

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES



HAMMERS OF THE GOD

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An Adventure for Character Levels 3 - 5

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AUTHOR'S INTRODUCTION

Shrines and religious locations are so prevalent in my adventures for a reason. Their purpose is intrinsically supernatural, so all sorts of fantasy weirdness makes sense even if the overall campaign world is more down-to-earth. From a publisher's point of view, this makes them a safe bet as they can appeal to both the most straight-laced fantasy gamer and the most gonzo. Making them unique is easy (knock on wood) because the entire atmosphere and flavor of the location depends on the deity or pantheon to which the location is dedicated. If you change the deity, you change everything about the location, even if the monster/treasure key remains the same.

It is the atmosphere and flavor which I feel is the most valuable in a commercial adventure. Anybody can make maps and stock them with monsters and treasure. You can even do it randomly. Off-the-cuff refereeing is a skill that indeed requires no outside support, be it commercial or free. But I know when I buy an adventure, I am seeking in-depth descriptions that make the map and the contents of the location come alive, and hopefully in a way that I would never have done on my own. When I run someone else's adventure, it's because I want the challenge of running something different, to present my group with something different. Changed names to integrate a work into my setting aside, I don't want to make an adventure "my own." The whole point is to escape that for a bit and to charge my own creative batteries by basking in someone else's creative light. Becoming a good musician starts with having a good record collection. Being a top athlete means competing against the very best. I think a Referee can only benefit from taking another's adventure and adapting their style to the author's presentation, instead of doing the commonly-vaunted reverse method of always adapting published material to the Referee's own campaign.

This is why LotFP adventures are often long on description and detail. It's what I look for, and what I believe makes for a good product. I wish I could present this level of detail and preparedness to the players in my home game each and every week.

But of course I can't. In adapting the material found herein from my game-notes, I discovered something interesting. The "emergent story," that happens in traditional gaming as a result of play rather than driving play, can also happen at a design level. The material in this adventure was originally two completely separate adventures run in different campaigns (locations #1 – 17 were originally run in 2006 in Vaasa, #18 – 27 were originally run in 2008 in Helsinki). The first bit's notes were just two sheets of graph paper and rough notes written on the front and back of a sheet of notebook paper, and that was done in about four hours total before that week's game. The second part was written on-the-fly (I didn't expect the players to take the bait to go there), and my notes are on just one side of a piece of printer paper.

Individually, the pieces showcase my dungeon design shortcomings: Linear paths (highlighted by cool rooms, if I do say so myself) and common themes across adventures. The linear path was easy to fix by combining the maps: Now there are two branches to explore! (yay...) Looking over my map keys in preparation to expand them for publication, I notice odd things. The cursed treasure of location #27 had no greater significance at the time other than me being challenging as a Referee. Or maybe just being a bit of a prick. And the major campaign issues that I remember imparting through the use of frescoes in the first part *aren't written anywhere in my notes*. I made all those up on the fly. What was here was almost irrelevant (in the scope of the greater campaign) dressing.

For the purposes of this publication I decided to stick with what was in my written notes and not the material that was invented during play but not written down. Cursed items? The remaining frescoes and the banes? What is the story of the place, the background that made it what it is today, at the crucial point where it will be used in play? What are the common elements of two dungeons created two and a half years apart in terribly different life situations, where "dwarf" was the only pre-existing common denominator?

The process of answering those questions, and the fleshing out of the individual locations that results, is the real effort of this adventure. The answers to those questions and the effects they had upon the writing are

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what make this adventure something that I am proud to offer you as a gaming aid and they are also what justify asking money for the product. They are what transform hastily constructed game notes into a complete and respectable product.

This material provided me with multiple sessions worth of good gaming. Cleaned up and fleshed out, I hope they can provide your group with even better gaming. Write me at lotfp@lotfp.com and let me know what happened when your group played the adventure.

James Edward Raggi IV
May 27, 2010
Helsinki, Finland



INTRODUCTION

Background

Dwarfs are typically portrayed, in both fantasy literature and gaming, as industrious craftsmen of the highest caliber, prolific miners, dour, grudge-bearing, and having a great deal of investment in their beards.

They are also often portrayed as being a decaying race, having fallen from a mythic golden age when they were numerous and strong and in control of a great many underground cities before man was ever a power in the world.

For the purposes of this adventure, all of these things are true. Stereotypical perhaps, but when so much is communicated by way of the one word, “dwarf,” it seems foolish to squander such familiarity. There are more important things to spend one’s time on when gaming.

In the distant past, when the dwarfs were mighty and dominant, they were also progressive and friendly with the other intelligent humanoid races. Elf, early man, and even the goblin was welcome in the great halls of the bearded folk.

