sounds of mass combat will likely alert the Duergar in the next chamber. Ja’karr may also offer an honorable duel with one of the party members for the key to the door. If the character defeats Ja’Karr the Azer will surrender and consider his duty fulfilled. Finally, a perceptive character might notice the contract Ja’karr signed laying on the desk he was sitting at. If the party reads the contract they may be able to spot a loophole in the agreement that allows Ja’karr to void it.

Once the Azer has been dealt with the party can open the stone door leading to the Duergar if they can defeat the lock, though the party must also beware of a trap on the door.

Encounter Seven – Growing Threats

Down a short, curved corridor from the stone door, a pair of Duergar rogues are engaged in a game of strategy while waiting for new orders from their leader. The Duergar are not alarmed by sounds of conversation as Ja’karr occasionally has visitors from the elemental plane of fire who check to make sure the Azer is fulfilling his duties. If the party dealt with Ja’karr in the prior encounter by winning a duel for the key or by negotiation the party may be able to gain surprise on the Duergar

If, however, the party attacked Ja’karr as a group, the alerted Duergar will prepare by casting *enlarge* and *invisibility* on themselves before the party enters the room. This will likely allow the Duergar to gain surprise on the party.

Once combat is engaged the Duergar will fight to the death. While they fight the Duergar will call out frequently, in dwarven, to their leader for aid and tell him they are under attack but, strangely, there is no response.

After defeating the Duergar rogues the party can question them (if they are still alive), heal themselves, or immediately move onward to the next encounter.

Encounter Eight – The Mastermind!...or is it?

In this room the party finally meets the mastermind of the operation to frame the dwarves. Alriik Shadowiron, a Duergar cleric of Abbathor, is in this room and has been trying to destroy any evidence regarding the plot while the characters were fighting his henchmen in the previous encounter. If the party immediately advances into Alriik’s quarters after fighting the Duergar in the previous encounter, then they arrive just as he lights a pile of documents with a tindertwig. If, on the other hand, the party takes a break to heal, search, question the Duergar, etc. in the previous encounter then they arrive just after the last of the documents have vanished in the flames and Alriik is preparing to make his escape down a secret tunnel.

In either situation, Alriik becomes enraged as soon as he sees the characters who have defeated his henchmen and ruined his plans. Instead of trying to flee he decides to finish the party off himself. Alriik fights the party until he decides that he cannot beat them, in which case he attempts to turn invisible and flee.

Encounter Nine – The Court

Racing back to Valkurl, the party arrives just as judgment is to be rendered on the young dwarves. It is up to the party to present enough evidence of what they found in the mines to prove that the Dwarves on trial are not guilty. Depending on the outcome of the previous

encounters the party will be able to gather different types of evidence that can be used to prove the innocence of the dwarves who stand accused by the people of Valkurl. At the very least the party will be able to show that the Duergar they fought may have had some involvement in the plan. If the party has been more successful then they may be able to present one of the Duergar for interrogation or present some of the documents that Alriik was trying to destroy. This not only proves the innocence of the hill dwarves, but hints at a wider plot to sow discord between humans and dwarves in Veluna.

Conclusion

If all has gone well the hill dwarves have been set free and tensions, for the moment at least, have cooled between humans and dwarves in Valkurl. The party is thanked for the role they have played in keeping the peace in the Diocese and the party is told that there are plans to form local militia groups to patrol the region while adventurers like themselves are needed in the North.

Introduction

The past year has been a difficult one for Veluna. Assaults in the North by hordes of undead, evil outsiders, and orcs have put powerful, experienced adventurers in great demand. Unfortunately, concentrating the strongest adventuring parties in the North of the country has left the South under-defended against potential threats. To mitigate this danger, Baron Stephon Nital and Bishop Aniel Morlin have put out a call for less experienced adventuring parties, such as yours, to patrol the Diocese of Valkurl. So far the pay has been good, and the threat level low. If anything, you're starting to feel that this assignment is a bit dull.

One bright spot of the assignment is the fact that the local population seems very happy to have you around, and they frequently provide you with food and lodging during your patrols of the countryside. You've come to notice, also, that you've gotten more than your fare share of admiring looks from members of the opposite sex among the villagers you're helping to protect. Come to think of it...maybe this duty isn't so bad after all...

Encounter One: Dusk of the Dead

The party is assumed to have been patrolling the Diocese of Valkurl for a few days already at the start of the

adventure and should be given a chance to buy any gear that they could reasonably get during that time in the city of Valkurl or Tempon. The government is providing the party with basics such as rations (which they haven't had to eat much of so far) and tents (also largely unused) but not horses or any other sort of special gear. If the players ask what sort of threat they are likely to face they can be told something along the lines of "The usual things: some goblins, kobolds, or an occasional wandering monster is all the church believes you should be facing."

Once the players have made any purchases they desire read or paraphrase the following:

It seems that another day of defending the people of Valkurl has almost drawn to a close. Today was more eventful than most. You were able to catch a pair of Kobolds trying to steal chickens from the Godwin family this morning. The little beasts raced away with a few of the birds as you approached but, eventually, you were able to track them back to their small lair and retrieve the family's property.

As you returned to the farmstead near dusk, you were pleasantly surprised to find that Sharon Godwin and her daughter had prepared a delicious smelling meal of chicken and vegetables for your party to express their appreciation to you for foiling the kobolds. You are just sitting down to enjoy the feast when you hear the sound of hoof beats rapidly approaching. Looking out the window, you see a young boy ride up, jump from a horse, and race towards the house.

"That's one of the Hartford boys, from the next farm down," exclaims Dale Godwin, from his place at head of the table, "the look on his face makes me think he just saw old evil himself!" As Dale's wife rushes quickly to open the door, the boy rushes in, not stopping until he stands before you, gasping for breath.

"Please...you...have to help...my family! We...I mean they...there's a bunch of skeletons...and zombies...they just came out of the woods and started tearing our place apart! My pa and older brothers tried to fight them off with pitchforks, but it didn't seem to hurt them! Then...this dirty beggar man came out of the woods ...he told the monsters to attack my family! You have to help...he'll kill them I know he will!"

Just as the boy finishes speaking, the party can make out a thick column of smoke just starting to rise over the horizon.

If the party is suspicious and wonders how the boy knew they were with the Godwins, The Godwin's young son, Willy, will state that he was playing with the boy, Joey, earlier in the day and told him that his mom was making dinner for the heroes that night. This should mitigate fears of a trap.

After hearing the boy's pleas, the party must now decide how they are going to get to the Hartford family's house in time to save them. Anyone in the party who has a horse to ride will arrive in time to try to save the family. The horse that the boy arrived on was ridden hard and is not eager to make a return trip to a farm full of undead. In order to ride the horse back to the Hartford farm a character will need to make a DC 15 Handle Animal or Ride check. If two people try to ride the tired horse, increase the DC by 5. Failing this check means that the horse is unwilling to move.

Any character that does not have a mount or another way to quickly reach the farmstead must run there to reach the family in time. In order to run all the way to the farmstead a character must make a DC 15 constitution check in order to run all the way to the farmstead. Anyone who fails the check is fatigued and arrives a number of rounds late to the combat equal to the amount he failed the check by. Apply the following modifiers to the DC (all modifiers stack):

- Endurance feat: -4
- Run feat: -4
- For each 5' of speed below/above 30: +/- 2

Situation A: Some or all of Party Arrives in Time – If ANY of the party members are able to ride to the Hartford farm, made their run check, or figured out another way to reach the farm quickly, read or paraphrase the following: (characters who failed running checks will be arriving as the combat progresses):

Arriving at the Hartford farm, you see before you a desperate situation. The family home and a nearby barn are burning freely and many of the livestock are slain. A middle-aged man, woman, and a teenage boy are trying to fight off a pair of zombies and three skeletons while they defend a second boy who has fallen, injured, behind them. What looks to be a dirty young beggar stands at a distance and urges the undead monsters on. Occasionally, he glances at the burning buildings and laughs maniacally. Seeing you approach, he seems stunned for a moment, but quickly recovers and sends the undead to attack you.

To set-up the fight on the battlemat, draw a winding country road (the characters arrive on this road). Near the

road draw a small farmhouse and a larger barn. Both are on fire. Also place a small, fenced area that contains dead livestock. The family is trying to defend one of their fallen members near a hay bale between the house and barn. Place the undead near the family, attacking them. The cleric of Nerull is a good distance behind the undead.

The undead are led by a cleric of Nerull who calls himself "Strife Moander" (his real name is "Edwin Tegbert, but he will not admit this under normal circumstances). Strife is a young convert to Nerull who was drawn to the faith by his thirst to lord power over others because he often felt weak and powerless during his childhood. Strife is one of many young recruits that have been ordered to infiltrate southern portions of Veluna. Their goal is to generally stir-up trouble while the main army of The One fights in the North. Strife has been told that the Southern part of Veluna is undefended and is shocked to find adventurers to stop him. Still, he is confident in his powers and tries to kill the party for the glory of Nerull.

APL 2: EL 3

Strife Moander: Male Oeridian Clr2, hp 15; See Appendix 1 for stats. (Cleric of Nerull, Dragoneye 30/30).

Human Warrior Skeleton (3): hp 6, 6, 6; see *Monster Manual* 3.5. (Skeleton, Harbinger 55/80 OR Warrior Skeleton, Archfiends 43/60).

Human Commoner Zombie (2): hp 16, 16; see *Monster Manual* 3.5. (Zombie, Harbinger 58/80 OR Zombie, Giants of Legend 40/72).

Allies

Big Steve, Melodie, Little Steve, and Matthew Hartford: Male Oeridian Com1, hp 5, 5, 5, 0(5) See Appendix 1 for stats. (Human Commoner, Harbinger 8/80).

EL reduced because the PCs will be able to engage the undead at range before the undead can attack.

Tactics: The party members can choose the range they want to engage Strife and the undead, up to the limits of your battlemat. The terrain is flat farmland with few obstacles except the Hartford family house and barn, currently on fire. This terrain favors players with ranged attacks. In running this combat keep this in mind: above all, Strife is a coward. He will do whatever he can to keep the zombies and skeletons between himself and the party and wants to avoid getting locked in melee combat at all costs. He tries to use *inflict* spells to keep his undead soldiers fighting and bolsters them if they are turned. If a character has him locked in melee he will use *inflict* spells to try to kill that character. Other than that Strife

will try to use his spells as needed. If Strife sees things are going badly for him he'll try to turn *invisible* and escape.

Once the characters reach the scene the Hartford family takes no further part of the combat, preferring to leave the fighting to the heroes and tend to their wounded son. A successful Diplomacy check DC 10, performed as a move action, will get a member of the family to rejoin the fight with his or her pitchfork (piercing weapons), but these weapons are highly ineffective against either type of undead.