But eventually the great empire fell, as all do. In the case of the dwarfs, it was not internal strife or external invasion or even treachery, but a series of poor decisions, well-intentioned but full of the sort of hubris only dominant empires possess, that led to the decay of the dwarf race. The enmity between dwarfs and elves, the hostility between the dwarfs and the goblin races, the self-imposed isolation of the dwarfs, was a result, not a cause, of the Great Errors. Even the religion changed, moving away from the primordial dwarf deity known as Old Miner (now considered an ancient heathen deity by modern dwarf theologians and priests) to the gods they now worship.

Dwarfs are pragmatic, and dwarf culture is one of tradition and remembrance of history. Dwarfs never forget a grudge. What then, if the dwarf race was responsible for its own downfall? Various sources have

described what happens when individuals are disgraced. But when the entire culture is responsible?

As the old ways of the dwarfs transformed into the culture everyone is currently familiar with, the dwarfs never forgot that it was their own fault. As the decades and centuries passed, and circumstances passed from history to legend to myth, and the young began to forget the lessons of their past, it was decided that something should be done.

There is much history to be found in this adventure, but what is relevant is the matter at hand: Player Characters, in their own time, exploring this place so long after it had been abandoned. They will discover dark secrets, but they may not care. They may not need to care. How they act on the information they discover will be determined by their own impulses, not on the actions of dwarfs in ages past.

Placing This Adventure in Your Campaign

The dungeon has been long abandoned, and has not been found or explored since the final battle that signaled the end of dwarf dominance of the age. The best way for PCs to discover its existence is through a classic device: a treasure map found in another dungeon. The map will lead to a location deep in the mountains. The mountains don't have to be particularly remote; even a decent-sized range in the middle of civilized lands will work fine, although the specific area will be well known for having "nothing there." In this case, the map should be in the hoard of a less-than-intelligent creature, or at least one not likely to go into the mountains itself.

The map can also be delivered to the players' hands in other ways: The old man selling such things in a tavern to adventurous looking youngsters, or a junior priest finding the map in the forgotten depths of his church's archives needs outside agents (to avoid touchy political issues if the expedition is discovered) to bring back information in order to further his own career within the church's hierarchy (the same scenario could work with scribes or professors at institutions of learning or magical guilds).

The map itself should make it clear that the destination point has something to do with dwarfs, and anyone familiar with the dwarf language will recognize the runes on the map as being quite archaic.

It is not recommended that anyone associated with the map have any knowledge of what is at the location. Powers that would desire the items within the dungeon, if they only knew about them, certainly would not risk the knowledge or the items to mercenary agents. Dwarf authorities who recognized what the place was would defend its location, not to mention the knowledge of its contents, with their very lives. Clans would gladly risk utter destruction rather than allow this place to be explored or looted.

“Treasure map!” “Dwarf related.” This is all the information PCs should have when they set out to find the place.



MAP KEY

A few notes about the dungeon:

Even though the entire complex was built during the political and cultural decline of the dwarf civilization, this same time period was also the technological and architectural peak of the dwarf empire. Even the lowliest laborer was a proud and expert craftsman. There should not be a square inch of this complex, not on the ceiling, not on the floor, not on the door frames, that is not simply amazing to behold.

Also, this entire complex, except for the chasm in location #24, is artificially constructed by the dwarfs. Locations #8, #9, #23, and #25 will look like natural caverns, but they have merely been constructed to appear that way.

Due to the grandeur these halls are intended to convey, all passages and rooms (barring the noted exceptions) are a full ten feet tall, easily used by humans.

All doors in this complex are constructed out of heavy steel alloy unable to rust or corrode. For present purposes we shall call it stainless steel, but it is a superior metal compared to what we have today. The doors could be taken and sold, if they could be carried (and each weighs over half a ton), and any weapons or armor made from the stuff would effectively be +1 and be immune to rust. However, today, only the grandest masters of dwarf craftsmanship would recognize what the metal is, how it would be valuable, and what to do with it to re-forged it into other things... and such a craftsman, surely found these days only at the heart of an ancient and reclusive dwarf hold, would recognize where the metal came from, for each door is painstakingly carved with runes detailing a novel-length chronicle of how the metal on each door was mined, refined, crafted, and transported, and installed in the spot where the adventurers find it.

There will be many instances in the dungeon where “ancient dwarf runes” will be noted. Even over thousands of years, dwarf culture changed little (from an outside perspective, at least) and language changed even less. Anyone able to read the modern dwarf language and possessing an

intelligence score of 13 or higher can also work out the meaning of the writing found in this dungeon. Those with knowledge of the tongue but without the requisite intelligence will know it is archaic dwarf but not be able to read it. All others will just recognize “runed writing of some sort.” Those with specific abilities to read languages, be it through skillful or magical means, will of course be able to read all writing herein.

Wandering Monsters

Once the PCs reach location #3, the dwarf spirits will be aware of their intrusion. Every turn, there is a 1 in 10 cumulative chance that d4+1 Dwarf Sentinels will rise from the carnage at location #3 and move towards the intruders, intending to destroy them. When this happens, the chances for an encounter resets to 1 in 10.

The Sentinels will not follow to certain locations, and these will be noted in the text. When the party is in these locations, do not make further wandering monsters checks, but the counter will not reset and checks should be resumed when the party leaves those noted areas.

If the party eludes the Sentinels, they will return to location #3 and return to rest. They will not pursue a party out of the complex.

Dwarf Sentinels are those dwarfs so loyal to a cause that they continue to serve even after their body dies a natural death. It must be noted that their existence is not an unnatural affront to the gods; indeed, their existence is a testament to their devotion to the gods. Therefore, while they retain all of the usual undead immunities (sleep, charm, etc) and advantages of being a walking corpse (piercing weapons do 1 point of damage to them, blunt weapons do only half damage), they do not suffer the disadvantages of being undead if they are fulfilling their designated post (the Sentinels in this adventure of course are): They may not be turned, and holy water does not affect them, for example.

They are effectively mindless, but can perform simple repetitive tasks and will obey the proper authority (in this adventure’s case, a High Priest of the Old Miner, or a duly appointed representative – and the Sentinel’s

awareness of this authority is supernatural, so mere disguise will not fool them).

Dwarf Sentinels: Armor Class as chain, Move at $\frac{1}{2}$ speed of unencumbered man, Hit Dice 2, Hit Points 11 each, 1 bite and claw combination attack for d8 damage, Morale 12, blunt weapons only do 1 point of damage on a hit, Usual Undead Immunities, None of the Usual Undead Weaknesses.

1. Entrance

The cave entrance is protected by powerful dwarf magic. Unless someone already knows the entrance is there, they can not find it. The cave will simply not exist for them, even if they make physical contact with the entryway. Detecting invisible or magical effects will reveal that something is there, and allow entry, but it will still not be seen. Dispelling the effect will work, but only for the caster.

Because the PCs have the map and know that it is related to the dwarfs, they will not even realize there is any sort of concealing magic, unless they have NPCs with them that have not been informed of the map or the purpose of the expedition.

The door just inside the cave is embossed with the Sign of the Hammer. Dwarf clerics, other dwarfs with an intelligence of 12 or more, other clerics with an intelligence of 14 or more, and anyone else with an intelligence of 17 or more will recognize it as the symbol of The Old Miner, a largely forgotten demonic dwarf god that was worshipped in more ignorant and brutal times. In addition to all the other engravings on the door, there is one large word written in ancient dwarf runes: Shame.

A purple mist floats from underneath the crack in the door. The door is easily opened, and doing so will reveal a thick purple mist filling the inside hall.

This mist is about knee-high on a human, and fills the entirety of the entry hallway and locations #2 and #3. It is not harmful in any way, but obscures the floor completely. Its purpose is to preserve that which it covers. Even

though it will spill out onto the surface after the entry door is opened (and into other areas as those doors are opened), the mist will never seem to thin out or dissipate from the interior of the dungeon at all.

2. Coat Check

This room is filled with a hundred pairs of sandals (on the floor and thus obscured by the mist), eighty-nine cloaks, forty-eight swords, twenty-two shields, eighty-three daggers, and twelve coats of mail. All of these are dwarf-sized, all are of ancient design, and although all are thousands of years old, are in perfectly fine condition thanks to the mist.

3. Central Hall/Site of the Massacre

This large chamber was the scene of a massacre, as a force of humans, with the aid of a traitorous dwarf guide, stormed the complex and butchered the praying dwarfs within. No one, man nor dwarf, ever left this place.

The purple mist is quite thick, and it conceals the bodies of twenty-eight humans (all in ancient-style bronze armor and with short swords and oddly shaped shields laying near each body) and one hundred and twelve dwarfs, all unarmed and unarmored, all but eight of whom were killed by the humans' weapons. The humans and other dwarfs look like they may have choked to death as their eyes are protruding and they are clutching their throats. Due to the effects of the mist, all of the equipment is in tip-top shape and these bodies are so fresh that it seems they died moments before the PCs entered the room... save that all of the dwarfs killed by the humans have bled out completely, and a huge amount of blood covers the floor. Characters walking through the room without caution will certainly trip over a body or slip on blood and fall into this mess.