Situation B: No One Arrives in Time – If NONE of the party members had a horse to ride, all of them failed on their run check or if none of the party took the boy seriously when he asked them to hurry, read or paraphrase the following to the characters when they arrive late:

Arriving at the Hartford farm, you see before you a horrific sight. The family home and a nearby barn are burning freely and many of their livestock are slain. A middle-aged man and woman and their two teenage boys lay dead near a bail of hay. What looks to be a dirty young beggar stands at a distance and urges the undead monsters to kill the remaining livestock. Occasionally, he glances at the burning buildings and laughs maniacally. Seeing you approach, he seems stunned for a moment, but quickly recovers and sends the undead to attack you.

To set-up the fight on the battlemap, draw a winding country road (the characters arrive on this road). Near the road draw a small farmhouse and a larger barn. Both are on fire. Also place a small, fenced area that contains dead livestock. The family is lying dead near a hay bale between the house and barn. Place the undead near the family. The cleric of Nerull is a good distance behind the undead.

APL 2 (EL 3)

Strife Moander: Male Oeridian Clr2, hp 15; See Appendix 1 for stats. (Cleric of Nerull, Dragoneye 30/30).

Human Warrior Skeleton (3): hp 6, 6, 6; see *Monster Manual* 3.5. (Skeleton, Harbinger 55/80 OR Warrior Skeleton, Archfiends 43/60).

Human Commoner Zombie (2): hp 16, 16; see *Monster Manual* 3.5. (Zombie, Harbinger 58/80 OR Zombie, Giants of Legend 40/72).

EL reduced because the PCs will be able to engage the undead at range before the undead can attack.

Tactics: Strife's tactics are basically the same as in encounter one. The major difference is that the party cannot get the family members to help them because they are already dead. Also, his job of creating havoc already complete, Strife will consider retreating earlier than he would otherwise.

Epilogue - If Strife is captured he will spill everything he knows, which isn't much, if he is successfully intimidated. After he was given his orders he disguised himself as a beggar and headed towards Valkurl. Once in the area it wasn't hard to find a local cemetery and create some undead servants using scrolls of *animate dead*. He is fairly certain that there are others like him in the area, but he doesn't know who they are or when they will strike. Strife isn't particularly devout, but he enjoys the power he is granted as a cleric of Nerull. If Strife is killed he will not, of course, reveal anything unless *speak with dead* is cast on him, which would require that his body be taken to the church in Valkurl.

Even if Strife survives the fight, the characters should realize that they should go to Valkurl to warn the Baron and Bishop Morlin of the wave of infiltrators coming South. They will also want to ask about the church providing aid to the Hartford family to rebuild their farmstead. If the characters do not think of this, feel free to have NPCs offer suggestions. It will take the party a few hours to reach Valkurl, so they should reach it before midnight, sooner if they are mounted.

Encounter Two: Angry Drunks

Once they get to Valkurl, the party will likely go immediately to report their findings to the church. When they do so they are met by the same nervous mid-level cleric-bureaucrat who hired them initially, Abram Dalgert. Though slightly groggy at being woken so late at night (assuming the PCs arrive at night), the cleric thanks the party for their service and takes possession of Strife (or his body) if the players have him. In any case, the cleric tells the party that the information that they brought should be considered by the Baron and Bishop Morlin, but they are very busy at the moment. Abram asks that the party stay at a local inn and meet with him again in the morning, after he has had a chance to speak with the Bishop.

If the party asks about the recent troubles, Abram seems surprised that they haven't heard, but he simply says, "Well, perhaps I have said too much. I'm sure that you'll find out soon enough. There seem to be growing problems between the human and dwarf populations in

the region that have greatly intensified in the last few days. It's very late though (yawn) and I'll speak more to you about it tomorrow."

As the party heads toward the inn they'll stay at for the night, they stumble upon a group of drunken, angry miners outside the Chug-a-lug Tavern who are harassing a young dwarf. Read or Paraphrase the following:

As you head to an inn to get a much-deserved rest, you hear some shouting in the street and see a small group of very drunk humans harassing a young dwarf. The dwarf's arms are loaded with full sacks of supplies, purchased at Lueko's General Store nearby. The drunks, who probably just staggered out of the nearby Chug-a-Lug Inn, are physically blocking the progress of the young dwarf while they taunt him. The dwarf, despite his best efforts, is clearly starting to get agitated.

The four drunks are human miners, who have been out of work since the recent attack on a cleric of Rao at the mines. Like many people in town, the miners think that the dwarves are responsible. Basically the miners are drunk and angry, and they are looking for a chance to take out their anger on the nearest dwarf. So far they have confined their aggression to taunts, but are more than willing to resort to physical force. It is hoped that the party will choose to intervene to diffuse the conflict. If not, the young dwarf will eventually try to fight back and the drunks will attack him and beat him until he is unconscious.

APL 2 (EL o)

Drunk Human Miners (4): Male Oeridian Com1, hp 5, 5, 5, 5; See Appendix 1 for stats. (Human Commoner, Harbinger 8/80).

Torr Stonewarden: Male Dwarf clr1, hp 8; See Appendix 1 for stats. (Dwarf Barbarian, Dragoneye 18/60).

If the party decides to intervene they can either try to persuade the drunks to leave the dwarf alone or fight them off. If they decide on persuasion they can use diplomacy and make a DC 20 (change attitude from hostile to unfriendly) check to convince the drunks to leave or try to intimidate them using an opposed level check (the drunks get a net +1 on this roll). Either way, the drunks leave, muttering something about how they'll get the dwarf later. If diplomacy and intimidation fail, the party can always fight off the drunks. No experience is given for fighting off the drunks as they are not much of a challenge in their present state. PCs should be warned against killing any of the drunks though as this would likely get them in trouble with the authorities.

If the PCs get the humans to leave the young dwarf alone, read or paraphrase the following:

After the drunks have been dealt with, the young dwarf they were harassing puts down the supplies he was carrying and breathes a sigh of relief before he approaches you with his hand extended in friendship. "Thanks for getting rid of those drunks for me, my grandmother would have let me have it if I got in a fight with all that's going on right now. My name's Torr Stonewarden, I was just coming back from getting some supplies my grandmother needed when those men started harassing me. I don't know what would have happened if you hadn't come along. Dwarves aren't very popular in town right now, with the war and what's been going on in the mines and all."

The party has time to ask a few quick questions as Torr moves away, but he is in a hurry and is brief in his responses. Torr's grandmother, Eritha Stonewarden, is the head cleric of Berronar Truesilver in the town and, as part of her duties, she is helping in the delivery of a dwarven child. Torr was sent to the general store to get herbs that would help make the delivery easier on the mother, and ale that would make it easier on the father... Torr does not mention any of this unless pressed. He does, however, wear a symbol around his neck that a character can recognize as that of Berronar Truesilver on a Knowledge Religion Check DC 15 (+5 Bonus on this check if a dwarf, +10 if a dwarf who worships a dwarven god).

Here are some questions the party might ask:

Q: "What troubles are you talking about?"

A: "You know...the recent sabotage in the human mines, and the attack on the cleric of Rao who went to investigate it. You guys aren't from around here are you?"

Q: "Why is the war making the dwarves unpopular?"

A: "A lot of folks say that we're not doing our part of the fighting in the North and that we're taking over the jobs that the humans who went to fight used to have. A lot of us came here to GET AWAY from wars though, not to get right in to another one."

Q: "What are the supplies for?"

A: "It's just some stuff my grandmother needed to help somebody."

Q: "Is your grandmother a cleric?"

A: *"Yes, we follow the Mother of Safety. She protected us when we were running from Tenh...when the creatures came."*

Q: *"Where are your parents?"*

A: *"They...didn't make it...the creatures got them."*

Eventually, Torr tells the party he has to go and rushes off. If the party follows him he goes to a large house bearing the holy symbol of Berronar and enters. The house is closed to the public at this time both because of the hour and because there is a child birthing underway.

Sooner or later the party should figure out it's time to bed down for the night...

Encounter Three: An Offer You Can't Refuse

When the party wakes the next morning they find Father Abram Dalgert waiting for them downstairs in the common room. The cleric tells them that Bishop Morlin would like to speak with them at the temple.

When the party arrives at the temple, Father Dalgert asks them to wait for a moment while he informs the Bishop of their arrival. While Dalgert dashes off down the hall members of the party that make a DC 15 Listen check can make out a heated argument between a man and a dwarf down the hallway. Once in a while an older woman's voice is heard and the argument calms for a moment, only to heat up again quickly. When Dalgert is heard opening the door to the room the argument immediately stops.

After a few minutes Father Dalgert comes back and tells the party that the Bishop will see them. Read or paraphrase the following when the party enters the room:

Entering the meeting room your eyes are drawn to the kindly face of Bishop Aniel Morlin. With her snowy white robes and a silver symbol of Rao worn around her neck, she radiates a powerful aura of pure goodness. She is over sixty years of age, but shows her part eleven heritage in her still youthful appearance. Bishop Morlin sits at the head of a rectangular table. Next to her, on either side of the table, are a gray bearded dwarf in fine plate and a red haired man wearing worn leather whose skin bears many scars. Both seem extremely angry.

Standing, Bishop Morlin speaks to your party, "Thank you for coming so quickly. The church is considering the information you brought to us last night and we are formulating a plan to deal with the situation. This

morning, however, I would like to request your help in dealing with a problem of a more pressing nature."

"As you may or may not have heard, there have been troubles in the human mines as of late. Over the last few months accidents..."

"Accidents, it was sabotage! By those damn Dwarvish immigrants! They're trying to take away everything we have!" The red haired man stands and shouts an accusation at the dwarf across from him.

At this, the dwarf also stands, "Bah! My people don't need your stinkin' mines Tomarc! We have better ones all our own...and if we did want 'em, we'd just come out and say so, not skulk around in the dark like a bunch of filthy dogs!"

The red haired man seems particularly annoyed by this last remark and is about to respond when the Bishop asks for calm.

"Gentlemen, please. Let use try to behave reasonably and try to find the truth of the matter. As I was saying, mysterious accidents have occurred in the mines. Many of the miners claim that it is sabotage because they have claimed seeing shadowy shapes, which looked like dwarves, hiding in the mines. Because of the accidents, the production of the mines has dropped greatly. A younger cleric named Kammis was sent with a pair of temple guards to investigate the mines."

"Unfortunately, while Father Kammis was investigating, he and his guards were ambushed by a trio of Dwarves who attacked them with crossbows. Father Kammis was killed in the attack but the guards, though badly wounded, were able to escape with his body, which we were able to raise."