This room has a vaulted ceiling twenty feet high. Each wall has a scene painstakingly carved (and painted!) into the living rock:

- The south wall depicts a great feast in progress – think da Vinci's Last Supper in presentation – with a dwarf, an elf, a human, a halfling, a goblin, and a giant are all engaged in what looks like an uproariously good time. In the background of the great feasting table are a mix of

the same races engaged in all sorts of merriment: Singing, dancing, drinking... The entire work has been defaced as a good amount of tar has been thrown over it, ruining much of the color but of course not the contours of the scene itself. The tar is still sticky. Beneath the entire scene are the engraved words: "Once All Was Peace."

- The west wall depicts a great forge, where five weapons are being created. Each is being attended to by a dwarf and an assistant of another race: An elf is assisting with a hammer, a goblin is assisting with sword, a human is assisting with a spear, and a giant is assisting with a trident. Two dwarfs are creating an axe. The engraving below this scene says: "Forging the Banes of Trust to Ensure War Could Never Happen."
- The east wall is a series of images, going from north to south, showing the advancement of the dwarf race. The first image shows a pair of hands reaching out from the earth to give fire and tools to a group of bestial dwarfs. The second image is a band of primitive dwarfs learning to mine and tunnel. The third image is that of a crowd of dwarfs standing, adorned with golden arms and armor and surrounded by jewels, in a massive underground structure. The fourth image is of dwarfs in odd clothing in self-propelled vehicles (which emit a thick purple smoke) engaged in various tasks. A modern observer would recognize these vehicles as a tank, a train, and a steam-shovel. The fifth image shows dwarfs, completely encased in some sort of glassy armor, wandering through an absolutely barren red desert at night under a cloudless and very starry sky. The engraving below this series of images says: "What Once Was and What Was Lost." The dwarf civilization had gotten to the third image here, but because of their fall never got to realize the wonders depicted in the fourth and fifth.
- The north wall, above the altar, merely has one engraved phrase: "We Walk in the Right."

There is an altar, three feet tall, on a dais against the north wall of the room. The dais is only a eighteen inches or so high, but the purple mist retreats from the altar itself so that most of the dais is not covered by it.

The visual effect is that it looks like a scoop of the mist has been taken out around the altar.

Engraved into the surface of the altar in ancient dwarf are the words: “That Which is Only Used in Peace.” On the surface of the altar are a pair of mining tools made out of gold: a hammer and a mining pick. They aren’t pure gold mind you, as they are functional, but each weighs about ten pounds and has a value of 2500gp. If used as weapons, they are -2 to hit and to damage.

If the altar’s surface is searched, it will be found to have a false top. Four additional surfaces are inside, and the entire container is built so that the surfaces may be rotated to the top without removing any from the altar. This interior space reaches down below the visible altar area and into the dais. The other surfaces are engraved with the following phrases, one on each surface:

- That Which Engenders Love
- That Which Feeds the Hungry
- That Which Fills the Silence with Beauty
- That Which Helps a Blind Man to See

To the right of the altar, poking out of the mist, is a four foot diameter meteorite. Its already irregular surface is further marred by hundreds of pockmarks, each flecked with gold.

The secret door behind the altar can be detected but there is only one way to open the door (even magic will not work, as this door is sealed by the deified power of the Old Miner itself): The meteorite must be hit with both the golden hammer and the golden mining pick. When this happens, the entire platform the altar is on will lift up about one foot off the ground and forward about five feet, and the secret door will open for two minutes. This mechanism allows there to be no scratches or other telltale signs on the floor that the platform moves.

The door may be freely opened from the north side.

The door on the west wall, leading to location #4, will have purple mist cascading from the cracks around the entirety of the door. If this door is open, purple smoke filling the entire tunnel beyond will billow out into this room.

4. Priest's Chambers

This is the chamber of the High Priest of the Old Miner, Nâr-Krēm, the dwarf in charge of this complex. It was his action that caused the human invasion to fail, at the cost of his own life, as well as the lives of his followers.

In the center of the room is a large fire pit, pumping out a continuing stream of purple smoke. The entire room is filled to the point the smoke is palpable, making vision quite poor and breathing difficult. It (no longer) poses a health hazard, however. Four turns after the door to this room is opened, if it is kept open, the mist will subside to the point where it is just being generated from the pit and travels towards the open door.

To the northeast of the fire pit are four humans, outfitted like those in location #3, laying dead. The bodies show no signs of violence, and are so fresh that the PCs could swear they died at the very instant they were first seen.

Just west of the fire pit, facing east, is an ancient-looking dwarf, beardless and wearing nothing more than a cotton wrap around his nether region, sitting lotus-style on the floor within a curious symbol painted on the floor: a unicursal hexagrams set inside a dodecagram. His arms remain outstretched. He looks as if he is meditating.

By all appearances, he looks like he is still alive. Checking his breath (with, say, a mirror under the nose) or his pulse will find that air and blood still flow, but the priest will not gain consciousness. In fact, he has been dead just as long as everyone else here, but the Old Miner was so sad at his passing that the air and the priest's blood took it upon themselves to attempt to keep him alive, and so they have been rushing in and out of his lungs, and dashing through his veins, ever since. It hasn't worked.

When the human force stormed the complex, Nâr-Krēm prepared his seeds and waited. He hoped that his kin would repulse the attack, but when the invaders shattered the sanctity of his holy chamber, Nâr-Krēm lit his seeds and brought death to all, a fitting punishment for those who would defile the Old Miner's last sanctuary on Earth, and a fitting punishment for those too weak to defend it. Nâr-Krēm was the first to die.

In the pit, generating all of the mist and smoke, are three seeds which still smolder. If the seeds are extinguished, the mist will cease to form and eventually the present mist will dissipate if the doors to the central hall are left open.

If the seeds are exposed to flame after having been extinguished, they will once again produce the purple mist. They will at first explode, filling 8,000 cubic feet of space (20' x 20' x 20'), and forever pumping out more until once again extinguished.

For the first ten years of mist production, the mist is an ultra-deadly contact agent. Anyone coming into contact with the mist (breathing it is not necessary) but make a poison saving throw or die. Anyone who is still in contact with the mist the next round dies automatically. The mist does act as a preserving agent, and nothing in contact with the mist will decay, age, or corrode in any manner, no matter the amount of time that passes.

Against the west wall are the priest's personal effects and rest area. His bed is made of solid rock (and not smooth rock at that), with a not-hidden compartment in its base. In this compartment are a handful of pebbles in a leather bag (the priest's food) and a Cleric Scroll, written in ancient dwarf, with the spells Bless, Light, Resist Cold, Resist Fire.

5. Library

There are many shelves in this room, each full of heavy stone books. Under each book is a catalog number inscribed on the shelf. The catalog numbers, 1 through 101, are not in sequence. Book number 101 is missing.



The pedestal against the south wall is unmarked and upon it is the catalog of all the books. The full listing is found in Appendix I and may be read by any character able to read the ancient dwarf tongue.

Each book weighs 2d20 pounds. Anyone who knows the ancient dwarf tongue may read the titles, but to gain the information contained within a book, 2d4 hours must be spent reading it. The general idea of the contents of each book is found in Appendix II.

6. Room of Ritual Shaving

This room has a number of broken down, yet recognizable, stone chairs on stands that allow them to recline. Shelves along the east wall contain what are undeniably shaving implements. Most are of course quite decayed, but there is one set of golden shaving shears, worth 250gp, that is in good condition.

The west wall is dominated by hundreds of small spikes that have been driven into the wall. Remains of beards are hanging on many of them, and below them on the floor is a rather large pile of decayed beard hair. Any dwarf will be able to instantly identify the hair specifically as beard hair.

7. Fountains

Four grand fountains, each carved out of a single block of deep blue marble, stand in the corners of this room. The walls of the room are lined with a highly reflective variety of stone, so the room will sparkle when someone enters carrying a light source. The sound of great amounts of splashing water can be heard from the north.

The lips of the fountains have runes carved in them (in the ancient dwarf language):

The northeast fountain's inscription says, "Only the Clean May Pass"

The northwest fountain's inscription says, "Drink to Health and Delay Travel to the Gods"

The southeast fountain's inscription says, "A Little Water Now Before Much Water Later"



The southwest fountain's inscription says, "A Prayer Against Gooladin, Drowner of Maids and Children"

The water is fresh and potable, sweet tasting even, being pumped from far below by a perpetual motion machine.

There are no random encounters in this area.

8. Submarine Harbor

The stairs empty out into a humongous cavern, easily one hundred feet high. From the cavern entrance, water can be heard (but not yet seen) cascading down the walls in a great roar.

The stone floor will quickly turn to sand, and as adventurers advance into the room, they will discover three elements of real interest: the water, the cranes, and the submarines.

The cranes are seventy-five feet tall, supported by a stainless steel lattice tower. The booms extend thirty feet. The hoist line for each crane is made out of fifteen hundred foot long thick steel cable. Each crane has a control box on top in which manual cranks allow the cranes to swivel back and forth, as well as extend and retract the cables.

Do note that these towers are far taller than the range of torches and lanterns, so adventurers will only see the bottom of the tower, and if they are some distance away also the cables dangling from the sky. They will have to climb to discover more.