"After being raised, Father Kammis was able to identify his attackers as Jurt Ironstrike, and the brothers Relt and Photar Forgetender."

"The boys are innocent! They woundna' hurt a flea!" The dwarf stands and raises his fist at the red haired man.

"They are murderers and traitors and must be punished Rockhammer!" Replies the man.

"Gentleman," Bishop Morlin implores once more, "Please, allow me to help us get to the bottom of this. The boys accused are all recent immigrants from what was once the Shield Lands. In recent years there has been a steady trickle of refugees from lands ravaged by the Greyhawk Wars. Many were drawn to the relative stability of Veluna and a large number of Dwarves chose Valkurl as where they would make

their home. I will be honest with you all, the rapidly growing dwarvish community has put a strain on the community. Many of the recent immigrants are caught up in a movement to return to the exclusive worship of gods of the dwarvish pantheon and have, at times, been less than respectful of Dwarves who choose to still follow Rao or other gods popular in Veluna. This has created tensions in the community with humans who see the immigrants as outsiders that refuse to assimilate themselves into Velunesse culture. Some," Bishop Morlin says, as she casts a glance at the red-haired man, "some go so far as to believe that the Dwarven immigrants are trying to displace our culture completely."

"Reg Tomarc here," she says, gesturing at the red-haired man, "is the leader of a group called 'The Committee of Veluna Citizens', which is suspicious of the motives of the dwarves. Reg and his group believe that the three dwarves I mentioned earlier are guilty of murder and treason and should be summarily executed. The dwarves, however, deny any knowledge of the attack and maintain their innocence. I have decided to hold a trial immediately to determine their guilt."

"The reason I called you here is that I need someone to go out to the mines and see if there is any evidence there that would help shed light on what is happened out there. I've already spoken to Father Kammis and his guards, as well as the dwarves who are accused and haven't gotten any closer to the truth from doing so. The church will pay you a rate of 50 gold pieces each if you can begin the mission today as time is an issue. Do you accept?"

If the party refuses the mission then the adventure is over. They get gold and xp up to this point and no more. It is assumed that the party will accept and have questions for the Bishop. Sample questions below:

Q: *"Why is time an issue?"*

A: *"No matter what I feel for the young dwarves, Veluna is at war. If they are guilty of what they are accused of then justice must be swift and send a clear message to any that would try to create internal divisions in this time of conflict. Any delay in judgment would only further fan the violence in the city. The dwarves went to trial this morning. It may last for several days, but it is obviously vital that any evidence you find be brought back before the trial has ended. "*

Q: *"OK, how far away are the mines?"*

A: *"Less than half a day's travel on foot."*

Q: *"Why can't you just use magic to find out if the dwarves did it or not?"*

A: *"Well...as you may or may not have heard, something is causing divination magic in Veluna to become unreliable, likely it has something to do with The One. We have not been able to get conclusive results on our divinations. While some spells of truth still work, those cannot sustain the burden of evidence on their own. They will most certainly be used in the trial, but all factors must be taken into consideration before a final verdict is determined."*

Q: *"Can we talk to the Dwarves, Father Kammis, or the guards?"*

A: *"Unfortunately, they are already part of the trial so that won't be possible, but it is also not necessary. Your primary mission is to search the mines for evidence there. I've already had a chance to ask questions of Father Kammis, his guards, and the accused."*

Q: *"What are we looking for in the mines?"*

A: *"I can't say for certain...anything that seems unusual or out of the ordinary."*

Q: *"Who's the dwarf?"*

A: *"This is Father Bralstan Rockhammer, head of the churches of the Morndinsamman, as well as a Priest of Moradin. He has been consulting with me on this incident."*

Q: *"Will you be judging the dwarves?"*

A: *"It is normal procedure for clerics of Rao to sit as judges in situations such as this, but, as some might believe that the church has an interest in the case, we have asked a neutral party to sit in judgment as an interim judge."*

Q: *"Who is that judge?"*

A: *"The Gnomish guild master Norken Bonnel will serve as judge."*

Allow the party to ask more questions if they want, but Bishop Morlin has already told them what she thinks is most relevant to their mission. Once the party has finished asking questions she thanks them for coming to the aid of Veluna and once more wishes them luck on their mission.

As the party is leaving the Temple of Rao, Bralstan Rockhammer calls to them and has some additional information. He tells the party that Jurt Ironstrike was a recent convert to the faith of Clangeddin Silverbeard, Dwarven god of battle, and that the Forgettender brothers

were followers of Berronar Truesilver as they favored her aspect of protector of Dwarves. Bralstan suggests that the party speak to the clerics of those faiths as they might have useful information about the Dwarves standing trial.

The party may either follow this advice or depart immediately for the mines.

Encounter Four: Character Witnesses

If the party decides to follow Bralstan Rockhammer's advice and talk to the two dwarven clerics they can easily find both of them. Eritha Stonewarden is the priestess of Berronar Truesilver, and she can be found at her home (she tends to the dwarves from there). Gheric Silverblade is the priest of Clangeddin Silverbeard and he can be found at the new small church to Moradin that the Dwarves recently built. The Moradin church serves as the primary place of worship for the entire Dwarven pantheon. The party can visit the clerics in any order, or split up and visit both at once. Visits to the individual clerics are dealt with in the sections below:

Visiting the Temple of Berronar Truesilver

After a relatively short search, you soon find the home of the priestess of Berronar Truesilver. Two stories in height, the house sports a large balcony overlooking the front, and you can see a large iron bell mounted on the balcony. There is a pair of interlocking silver rings you embossed on a pair of double doors on the left, and there is a smaller single door on the right..

Though built of cold, gray stone, like most buildings of Dwarven construction, the house seems very inviting, with large circular windows decorating the structure, and a wide, stone-paved pathway leading to the double doors.

After the party has had the chance to take in the scenery it is assumed that they will enter the temple through the double doors which lead to the small shrine to Berronar. The single door leads to the living portion of the house, and is locked (nobody will answer knocks there). The double doors are not locked during the day, so as to allow dwarves to come and pray or pay respect to Berronar Truesilver at their convenience. The double doors lead to a small shrine area of the house which is open to the public. Read or paraphrase the following when the party enters the shrine:

Entering the house, you find yourself in a small shrine area, much like many Raon shrines you have seen. There are a few minor differences, however. For

one, the snoring male dwarf laid out on a bench, next to a half-empty tankard of ale, that's not something you often see in a temple of Rao. Even without the dwarf's snoring, there isn't much peace and serenity in the shrine. As soon as you enter a small, skinny dog leaps off the altar in the back of the room and circles your party, barking madly. A second small, but much plumper, canine raises its head wearily to inspect you and your companions. Satisfied that you are not a threat, he curls up once more on the belly of the snoring dwarf and is soon snoring in time with him again.

Eritha Stonewarden: Female Dwarf brd1/clr3/ft1, hp 25; stats not provided in this adventure.

Torr Stonewarden: Male Dwarf clr1, hp 8; See Appendix 1 for stats.

After a few moments the altar boy of the shrine will come to meet the party. He'll try to calm the small, excitable dog, "Forgehammer", (he will have little success) and briefly check on the sleeping dwarf and the small, overweight dog, "Anvil." The party should immediately recognize the boy as Torr Stonewarden, the young dwarf who was accosted by drunks in encounter two. Torr's attitude toward the party will depend what the party did in that encounter. If the party did not help him, Torr's initial attitude is unfriendly. If the party helped Torr, his initial attitude is friendly. In either case, once Torr hears why the party has come he will tell them they should talk to his grandmother and go to fetch her immediately. Torr's attitude is mainly to determine if the party is initially welcomed or not.

Torr's grandmother, the priestess of Berronar, enters a few minutes after Torr goes to get her. She is obviously very tired, her face worn and her eyes bloodshot. The light blue robes she wears are stained in places with blood. She also carries a fine heavy mace on her belt and moves as if she knows how to use it despite her advanced age. She introduces herself as Sister Eritha Stonewarden of Berronar and thanks the party for helping her grandson, if they did so. It is proper to address her as "Sister" or "Sister Stonewarden" (DC 10 Knowledge: Religion). Eritha Stonewarden has been up all night aiding in a very difficult birthing, but she recognizes the importance of the party's mission and will do what she can to help them. Here are some same questions the party is likely to ask and the answers Eritha Stonewarden would give:

Q: "Why is there a drunk dwarf sleeping in the shrine, and why is there blood on your robes?"

A: "Ah, you mean young Barik Stoneclaws there? I've been up all night helping his wife with a difficult

birth. That's why I sent my grandson Torr out last night. I was out on an important medical mission last night...a keg of ale to keep the husband busy while the women get the real work done...(smiles)."

Q: "Are the mother and child alright?"

A: "Oh yes. Both are resting comfortably."

Q: "What can you tell us about the Forgettender Brothers?"

A: "Ah yes, the Forgettender boys. Nice lads...very respectful, good manners...good sons of Berronar too. They'll make fine husbands one day, fine fighters too. They got to be friends with an older dwarf named Jurt Ironstrike I seem to recall. They seemed to get a bit too ready to pick a fight with Raoans. Still, they're young, they'll grow out of it I think. We were all that way once...a bit too eager to impress, a bit too sure of ourselves yes?"

Q: "Do you think they had anything to do with the attack in the mine?"

A: (shakes head) "No...no, I don't think so. Sure...they liked to act like they were getting ready to lead a great dwarvish crusade, but it was all just the talk that young dwarf boys tend to do. I don't think those boys are capable of what they are accused of."

Q: "Who else could have done it?"

A: "Hmm...well, I would suspect someone who has something to gain by humans and dwarves fighting."

Q: "Why don't the dwarves want to worship Rao when they come to Veluna?"

A: "Why don't you worship dwarvish gods? Dwarves worship the gods of our pantheon because they have protected us and our interests since the dawn of all time. We respect goodly gods, such as Rao, but he is not ours. Moradin and the other dwarf gods have always watched over us, the least we dwarves can do is give them our worship and our prayers."

Q: "What is the dogma of Berronar's faith?"

A: "We of Berronar believe that strength and effort must be given to the task of protection of dwarvish families and traditions. Some of us live among our people to help in officiating weddings, delivering children, and giving advice on the everyday problems that can appear in a dwarvish home. Other priests of Berronar wander the land, using force of arms to defeat enemies before they can threaten dwarf communities. There are many ways to serve Berronar, but always the focus must be a concern for the dwarf people, for our ways and our traditions. A priest of

Berronar serves and fights not for gold or for glory. No...the gleam in the eyes of a young couple who are promised to one another, the glee of young children as they grow, the goodness of a happy family...safe in their home...these things are the greatest gift to a servant of Berronar, these things are our goals. We fight to defend them. We toil in their service. That is our faith."