Within each control box is one Dwarf Sentinel, mindless yet dedicated to making sure the cranes are never used again. There is only room for one person within the control box, so any fighting will have to be done with the sentinel inside and any attacker clinging to the outside latticework. If a Sentinel hits for at least four points of damage, the victim must save versus paralyzation or fall. Note that due to the noise caused by all the water, characters on the ground may not talk to anyone near the top of one of the cranes, even if shouting.

Then there are the submarines. Each is a simple metal tube (heavily dented), twenty feet long and ten feet wide. There is a hatch on top and the steel cables from the cranes enter one end of the tube. Each hatch is waterproof and airtight, so inside will be dark and it would be unwise to have open flames inside.

Inside each of the tubes are two rows of six seats each. The front of the cabin has a crank for manually releasing or retracting the cable.

Inside submarine A are five Dwarf Sentinels. Submarine B is empty, but the crank does not work, as will be obvious to anyone that tests it (hopefully before it is pushed off the shore...).

The shoreline is constantly shifting in and out by ten feet or so as the cascading water has an inconsistent flow. There is a great hole in the cavern floor, about fifteen feet wide, down which the water flows in a whirlpool. Anything floating in the water (including any characters that decide to go swimming) will be swept away. The hole leads to location #9 after about four hundred feet of tunnels.

Anyone being swept through the hole will die from drowning and/or being crushed against the walls unless they make a magical devices save (surviving this is almost magic), in which case they will still take 3d6 damage. After going through that they must divest themselves of *all* equipment if they wish to be able to swim out of the water in location #9.

Climbing a cable down the whirlpool is perfectly possible assuming a character has the means to breathe water.

The only safe (kind of...) way down to the lower level is to ride one of the tubes. While experimentation will allow adventurers to figure out how the crank works within the tube, the zombies in the cranes have just enough awareness to know to stop any cable from being let out – and crane cranks overpower the submarine cranks every time. Even with that problem being taken care of, how to get a tube into the water to be swept away, with everyone in the tube, is up to the characters to figure out.

Once down the hole, all characters who do not think to strap themselves in (and all installed restraints have long rotted away) will take d6 damage if they are sitting, 2d6 if they are not, as the craft is sucked down the passage and crashes into the pool below. Smart characters might think to slowly let the cable out with the crank, but they will need to roll an open doors check to successfully do this the entire way down, and failure means the character attempting this will take 2d6 damage.

If there is already a tube and cable down the hole (as there is when the characters first enter the area), there is a 25% chance that a second craft will get stuck somewhere in the shaft down. If there are already two craft in the lower cavern, there is a 75% chance that the third would become stuck, wedged between the cables and the wall. To get unstuck, there are at least two things to be done (of course clever characters may think of other ways): One, the entire group could just bounce around the craft hoping to knock it loose. The chance for success is 1 in 4 for every character attempting it, so four characters would have a 4 in 4 chance and automatically succeed. Every character helping that effort takes the 2d6 damage from the rough ride. The other option is that someone must climb out of the hatch and physically shove the cable away from the craft. Not only will this allow a good amount of water into the craft (or flood it completely if the hatch is not immediately closed after this brave fellow), but the character performing this action will not be able to get back into the craft when it is freed, and will fall as if he had simply been sucked down the whirlpool (as detailed above). If the submarine's hatch is not closed immediately after a character exits it mid-trip, it will fill up with water entirely, meaning that using the hand crank to lower the craft will take entirely too long. Letting the craft go when it is full of water will result in it sinking like a big chunk of metal in the pool at location #9.

It takes one full turn to travel from location #8 to #9 if being merely swept down the whirlpool (assuming the submarine's or crane's crank is not used). It takes d6+4 turns if using a crank to ease the craft down without damage being taken by the passengers.

Keep in mind that the submarines are both air and water-tight when the hatch is closed. Sources of open flame will consume all available oxygen

very quickly, and the smoke of even a lantern will make the air intolerable in just a couple of minutes.

Once down in the lower cavern at location #9, the only ways back up is to either work the crank from inside a tube and slowly pull one's way up, or to have someone in the attached crane pull the tube up. If using the submarine crank, it takes d12+8 turns, but only d4+2 turns using a crane crank. It is impossible to climb up a cable in the face of the rushing water.

There are no random encounters in the submarine harbor.

Dwarf Sentinels: Armor Class as chain, Move at $\frac{1}{2}$ speed of unencumbered man, Hit Dice 2, Hit Points 11 each, 1 bite and claw combination attack for d8 damage, Morale 12, blunt weapons only do 1 point of damage on a hit, Usual Undead Immunities, None of the Usual Undead Weaknesses.