If the characters have any additional questions feel free to improvise answers. Concerning the mine attack, Eritha knows little more than what she has said. Eritha believes that evil forces are somehow behind the plot to frame the three young dwarves and that uncovering the plot will be a dangerous endeavor. Because of this concern, Eritha will give the party two potions of *Cure Light Wounds* to help them on their mission. If there is a dwarven character who wishes to consider converting to the faith of Berronar Truesilver, Eritha will offer to counsel them and encourage their conversion.

If a dwarven character in the party thoroughly impresses Eritha with their concern for the young dwarves and presents themselves as being both highly honorable and good, Eritha will take them to the back of the house, where a suit of full plate armor is displayed behind glass. The armor is dark grey, almost black, with silver highlights over its surface. On the front of the armor is a silver symbol of Berronar Truesilver. Next to the armor is a shiny mithral shield, also emblazoned with the symbol of Berronar. Eritha will present the armor, but not the shield, to the character for use on this mission ONLY because, she tells them, that she feels that the character will one day do great deeds to protect dwarves and that she wishes to help the character survive to see that day. The armor is *Dwarven Full Plate +1 of Fire Resistance* that can cast *Cure Light Wounds* on the wearer as a 5th level cleric once a day. Note: this boon should only be granted to a player who is role-playing a lawful good or neutral good dwarf exceptionally well. Most tables will not have a character who is offered use of the armor.

After the party has finished asking questions, Eritha looks at the drunken dwarf, smiles, and tells the party that Barik has probably had long enough to sleep now and that, if the party will excuse her, she has an important Dwarven tradition to perform (this is the party's cue to leave). After the party leaves, Eritha will cast *silence* in the room where the new mother and her child are resting, go to the balcony in the front of the house, and begin ringing the bell to announce the new birth. Read or paraphrase the following:

Not long after you leave the temple of Truesilver you see Sister Stonewarden on the balcony. She begins ringing the bell loudly and singing a chant

announcing the birth of a healthy dwarven boy. From inside the shrine you can just barely overhear a stream of cursing as Barik is suddenly awoken by the ringing of the bell.

Visiting the Temple of Clangeddin Silverbeard

(Note that, in this encounter, Gheric Silverblade does not detect as being evil, despite his alliance with the duergar. Gheric believed that he is doing the right thing in helping the duergar and is only now beginning to have doubts. His alignment is currently lawful neutral).

Read or paraphrase the following when the party decides to visit the temple of Clangeddin Silverbeard:

Approaching the temple of Moradin, you see a building that seems to be designed to be as much a fortress as a place of worship. Built entirely of stout stone, the temple is surrounded by a stout stone wall pierced by a stone gatehouse. Looking through the open gate, you see a small courtyard where several dwarves seem to be undergoing martial training. One of the dwarves seems to be sparring with several of the other dwarves at one time and, surprisingly, seems to be beating them all.

When the party approaches the temple they are stopped by the guards at the front gate. The guards have not heard of the party's mission and tell them that they will have to make an appointment to meet with Clangeddin's highest ranking cleric, Brother Gheric Silverblade. If asked when the next available appointment will be, the guards say that Brother Silverblade will not be available until tomorrow. He is busy with religious duties today. Just as the players are beginning to get frustrated with the guards, Gheric Silverblade, stops his sparring with the other clerics around him and comes to meet the party. He tells the guards that he will see the party in his war room. Brother Gheric is polite, though a bit terse. He tells the party that he has heard about their mission and he expects that the dwarves have been framed. He says that he is skeptical of them finding anything in the mines, and would be better advised to search for answers with the humans in town. If asked questions, Gheric tells the party to hold questions until they reach the war room. Read or paraphrase the following:

Following Gheric Silverblade, you wind your way through the narrow halls of the small temple until you reach the war room. The war room is sparsely furnished, like the rest of the temple, with a single large table filling the center of the room. Spread out on the table is a large map of Veluna, with miniature armies of orcs, fiends, and undead represented in the

northern half. A younger-looking cleric with a long red beard studies the map while he reads through a pile of letters. Occasionally, after reading a letter, he will adjust the location of some of the forces on the map.

Gerric Silverblade: Male Dwarf cl6/ft2, hp 62; stats not provided in this adventure.

Beldor Cinderflame: Male Dwarf cl5/pal2; hp 54, stats not provided in this adventure.

Gheric introduces the party to his second-ranking cleric, Beldor Cinderflame. The party can quickly pick-up on the fact that Beldor and Gheric aren't getting along well. Beldor, unlike Gheric, believes that the faithful of Clangeddin should march northward and fight to defend Veluna. Beldor is friendly towards the party, and wishes them well on their mission. Gheric immediately expels Beldor from the room and gets right down to business with the party. He asks them why they wish to speak to him and answers any questions they have. Below are some likely questions with the answers Gheric will give:

Q: "Why do you think it is a waste of time to look in the mines?"

A: "Bah! Everyone knows that this is just some sort of human plot to frame the dwarves. If you want to find out what happened you have to find the humans who did it...and they're probably right here in town."

Q: "Why would humans want to frame them?"

A: "Haven't you noticed? They've come to hate us because we're different from them, and now, when the hard work of dwarves is keeping this city afloat, they hate us for earning a living."

Q: "Why do you keep track of what's going on in the North if you don't want to fight there?"

A: "That? That's the idea of Beldor. We are not in complete agreement in some matters, but he follows orders...as is proper for a cleric of Clangeddin."

Q: "Why would the clerics of Clangeddin not be eager to go into battle?"

A: "You know little of what you speak. Yes, it is true that Clangeddin tells us that it is a great honor to sacrifice oneself on the field of battle, but lives should not be thrown away foolishly! Many of my warriors are not fully trained. Clangeddin also tells us that our purpose is primarily to defend our kin. My kin are dwarves, and I stay here to protect them."

Q: "Do you think Jurt Ironstrike is capable of murder?"

A: "Murder? Never...it's...it's not right that they have accused him. He would never have attacked that cleric of Rao. Just because we choose not to follow Rao doesn't make us want harm his servants."

Q: "What about the sabotage in the mines?"

A: "How would dwarves sabotage the human mines? There are no dwarves who live anywhere nearby!"

At this point Gherric will cut short the questioning and ask the party to leave. He explains to them that he has tried to answer their questions to the best of his knowledge, but that spiritual matters now demand his attention. A DC 10 Sense Motive check allows a character to sense that Gherric has not revealed all he knows in the interview. A DC 15 reveals also that Gherric seems slightly upset and agitated by something, as demonstrated by constant fidgeting while he speaks with the characters. Regardless, the party will get no more out of him and he calls on Beldor to escort the party out.

As he escorts the party out, Beldor tries to hint that not all the clerics in the temple are in agreement with Gherric and that many would like to go on the offensive. If there is a dwarf in the party Beldor tries hard to make the faith of Clangeddin seem attractive to them, speaking of the day when the faithful of Clangeddin will march northward to aid in the fight there. He also explains that the faith has accomplished great deeds in the past and will again, once Brother Silverblade decides it is time to join the fight. If any character is interested in joining the faith, Beldor tells them to come and speak to him again once the party's mission is complete.

As the party is about to leave Beldor apologizes briefly for Gherric's rough behavior but, Beldor explains, Gherric has been preoccupied as of late. The church of Clangeddin wishes the party great success on their mission, says Beldor, and he presents them with a potion of *Protection from Evil* and a potion of *Bless Weapon*.

Leaving Town: After speaking to the clerics at the temples of Berronar and Clangeddin the party should begin their journey out of town. If the party thinks to visit the temple of the other dwarven faith in the city (besides Moradin, whose head cleric they have already spoken to) the party finds that the small temple of Muamman Duathal is temporarily closed as its head cleric, Rarrus Earthstrider, is out "walking the land" according to a note left on the door. Gather information checks also turn up little that is relevant to the mission.

Move to encounter five.

Encounter Five: A Secret Only Stone Can Tell

Read or paraphrase the following when the party decides to go explore the mines:

After an uneventful journey your party has at last arrived at the human operated mines. Surveying the area you see a series of shafts cut horizontally into the mountain face. Visible above you are many older mines whose mineral veins have since been exhausted. The entrances to these mines all appear boarded up or collapsed. Lower in elevation are newer mines. Workers have to climb less to get into the mines, but the shafts likely have to go further to get to the ore contained in the heart of the mountain. The only other sight of note is the abandoned mining camp near a wandering stream at the mountain's base.

Searching the mining camp yields nothing out of the ordinary. There are perhaps some mining tools and other objects the miners left behind when they left, but nothing suspicious.

If the party decides to check out some of the mines that are no longer in use, they confirm that the entrances to these mines have collapsed and that it would take at least a days work, supervised by a character with ranks in profession: miner, to open up and properly brace the entrance to even one of the mines. If they choose to do so, there is a 5% chance that the tunnel they re-open is the one that hides the Duergar. The other mines contain little of interest. If the party suggests trying to re-open more than one mine allow them a DC 5 Wisdom check to realize that the amount of time this would take would prevent the party from getting back to Valkurl before the trial ends.

If the party decides to search the location where the cleric of Rao was attacked, they don't find much that seems out of the ordinary. A DC 15 Search check allows them to find three broken light crossbow bolts. A Knowledge: Dungeoneering check DC 15 allows a character to realize that a side tunnel in the mine about one hundred feet back from the place the cleric was assaulted looked to be a tunnel that is no longer being mined (partially boarded up, no mine car rails, etc.) and would be a location where the attackers might have hidden. Another possible way of finding this tunnel would be making a DC 20 Tracking check, which would reveal a faint trail where the rock dust seems to be more finely crushed. The trail leads into the unused tunnel.

If the party searches for secret doors (they can take 20), a DC 22 Search check reveals a large piece of stone that rolls away to reveal a narrow tunnel just large enough for

a medium sized creature to crawl in. Characters with the *stonecunning* ability may use it for this check. Read or paraphrase the following when the party finds the secret door:

After rolling away a large stone, you see a narrow opening in the rock. It looks just large enough to crawl in, but it probably won't be comfortable...

Once the party decides to explore the secret entrance they discover that it leads to a network of tunnels which provide access to all the mines that are currently in use a tunnel that contains an ancient dwarven outpost. The Duergar have set up a base in this outpost and tunneled secret passages to the mines still in operation. The Duergar mined the passages to no longer functioning tunnels in new mines and worked mostly when humans were not mining to prevent being heard digging. All of the small passages to the newer mines eventually meet up with the tunnel to the Duergar hideout.