9. Landing Pool

The whirlpool from the water in location #8 empties here, out of a drain specifically constructed so descending craft would not crash into the cavern walls on their final descent. Craft will splash down directly below the drain (a forty foot drop), and will immediately start to sink if the cable has been allowed to go slack (the water there is sixty feet deep). The correct procedure to get the craft to shore is to use the crank to lift the craft back out of the water (and it will be hanging on end). Someone must open the hatch and swim to shore while carrying a shoreline, and then the craft should be pulled into shore as someone within is letting out more cable.

Along the shore are several stone pylons which can be used to secure the watercraft. There is also one of the submarines moored here. While there were six dwarf sentinels within, these have been destroyed, so they are simply dwarf corpses. Inside is a far more dangerous threat, a fungus which can only be called Madness Mold.

The mold will erupt out of the craft if the hatch is opened, and all within a twenty foot radius must make a poison save or suffer madness for d6 rounds. Those affected must roll on the following table every round:

1	Character attacks self, automatically hits for normal damage.
2	Character attacks nearest possible victim.
3	Spellcasting character casts a random prepared spell on random person; non-spellcasters attack random victim.
4	Character destroys one random piece of equipment.
5	Character attempts to take off all equipment and clothing; if character completes this task, will run screaming down the south hallway (50%) or into the water (50%).
6	Character will attempt to set self on fire; if without means to do so, will attempt to grab and destroy another character's equipment.
7	Character performs action that the Referee determines to be the most detrimental to the group.
8	Character attempts to jump into submarine to inhale more spores; if successful, madness lasts additional d4+2 rounds.

It will be impossible to enter the craft without unleashing another cloud unless the mold is destroyed. Burning will work to remove the mold, but the mold will be explosive and anyone within 5' must make a breath weapon save or take d6 damage from the conflagration. This has a 50% chance of destroying the crank apparatus.

On the sandy shore are seven life-size dwarf statues scattered about. They depict dwarves in solemn dress with their heads bowed. The fifth has the following inscribed upon it in ancient dwarf runes:

“We stare willingly into the stone lizard’s eyes so that we may stand vigilant in memory of what our people have done.”



Each statue has a small red gem worth 50gp embedded in its forehead.

Towards the south hallways the sand gives way once more to standard worked stone floors.

This entire level is extremely noisy, as what sounds like a large crowd screaming in agony can be heard to the south (see location #11).

In this lower level, random encounters are rolled as normal, and any indicated Sentinels will rise from the water here and make their way towards intruders. Sentinels will not enter rooms #14 – #17, but the Referee should still make the random encounter checks as usual while the PCs are in these rooms. Any Sentinels that appear due to the random encounter checks will merely wait quietly in the hallway outside #14 for the intruders to come out. They will go back to their rest in 36 hours.

10. Learning Room

The walls of the room and the hallway leading to it are covered with a wet, dripping mold of yellow and brown color. The surface of the walls, floor, and ceiling can not be seen. In the center of the room is a large (10' diameter) clump of pulsating fungus.

The mold is not harmful as long as care is taken when moving through the area. If the center mold mound is attacked or moved (gentle prodding will not cause any great reaction), it will burst, and everyone in the room must make a poison save immediately or take d6 damage, and if that save is failed, once a turn over the next three turns those characters must make additional saves or take d6 damage for each failed save. Making a save after the first one does not prevent future saves from being required.

If anyone tries scraping the mold off the walls of the room itself, the mold will coalesce into three mold men which will come off of the walls to destroy any intruders.

On the surfaces of the room are a series of murals (that something is painted on the walls will be obvious as the mold men tear themselves off

of the walls). It will take some time, two turns for one person to clear a 10' wall, to clear the mold away enough to see what is beneath it.

The scene, painted in dwarf pigments so resistant that time and fungus cannot fade them, is one of fire and damnation. The entire floor is painted to appear to be a pit of fire with all sorts of demons and devils in contorted poses swimming in the flames. Along the edges where the floor meets the walls, the demons are trying to climb out of the pit onto solid earth, but are being repelled by dwarfs using sparkling gems, including emeralds and rubies and sapphires to ward off the infernal ones and keep them confined to hell. The west wall features the Old Miner calling down diamond light to destroy a great demon attempting to rise from the pit. The ceiling, although only ten feet high, is painted to create the illusion that it is a great vaulted ceiling, coming to a point with a great diamond in the center. It is this diamond's light that shines down upon the west wall.

Mold Men: Armor Class as unarmored man, Move at $\frac{1}{2}$ speed of unencumbered man, Hit Dice 3, Hit Points 15 each, 1 melee or missile mold attack doing d6 damage, Morale 12. They are made of noxious mold, and every time they are struck in combat, those within melee range must save versus breath weapon or take d6 damage. When they attack, opponents' armor and shield do not count towards their armor class; only Dexterity and Constitution modifiers do.