Have the party make a DC 15 Survival check to discover the master passage to the Duergar base, Dwarves get a +5 bonus on this check. If no one in the party succeeds, the party spends an hour wandering lost in the tunnels and can then make another check. Getting lost should not have any effect on the mission, but should serve mostly to make the party start worrying about how much time they are taking.

If the party explores other mines besides the one that the cleric of Rao was attacked in, they also may discover a secret tunnel entrance there with a DC 22 Search check in that mine.

Encounter Six: Hired Help

Read or paraphrase the following when the party makes their survival check and enters the passage leading to the Duergar outpost:

After crawling around for what seems ages in a cramped passage, the path eventually widens into a larger tunnel, about ten feet wide and, thankfully, high enough to stand up in. Unlike the rough hewn stone passageway from which you have just emerged, the floors and walls in the tunnel are smooth and polished. The tunnel continues onward for almost one hundred feet before curving off to the left. There seems to be a dim light coming from around the corner. Also, the right side of the tunnel is engraved with dwarven runes.

The right wall is covered in enormous runes. The runes are written in Dwarven, A character who cannot read Dwarven may understand the message with a DC 20 Decipher Script skill check. A character who can read the

runes sees the following message written on the wall (Give them Player Handout #1):

REMEMBER WHY YOU ARE HERE:

IT IS THE MANIFEST DESTINY OF ALL DWARVES
TO PROTECT OUR LANDS, OUR WEALTH, AND OUR PEOPLE
BY ANY MEANS NECESSARY
THE BLESSINGS OF MORADIN MAKE US ONE NATION
THE BLESSINGS OF ABBATHOR MAKE US WEALTHY
THE BLESSINGS OF CLANGEDDIN MAKE US STRONG.
ONLY THROUGH UNITY CAN THE DWARVEN PEOPLE
PERSERVE
ANY WHO TRY TO DIVIDE US MUST BE DESTROYED
AS MUST ANY WHO TRY TO CLAIM THIS LAND
THE LAND OF OUR DWARVEN FOREFATHERS
OUR BIRTHRIGHT

Eventually, the party should decide to continue down the passage, as it is the only available path. If the characters decide to take a stealthy approach have them make move silently checks against the listen skill (+6) of the Azer in the room they are approaching to determine if they get surprise on him (-1 per 10 feet of distance per the PHB). The party can also, if they explicitly state they want to do so, make a listen check [DC 18] to hear the sounds of breathing and an occasional sigh from the room before they turn the corner.

Once the party finally enters the room, read or paraphrase the following:

The room you enter is about forty feet square and it appears that the floor and walls are of masonry block construction. Along the far wall you see a creature resembling a dwarf with hair of fire, a beard of flames and brass colored skin sitting at a makeshift stone desk. Laid out before him is a small sheet of metal as well as a candle, which provides the dim lighting in the room. In the center of the far wall is a stone door, with crossed axes carved on its face. Hung on the left wall of the room is a grand tapestry of a city of brass built on a plain of fire. The right wall contains a five foot wide opening that leads off down a darkened passage. The creature behind the desk stands up as you enter.

APL 2: EL 2

Ja'Karr Brimgate: Male Azer WarI, hp 16; See Appendix 1 for stats. (Azer Raider, Harbinger 32/80).

The creature in the room is an Azer named Ja'Karr Brimgate (DC 12 Knowledge (The Planes) check to recognize Ja'karr as an Azer). Ja'karr is a young Azer who

has dreams of becoming known one day as a great warrior in the City of Brass. Unfortunately, Ja'karr comes from a relatively poor Azer family in the caste conscious city and has neither the funds nor status to enter the warrior training academies there. Desperate for a way to hone his skills and purchase better equipment, Ja'karr volunteered to be hired out as a mercenary on the material plane, hoping to gain skill and treasure. Unfortunately, the Efreeti lord charged with finding Ja'karr a contract dumped him off with the first party able to pay, a group of Deurgar who needed a guard. Ja'karr has been greatly disappointed by the task he has been given so far, which he sees as offering little in the way of glory or treasure. Ja'karr wants badly to be released from the agreement he signed with the Deurgar, but his lawful nature and personal sense of honor bind him to the agreement.

If the party chooses to attack Ja'karr without any parley, go immediately to initiative (giving the party a surprise round if they managed to sneak up on the Azer). Be aware that sounds of fighting in this room will alert the Duergar guards in the next encounter to the presence of an adventuring party and they will prepare accordingly. Even if the party avoids killing Ja'karr (by stabilizing him after he falls and perhaps healing him up a bit) the Azer will still be hostile to the party and will refuse to answer questions unless his attitude towards the party is improved somehow.

If the party does not immediately attack upon entering the room, Ja'karr enthusiastically parleys with them. Read or paraphrase the following if the party does not immediately attack:

As you pause for a moment upon entering the room the fiery creature before you speaks, "Greetings noble adventurers! I am Ja'Karr of the House Brimgate! It is truly an honor to encounter heroes such as yourselves! Please, be at ease and tell me of your glorious quests, for I am sure you have many tales to tell!"

Ja'karr listens with intense interest to any stories of adventure the party has to tell. Ja'karr is especially interested in any Paladins in the group and is impressed by their devotion and code of conduct. A Sense Motive DC 10 check reveals that he seems disturbed by any tales of the current troubles in the mines which the party is investigating. Sooner or later the party will likely have some questions for Ja'karr. Below are some possible questions and answers he can provide.

Q: *Do you know anything about the problems in the mines?*

A: ***"Hmmm, I am afraid it may have something to do with my current masters. They are very secretive but***

they have made many trips into the area you speak of."

Q: *Who are your current masters?*

A: ***"I was hired by Dwarves who mine deep below the earth. They are much like those you may know, but the dwarves who hired me dabble in the arcane arts. This allows them to grow twice their normal size and render themselves invisible."*** (A Knowledge (Nature) check DC 11 reveals that the Dwarves Ja'karr speaks of are Duergar, Dwarves get a +5 circumstance bonus to this check and can make the check untrained).

Q: *What are your masters doing in the mines?*

A: ***"I do not know. All I know is that I have been contracted to guard this area and am not permitted to leave. My current masters leave often; however, they usually disguise themselves as to appear similar to the sort of Dwarf you are more familiar with."***

Q: *Contracted? How were you contracted?*

A: ***"Ah...I know it is not common to see my kind here on this plane. I originally hail from the City of Brass on the plane of elemental fire. My house and my people are of low station in the city but I have heard many tales of heroes on your plane who seek adventure and gain honor as heroes. I resolved to speak to an Efreeti Amir who brokers mercenary contracts for the Grand Sultan. I then requested assignment on this plane. My current masters likely hired me from one of the Pashas who conduct the Sultan's business on this plane."***

Q: *Why would the Duergar go to all the trouble of paying to hire one of your kind?*

A: ***At this question Ja'karr hangs his head and seems slightly embarrassed, "As this is my first assignment as a warrior, I requested very little compensation, hoping to be hired by a noble lord who might not be able to otherwise afford the service of one of my kind. Unfortunately, I did not consider the fact that the Pasha's commission on my contract would also be very low. It seems that this caused him to simply offload me on the first group he came upon rather than spend the effort to find a more suitable assignment. Thus, I am obligated to serve the Dwarves here."***

Q: *If you must serve them then why haven't you attacked us?*

A: ***"I am not obligated to attack any who come into this room. My contract specifies only that I prevent you from passing through the stone door."***

Q: What is on the other side of the stone door?

A: *"That is where the Dwarves reside."*

Q: How many are there?

A: *"There are three. One of them seems to be a cleric of some sort, the other two serve as his agents."*

Q: I thought that your kind hate the Efreet? (Only characters who roll very high on their knowledge: planes check would know this bit of information)

A: *"Ah yes. It is true that many of the people who dwell in the bronze fortresses have a low opinion of the Efreeti. There are many like myself though who dwell inside the City of Brass. True, life is hard for us, but we can better our station through great deeds in service to the Sultan. It is my hope that my actions will better the standing of my people in the city."* (Ja'Karr is too young and naïve to yet realize the depths of the Sultan's evil and the fact that the Azer in the city are second class citizens by his design).

If questioned further there is little more that Ja'karr is able to tell. He has been guarding this room the entire time that the Duergar have been operating in the mines. If the party seems noble and good then Ja'karr has a friendly attitude towards them, but will still move to stop any party member who tries to enter the stone door...with words at first, but Ja'Karr will use force if necessary. Ja'Karr's sense of personal honor is deeply rooted and he feels obligated to fulfill his duty no matter how much the party tries to intimidate or persuade him.

There are three possible ways for the party to resolve the impasse with Ja'Karr:

(A) Kill or Incapacitate Ja'Karr: This is the most obvious course of action. If the party attacks Ja'Karr conduct the combat as normal. If Ja'Karr is rendered unable to stop them the party may then deal with the door as they will. Note that the sounds of fighting will penetrate even the stone door and alert the Duergar in the next room that the party is coming. Also note the Ja'Karr does not alert the party to the presence of the trap on the door in this scenario.

(B) Face Ja'Karr in Single Combat: If Ja'Karr takes a liking to the party he tells them that he would be willing to face one of the party members in single combat and, if Ja'karr is defeated, he will allow them to pass. If there is a Paladin or a lawful good warrior in the party then Ja'Karr challenges that character. If not, he challenges the warrior in the party who has taken the most liking to. Ja'Karr would prefer not to face a magic-user one on one because it does not fit his image of honorable single

combat, but he can be talked into it with a DC 16 Diplomacy check. If the party agrees Ja'Karr leads them through the open passageway in the room to his private quarters and practice area. There is a 20 foot radius circle carved into the floor which Ja'karr explains will be the boundary for their contest. The combatants must fight without any outside help. The parties will fight armed and armored until one of them is defeated. Defeat occurs either one of the combatants is forced outside the boundaries of the ring or otherwise rendered unable to continue fighting (either by being incapacitated or by surrendering).

Tactics: In this fight Ja'Karr lets his opponent attack first, even if Ja'Karr wins initiative. Ja'Karr fights cautiously but intelligently. He fights normally, not restricting himself to subdual damage, but he quickly moves to make heal checks to stabilize an adversary he has knocked below zero hit points (or allow a cleric to heal the character). Ja'Karr will not willingly leave the dueling area. If he is knocked down to between zero and two hit points he will surrender and acknowledge the character he faces as a superior warrior. He will also surrender if he is disarmed and is unable to retrieve his weapon. If defeated honorably Ja'Karr says he has fulfilled his obligation to defend the door and does not hinder the party any further. He also smiles and hints to the party "Though I won't hinder you any further...I wouldn't be surprised if the door does." (DC 10 Sense Motive to sense that Ja'Karr might be trying to warn them of a trap on the door). If Ja'Karr defeats the party member who faced him the party must find another way to get past him, though it might be possible to convince him to allow another to face him...with a diplomacy check.

(C) Find a Loophole in Ja'Karr's Contract: By now the party has probably figured out that Ja'Karr is not very fond of his current masters and that it is only his personal sense of honor and duty that makes him feel it is necessary to stop the party. If a clever member of the party thinks to ask Ja'Karr if they can see his contract, he thinks for a moment and then, shrugging, he hands them the sheet of metal that was on his desk, saying, "I've been over this many times, but it seems my duty is clear."

The contract is written out on a sheet of Brass in Ignan using complex legal terminology. A character must either be able to read Ignan or succeed at a DC 20 decipher script check to be able to understand the contract at all. If they can understand the contract they may then make a DC 15 check in their choice of one of the following skills: Knowledge (Arcana), Profession (Legal), or Search to find a clause in the contract that allows Ja'Karr to "buy out" the contract for 300 gold pieces if he no longer desires to be bound by it. The gold must be paid to the pasha, who will

later inform the Duergar that the contract is cancelled and pay them part of the gold (though not soon enough to warn them about the party). While a character is trying to read through the contract Ja'Karr is very curious to see if they have found anything that could help him and asks the character several times if there is anything he missed. This combined with the relative ease with which the characters can find the buy-out clause should make the characters think that something is wrong if Ja'Karr missed something so obvious (DC 10 sense motive check). If pressed by the party, Ja'Karr eventually admits that, though he can speak Ignan, he never was taught to read it and that he tried to hide this from the Efreeti who gave him the contract. A DC 10 Knowledge: Planes check tells a character that the Efreeti probably wasn't fooled by Ja'Karr. Efreeti are just evil. Ja'Karr would like very much to get out of his contract with the Duergar, but does not have the money to do so. The only way that he would be able to do so would be if the party gave him the 300 gold pieces. At first Ja'Karr refuses the offer, but a DC 15 diplomacy check makes him accept. If Ja'Karr accepts the 300 gold pieces he thanks the party profusely and promises that he won't forget them. He tells them he will no longer stand in their way "But," he says, smiling, "You might want to watch out for the door." After warning the party of the trap, he pulls what looks to be a flame frozen in crystal out of his armor and, gold in hand, states, "I wish to be recalled!" At this, he and the flame wink out of existence.

AFTER DEALING WITH JA'KARR: Once the party has dealt with Ja'Karr, one way or another, they may move to open the door that leads to the next encounter. The locked door is stone and 4 inches thick with hardness of 8, 60 hit points, and a break DC of 28. It is possible that the party may be able to batter down the door, thought this will definitely alert the Duergar in the next encounter, no matter how Ja'Karr was dealt with. Anyone who tries to open the door triggers a *burning hands* trap. In addition to the trap, the door is locked and requires a DC 25 Open Lock check to open. Note that the door is made of stone and the Dwarven stonecunning ability applies to rolls made regarding the door and trap.

Burning Hands Trap: CR 2; spell effect (*Burning Hands*, 2nd level wizard, 2d4 fire, DC 11 Reflex save half damage); Search DC 26, Disable Device DC 26.

Encounter Seven: Growing Threats

Read or paraphrase the following when the party passes through the stone door from the previous encounter:

Passing through the stone door you find yourself in a ten foot wide masonry hallway with smooth flagstone floors. The hallway curves to the right and continues for about 30 feet before it then curves to the left. You can see that the hallway then emerges into a dimly lit room, but cannot see into the room from where you are right now.

In the room are a pair of Duergar rogues who were deeply engrossed in a game of strategy before the party came through the door. What the Duergar are currently doing depends on how the previous encounter was resolved.

APL 2: EL 4

Duergar Rogues (2): Male Duergar Rog1, hp 10, 10; See Appendix 1 for stats. (Duergar Warrior, Archfiends 32/60).

Situation A: Duergar Unaware: If the party defeated Ja'Karr in individual combat, or found a loophole in his contract the Duergar rogues assumed that the voices they heard were Efreeti taskmasters of Ja'Karr's who have visited previously to see that the young Azer is fulfilling his obligation. The distance and the stone door makes it almost impossible to make out words and voices from Ja'Karr's chamber so the Duergar don't realize that the characters are not Efreet. The Duergar are thus unaware that the adventuring party has found them and are still playing their game when the party comes through the door. The member of the party that opened the door may then make a DC 7 move silently check to unlock and open the door without making noise and the whole party must make a DC 10 move silently and a DC 10 hide check to sneak up on the Duergar and gain surprise on them. If the party does not beat the DC of the checks then the Duergar rogues stand and draw their weapons when the party enters and attack the characters immediately, with neither side gaining surprise.

Read or paraphrase the following:

Coming out of the hallway, you enter a thirty foot wide alcove that extends twenty feet before joining a larger room that is seventy feet in width and fifty in depth. There is a stone door on the far wall. Four wide stone pillars support the center of the room. Each pillar holds a torch that illuminates a carving of a jeweled dagger on the surface of the stone. Crossed battleaxes look to be carved into the floor on either side of the pillars. In the center of the room is a game board, covered with carved stone playing pieces. Here, as elsewhere in this area, the stonemasonry looks to be the work of masters.

Depending on whether or not the party surprised the Duergar, place the Duergar standing or sitting in the

center of the room (next to the game board). The Duergar attack the party on sight and are unwilling to parley.

Tactics: The Duergar cast *invisibility* as soon as they are able and cast *enlarge person* on themselves if they think they can do it without getting attacked too much in the process (note the *enlarge person* is a full round spell). In any case, the Duergar try to get good sneak attacks on characters by first using their invisibility, and then by flanking after they become visible. After becoming visible, the Duergar continuously shout in Dwarven that they are under attack and then occasionally shout “Alriik, aid us!” The Duergar are fanatics and will not surrender or flee and fight until killed or incapacitated.

Situation B: Duergar Aware: If the party simply attacked Ja’Karr as a group the Duergar overheard the sounds of the battle and prepared to ambush the party as they heard the door opening. The party also may have alerted the Duergar by trying to batter down the stone door. The Duergar in the room have cast *invisibility* and *enlarge person* on themselves before the party entered and are waiting to ambush them.

Read or paraphrase the following:

Coming out of the hallway, you enter a thirty foot wide alcove that extends twenty feet before joining a larger room that is seventy feet in width and fifty in depth, with a stone door on the far wall. Four wide stone pillars support the center of the room. Each pillar holds a torch that illuminates a carving of a jeweled dagger on the surface of the stone. Crossed battleaxes look to be carved into the floor on either side of the pillars. In the center of the room is a gameboard covered with carved stone playing pieces. Here, as elsewhere in this area, the stonemasonry looks to be the work of masters.

Allow members of the party a chance to make a DC 20 Spot check. Success means that the character notices that the game board seems to have been abandoned suddenly and that something strange is going on, that character may then act during the surprise round. All other characters are surprised when they are attacked by the *enlarged, invisible* Duergar. Assume that the Duergar have had their spell effects up for about ten rounds when the party enters, leaving them with twenty rounds remaining.

Tactics: As in situation A, the Duergar try to maximize their ability to sneak attack, using their tumble skills when necessary to get in and out of tight spots. Since they have already used their spell-like abilities in advance, they start dealing damage right away. As in situation A, the Duergar shout warnings that they are

under attack and call for the aid of someone named Alriik.

After the party have dealt with the Duergar rogues they can investigate, heal themselves, search the bodies, etc. or they can proceed immediately to the next room. If the party investigates the room they can make a Craft (Stoneworking) or Knowledge (Architecture and Engineering) DC 15 check to determine that the room is ancient and is likely Dwarvish work of the highest quality. If they beat this DC by 5 or more they can determine that the jeweled dagger carvings are more recent additions, no more than a year old at most. Note that the stonecunning ability applies to these checks. The torches are *everburning torches* and can be used by the party. The party may also make a Knowledge (Religion) check DC 20, which allows a character to note that the crossed axes look similar to the symbol of Clangeddin Silverbeard, Dwarvish god of war and valor. Dwarves get a +5 circumstance bonus to the knowledge check, Dwarves who actively worship a deity in the Dwarven pantheon get a +10 circumstance bonus to the roll (and can make the roll untrained).

There are a few other minor objects of note in the room. The Duergar used this area to store supplies for the most part. A stack of crates on the right wall contains a large quantity of mining equipment. The picks contained in the crate are diamond tipped, for mining extra-hard materials. Behind the crates are a pair of sleeping rolls that seem to be made of spider hide of some sort along with some of the personal items of the Duergar rogues that are of little value. Also along the right wall is a cask of dry rations and two barrels of ale. A DC 10 INT check allows a character to recognize the game the dwarves were playing as a copy of *Colonists of Satuun*, a game invented in the Principality of Ullek that is gaining popularity throughout Oerth.

The door leading out of the room is made of stone and are not trapped or locked.

Encounter Eight: The Mastermind!...or is it?

Read or paraphrase the following when the party passes through the stone door from the previous encounter:

You enter a small room, thirty feet wide and twenty deep. The room is filled with carvings of dwarves engaged in various aspects of mining, fighting, and crafting fine metalwork. On the opposite wall is another stone door, through which you can vaguely hear what sounds like cursing. The door is flanked by a pair of flickering torches.

The sound that the party hears is the Duergar cleric, Alriik Shadowiron, who is trying to destroy evidence of his activities here and hide in the mines below the outpost before he is captured. Previously he could have escaped through a tunnel to the underdark, but he has collapsed the tunnel because he has decided to take as much wealth as he can carry for himself instead of returning to the underdark. He hopes that, after wandering a while on the surface, he will run across another duergar kingdom. The door into the next chamber is stone like the others in the dungeon, and is neither trapped nor locked. What the party finds when they go through the door depends on how they concluded the last fight.

APL 2: EL 5

Alriik Shadowiron: Male Duergar Clr4, hp 32; See Appendix 1 for stats. (Duergar Warrior, Archfiends 32/60).

If the party moved immediately to this encounter:

The party arrives just in time to stop Alriik from destroying all the evidence. Read or paraphrase the following:

Entering this larger room, your eyes are immediately drawn to the plain stone altar at the opposite end of the room and the small pile of documents stacked upon it. Behind the altar stands a dark skinned dwarf in drab plate mail and a jeweled dagger hanging on a cord around his neck. He scowls when he sees you before striking a tinder twig and igniting the pile of documents.

Tactics: After making sure the documents will be destroyed Alriik tries to kill as many characters as possible before he is killed himself. His first priority is to make sure the documents are destroyed, and he does what he can to stop characters from getting them. He does not try to escape, since he has nowhere to go after collapsing the tunnel to the underdark. If taken alive he refuses to talk and tries to kill himself if possible.

There are a number of ways that the characters can save the documents. If they do so, give them player handout 2. At the end of each round tear off about 25% of the handout, crumple it up and discard it...this represents fire damage to the paper that is beyond the ability to repair, even by casting *mending*.

If the party delayed to heal, search the Duergar rogue bodies, or any other reason before moving to this encounter:

The party arrives just as Alriik has just finished destroying the documents on the altar and is preparing to make his escape:

Entering this larger room, your eyes are immediately drawn to the plain stone altar at the opposite end and the small pile of ash on it. The smoke wafting from the fire shows that something just finished burning. Behind the altar stands a dark skinned dwarf in drab plate mail and a jeweled dagger hanging on a cord around his neck. The dwarf's hands seem to be searching the wall for something, but he stops when he sees you. He scowls and lets loose a bellow of rage as he turns to attack you.

Tactics: After making sure the documents will be destroyed Alriik tries to kill as many characters as possible before he is killed himself. His first priority is to make sure the documents are destroyed, and he does what he can to stop characters from getting them. He does not try to escape, since he has nowhere to go after collapsing the tunnel to the underdark. If taken alive he refuses to talk and tries to kill himself if possible.

After defeating Alriik they can loot his body, search the room, and search any other rooms in the dungeon that they wish. In a corner of the room is a small wooden chest secured with a simple lock (DC 20 Open locks check). Inside the chest is a small chunk of adamantite ore. A DC 20 search check will also reveal a secret door left partially ajar behind where Alriik was standing. The door is not locked or trapped and leads into a cramped, gradually descending passage.

If the party follows this passage downward they eventually come to several functioning mine tunnels, where veins of adamantite can be clearly seen in the rock. There are several crates full of ore that has already been mined stacked near the tunnel upward. There also is a tunnel that slopes steeply downward (the tunnel once led ultimately to the underdark) but this tunnel seems collapsed entirely.

There is nothing else of interest to see in this area and the party should consider returning immediately to Valkurl to report what they have learned.

Conclusion

Read or paraphrase the following when the party decides to return to Valkurl:

Returning to Valkurl, you arrive just before the end of the trial of the three dwarves. After you share the information you have the charges are immediately dismissed and the families of the three young dwarves offer you their heartfelt thanks.

If the PCs recovered enough of the note from the duergar cleric to implicate Gheric Silverblade, continue with the following:

Bishop Morlin is also present and is impressed by what you have uncovered. "I suspected that there was more to this story than was first apparent," she says, "but I never expected a conspiracy of this magnitude."

"It is good that the three dwarves were not wrongfully convicted, though I'm afraid that there are some in Valkurl who will wrongfully suspect an ongoing alliance between the duergar and the dwarves. We still have a long way to go before we are once again a united community."

"Some of the information you uncovered suggests that Brother Gherric Silverblade was involved in this plot. Questioning him could do a lot to show that recent events were due to the actions of only a few misguided individuals. Unfortunately, Brother Silverblade must have been afraid your party would uncover his secrets, for he has taken a small group of fanatical followers and fled southward, into the mountains. I would ask you to help me in finding him, but I have received word that Veluna is hard pressed in the North and I have been instructed to ask any remaining brave adventuring parties in this area to journey there to perform needed missions. Hopefully, Silverblade won't make any more trouble while the war continues."

After a day or so of rest and recovery, your party buys supplies for a journey and departs Valkurl. As you leave town, you see a strange sight on the path ahead. Over a hundred dwarves, are mustered in tight ranks, filling the road. Equipped with armor and weapons of all types, the stout folk seem none the less fearsome for their lack of uniformity. At the head of the column is a few clerics of Clangeddin Silverbeard, their fine plate mail and sharp axes gleaming in the sun. Looking closer at the force, you see several gray beards, some beards are shorter than normal for a dwarf of fighting age, still others have no beards whatsoever, but make up for the loss with long flowing hair, finely ornamented.

A dwarf with a forked red beard calls to you and approaches. You recognize him as Beldor Cinderflame the second ranking cleric of Clangeddin Silverbeard. "Ah, I'm glad to see you. The dwarves of Valkurl have come to a decision. We realize now that, if we ever want to be considered kin to the people of Veluna, we'll first have to treat them as kin ourselves. Brother Silverblade began the forging of a mighty weapon here, in this city...but continuously folding the steel of a weapon is for nothing if that weapon is never finished. True, I wish it were possible to test the temper of the weapon before risking it into a fight...but the fight is upon us. It is not only water

that can quench a blade, but also blood...and battle can polish a weapon as well as any stone."

"We march North today, to battle and...we hope, to victory. The road before us is long, uncertain, and dangerous...will you march with us?"

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One: Dusk of the Dead

Defeat the Cleric of Nerull

APL2 120 xp

Encounter Six: Hired Help

Get past the Azer guardian

APL2 60 xp

Encounter Seven: Growing Threats

Defeat the Duergar Rogues

APL2 120 xp

Encounter Eight: The Mastermind...or is it?

Defeat the Duergar Cleric

APL2 150 xp

Overall Role-Playing

APL2 30 xp

Total possible experience:

APL2 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One: Dusk of the Dead

Loot the Cleric of Nerull

APL A: L: 162 gp; C: 9 gp; M: 0 gp

Encounter Six: Hired Help

Loot the Azer Warrior

APL 2: L: 6 gp; C: 0 gp; M: 0 gp

Encounter Seven: Growing Threats

Loot the Duergar Rogues

APL 2: L: 136 gp; C: 32 gp; M: 0 gp

Encounter Eight: The Mastermind...or is it?

Loot the Duergar Cleric

APL 2: L: 266 gp; C: 16 gp; M: 0 gp

Total Possible Treasure

Due to the introductory nature of this scenario, the PCs get max gold for the APL.

APL 2 = 400 gp

Appendix One: NPCs

Encounter One: Dusk of the Dead

Strife Moander (aka Edwin Tegbert): Male Human (Oeridian) Clr2: CR 2; Medium Humanoid; HD 2d8+4; hp 15; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) (+2 Dex, +5 chain shirt); Atk +2 melee (1d6/x2 sickle) or +3 ranged (1d4 sling); SA Spells; SQ Spells; AL NE; SV Fort +5, Ref +2, Will +6; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Bluff +7, Concentration +7, Diplomacy +2, Disguise +4, Knowledge(Arcana) +2, Knowledge(Religion) +3, Spellcraft +3; Combat Casting, Skill Focus (Bluff).

Spells Prepared: (4/4/3; base DC 13+spell level): 0 – Create Water, Detect Magic, Inflict Minor Wounds, Light; 1st – *Protection From Good, Bane, Bless, Cure Light Wounds; 2nd – *Invisibility, Hold Person, Sound Burst *Domain Spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills).

Equipment: Masterwork Sickle, Sling, +1 Chain Shirt (worn under beggar's robes), 2 potions of *cure light wounds*, 54 gp.

Hartford Family Member (4): Human (Oeridian) Com1: CR 1/4; Medium Humanoid; HD 1d4+1; hp 5,5,5,5(0)*; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d4+1/x2 pitchfork); SA None; SQ None; AL LN; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 8, Wis 10, Cha 10.

*Parenthetical value indicates current hit points.

Skills and Feats: Handle Animal +6, Profession (Farmer) +7, Ride +2; Animal Affinity, Skill Focus (Profession: Farmer).

Equipment: Pitchforks, farming clothes

Encounter Two: Angry Drunks

Human Miners (4): Male Human (Oeridian) Com1: CR 1/2; Medium Humanoid; HD 1d4+1; hp 5,5,5,5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 (+2) melee (1d6+2/x2 club); SA None; SQ Drunk; AL N; SV Fort +1, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 8, Wis 10, Cha 8.

*Parenthetical Values reflect stats for the miners when they are sober.

Skills and Feats: Listen +2 (+4), Profession:Miner +5 (+7), Spot +2 (+4); Alertness, Skill Focus (Profession: Miner).

Drunk: The miners are, in addition to being angry, also slightly drunk. Due to their intoxication, the miners are at a -2 penalty to all their attacks and skill checks.

Equipment: Club, several copper pieces

Torr Stonewarden: Male Dwarf Clr1: CR 1; Medium Humanoid (Dwarf); HD 1d8+3; hp 11; Init -1; Spd 20 ft.; AC 9 (touch 9, flat-footed 9); Atk +2 melee (1d8+2/x2, heavy mace); SA spells; SQ darkvision 60 ft., dwarven traits; AL LG; SV Fort +5, Ref -1, Will +4; Str 14, Dex 8, Con 16, Int 14, Wis 14, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +7, Heal +4, Knowledge (history) +3, Knowledge (Religion) +6, Profession (Midwife) +3, Spellcraft +4; Scribe Scroll.

Spells Prepared: (3/3 base DC 12+spell level): 0 – Cure Minor Wounds, Detect Poison, Mending; 1st *Cure Lt. Wounds, Bless Water, Cure Light Wounds.

*Domain Spell. Domains: Good (Cast good spells at +1 caster level); Healing (cast healing spells at +1 caster level).

Equipment: Heavy Mace, bag of groceries. Small cask of ale.

Encounter Six: Hired Help

Ja'karr Brimgate: Male Azer War1: CR 2; Medium Outsider (Extraplanar, Fire); HD 2d8+4; hp 16; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) (+1 Dex, +6 natural, +4 scale mail, +2 heavy steel shield); Atk +4 melee (1d8+2/x3 plus 1 fire, warhammer); SA Heat; SQ Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold; SR 13; AL LN; SV Fort +5, Ref +4, Will +6; Str 14, Dex 13, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Balance -3*, Climb -1*, Heal +3, Hide +0*, Intimidate+3, Jump -5*, Listen +6, Search +6, Spot +6; Iron Will (skills marked by an asterisk reflect the -6 armor check penalty imposed by Ja'karr's armor).

Heat (Ex): An Azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Equipment: Warhammer, Scale Mail, Heavy Steel Shield

Encounter Seven: Growing Threats

Duergar Rogues (2): Male Duergar Rog1/War1: CR 2; Medium Humanoid (Dwarf); HD 1d6+1d8+9; hp 18; Init +1 (+0 if *enlarged*); Spd 20 ft.; AC 14 (12 if *enlarged*) (touch 11, flat-footed 13) (+1 Dex, +3 studded leather armor); Atk +4 melee (1d8+2/x2, morningstar or 2d6+3/x2, morningstar if *enlarged*) or +3 (+1 if *enlarged*) ranged (1d8/x2, Lt. Crossbow or 2d6/x2, Lt. Crossbow if *enlarged*); Space/Reach 5 ft/5 ft (10 ft/10 ft if *enlarged*); SA sneak attack +1d6, spell-like abilities; SQ darkvision 120 ft., immune to paralysis, phantasms, and stunning, light sensitivity, trapfinding; AL LE; SV Fort +5, Ref +3 (+2 if *enlarged*), Will -1; Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 11.

Skills and Feats: Appraise +2, Balance +3, Bluff +4, Disguise +4, Gather Information +4, Intimidate +2; Listen +4, Move Silently +9, Spot +4, Tumble +5; Toughness.

Spell-Like Abilities: 1/day – *enlarge person*, *invisibility*. Caster Level 3rd.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

Equipment: Masterwork Morningstar, Masterwork Studded Leather, Masterwork Light Crossbow, 100gp.

Encounter Eight: The Mastermind...or is it?

Alriik Shadowiron: Male Duergar Clr4: CR 5; Medium Humanoid (Dwarf); HD 4d8+8; hp 32; Init +4 (+3 if *enlarged*); Spd 20 ft.; AC 21 (19 if *enlarged*) (touch 10, flat-footed 21) (+9 full plate, +2 heavy steel shield); Atk +6 melee (1d8+2/x2, heavy mace or 2d6+3/x2, heavy mace if *enlarged*) or +3 (+1 if *enlarged*) ranged (1d8/x2, Lt. crossbow or 2d6/x2, Lt. crossbow if *enlarged*); Space/Reach 5 ft/5 ft (10 ft/10 ft if *enlarged*); SA spell-like abilities; SQ darkvision 120 ft., immune to paralysis, phantasms, and poison, light sensitivity; AL LE; SV Fort +6, Ref +1 (+0 if *enlarged*), Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Bluff +1, Concentration +7, Disguise +3, Knowledge (Religion) +4; Combat Casting, Improved Initiative.

Spells Prepared: (5/5/4; base DC 13+spell level): 0 – Create Water, Cure Minor Wounds, Detect Magic, Inflict Minor Wounds, Light; 1st – *Disguise Self, Bane, Cause Fear, Command, Cure Light Wounds; 2nd – *Invisibility, Cure Moderate Wounds, Shatter, Silence. *Domain Spell. Domains: Luck (Re-roll a result once a day); Trickery (bluff, disguise, and hide are class skills).

Spell-Like Abilities: 1/day – *enlarge person*, *invisibility*. Caster Level 8th.

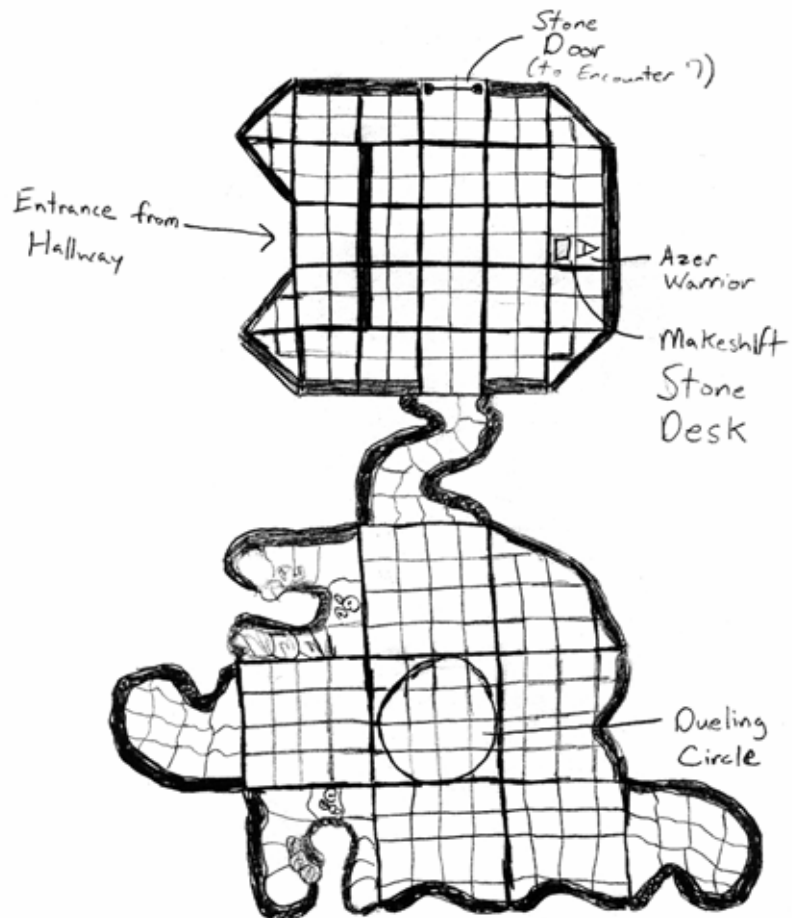
Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

Equipment: Masterwork Heavy Mace, Lt. Crossbow, Masterwork Full Plate +1, Masterwork Heavy Steel Shield, 100 gp.

Gamemaster Aid #1: (Map of Encounter 6)

This map can either be drawn out on a battlemat or be constructed using the following Dwarven Forge sets:

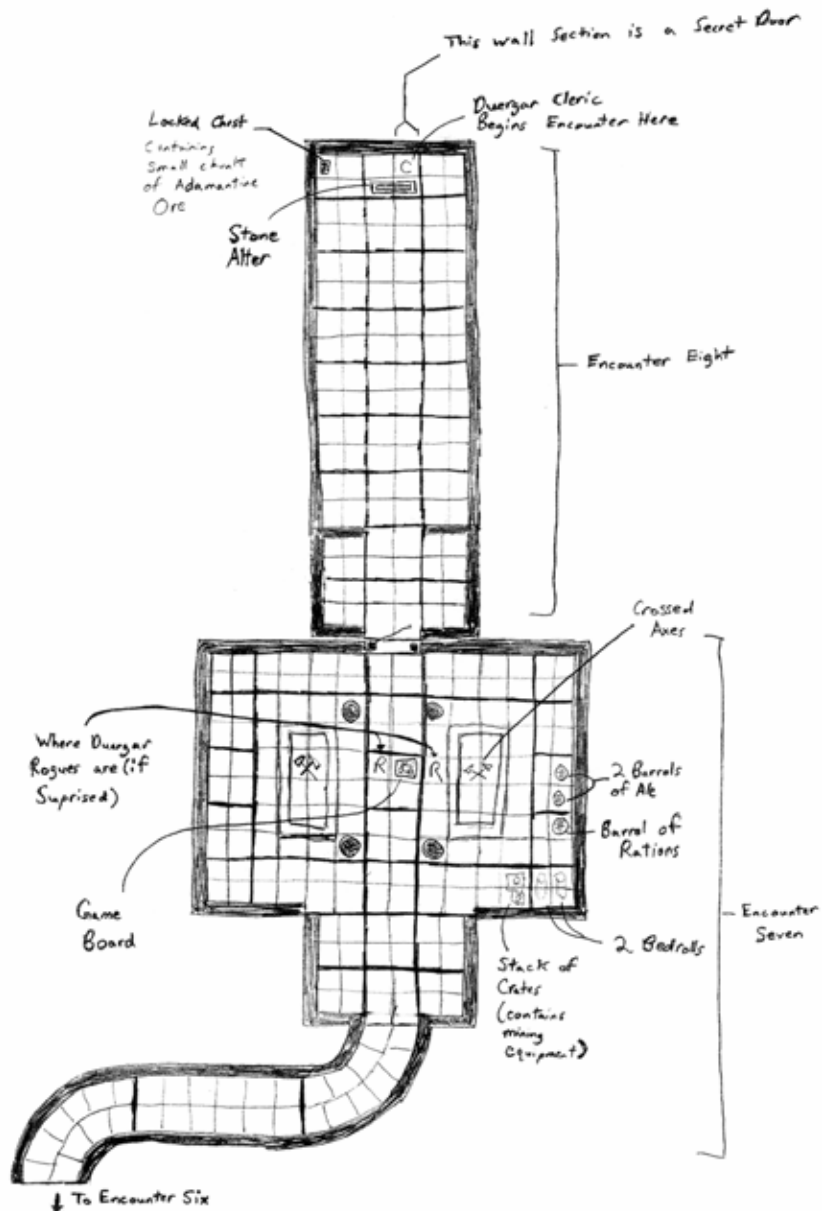
Octagonal Room Set, Cavern Set.



Gamemaster Aid #2: (Map of Encounter 7 & 8)

This map can either be drawn out on a battlemap or be constructed using the following Dwarven Forge sets:

Room Set (2), Wicked Additions Set.



Player Handout #1

You see the following message written, in Dwarvish Runes visible only to darkvision, upon the wall:

REMEMBER WHY YOU ARE HERE:
IT IS THE MANIFEST DESTINY OF ALL DWARVES
TO PROTECT OUR LANDS, OUR WEALTH, AND OUR
PEOPLE
BY ANY MEANS NECESSARY

THE Blessings OF MORADIN MAKE US ONE NATION
THE BLESSINGS OF ABBATHOR MAKE US WEALTHY
THE BLESSINGS OF CLANGEDDIN MAKE US STRONG.

ONLY THROUGH UNITY CAN THE DWARVEN PEOPLE
PERSERVERE

ANY WHO TRY TO DIVIDE US MUST BE DESTROYED
AS MUST ANY WHO TRY TO CLAIM THIS LAND
THE LAND OF OUR DWARVEN FOREFATHERS

OUR BIRTHRIGHT

Player Handout #2

You recover this document that the duergar cleric was attempting to destroy:

Aetharnor Shadowiron,

It pleases me that our plan to sow conflict between the humans and dwarves has borne fruit. The conversion of the cleric of the Battle Father to our cause will greatly aid us. Your god was truly generous in leading you to the old dwarven watchpost and the fortune hidden beneath it. I trust, Alriik, that you would not be so foolish as to try to keep the riches for yourself, would you? Do not be so stupid as to attempt it. After your initial mission is complete you are to return immediately to the underdark so that a proper work team can be assembled. Even if you were unwise enough to try to keep the fortune for yourself, Alriik, where would you go.....to the surface?

I must admit that your plan to convince the cleric that the old watch post was truly a sacred temple of the mordinsamman was inspired one. The Holy message you planted could cause years of conflict on the surface. But have you considered the dangers? Laduguer is not entirely pleased. Our own people could be swept up just as easily as the foolish children of the all father who dwell above. Your plan has risks. Eliminate them.

High Thuldor Ananon