11. Creature Lair

The noise that saturates this level comes from the inhabitant of this room: a terrible creature that has traveled to our world from beyond sound.

It is approximately seven feet long, looking like an upside-down shark (minus fins and tail), with thirteen short legs with no discernable feet supporting it. It has no eyes, at least where eyes should be. Over a thousand stalks, perhaps a foot long and two inches wide apiece, jut out from every surface of its body. At the end of each stalk is a pod with a toothless mouth, and every one of these stalks screams. Each screaming mouth has a tongue, at the end of which is a pair of connected eyes which dart around nervously and give the creature its kaleidoscope vision.

This creature is an early escapee from the Dimensional Pool (location #18). Originally nothing more than a vapor of concentrated sonic memory, the creature was present when the battle in the Central Hall (location #3) took place, and it heard and remembered all of the screams of the dying there. It eventually oozed through the secret door and down through the whirlpool, and ended up in these lower halls. Later, it discovered the intruders (see location #12) as they were entering the area of the Rolling Juggernaut (location #15), and chased them back to the area they came from (#12 again) and killed them all, but not before one of the intruders' spells bound the creature into physical form forever.

It has been here for ages, not aware of the concept of passing time or boredom (since it is neither a true living being nor undead, the Sentinels do not consider it an intruder). It will be aware of any being moving into the hallway leading to this room, and will immediately begin to customize its sound emissions to the intruders. It will attack any living creature on sight.

There used to be more murals on these walls, but they have disintegrated under the sonic assault of the creature.

The Creature: Armor Class as chain, Move at $\frac{3}{4}$ speed of unencumbered man, Hit Dice 4, Hit Points 23, 1 bite attack doing 2d4 damage, Morale 10. The screams coming from all its mouths are at best distracting and at worst completely disabling, as the creature has a passive telepathic ability and instinctively knows what sounds in its memory will most unnerve those around it. Everyone within 60' of it must save versus magic each round or be unable to act at all that round. Even if the save is successful, all attacks are made at -2 (if melee) or -4 (if missile), movement is halved, and any attempt at spellcasting must make another save or the noise distracts and causes the spell to be miscast.

If it is killed, its dying gasp will be the last conversation it overheard from the intruders as they were puzzling over the door at location #14: First voice: "Remember, after we get through this door, go straight, not up."

Second voice: “Right. We’re not interested in up, whatever’s up there is someone else’s problem, we’re after the B—what’s that? AHHHHHH”

12. Battleground

Here is a great passageway that has collapsed. Laying on top of the rubble are four skeletons, One of the skeletons is buried halfway up the passage, with only its legs sticking out – it was obviously not caught in the collapse but became wedged in afterwards.

The bodies are dressed in rags and the three not wedged in the rubble are broken in many places. Metal buckles and daggers which were worn by those that died here can be found mingled with the bones, and swords and one shield are laying close. All these metal items are rusted and useless after a few years in this damp area. The emblem on the shield is the crest of a local noble family who rules lands close by this complex.

A rotted backpack is among the remains, and the only intact item within is a padded case containing four potions of gaseous form, but these are spoiled and will only have a duration of d6 rounds.

One of the skeletons has a bone scroll case laying within it, and this will only be noticed if physically searched. Inside are two scrolls, one with Form Made Flesh and the other with Greater Form Made Flesh.

The collapsed tunnel is 160 miles long, and the first 80 miles of the passage has caved in.

Form Made Flesh

Magic-User Level 3

Duration: 1 round/level of caster

Range: 30’

When this spell is cast, all insubstantial creatures in a 30’ radius area from the spell’s target must save versus magic or become substantial, normal flesh. All beings which were formerly only affected by magic or other special weapons (for example, lycanthropes typically hurt only by silver) are now vulnerable to normal weapons. All special abilities dependent on form are made unusable for the duration of the spell. Shapeshifting

creatures are trapped in their current form. Any AC score derived from having an amorphous or non-substantial form becomes the AC of an unarmored human.

Greater Form Made Flesh

Magic-User Level 5

Duration: 1 round/level of caster

Range: 30'

When this spell is cast, all insubstantial creatures in a 30' radius area from the spell's target become substantial, normal flesh. All beings which were formerly only affected by magic or other special weapons (for example, lycanthropes typically hurt only by silver) are now vulnerable to normal weapons. All special abilities dependent on form are made unusable for the duration of the spell. Shapeshifting creatures are trapped in their current form. Any AC score derived from having an amorphous or non-substantial form becomes the AC of an unarmored human.

13. Meditation Room

This room served as a room to contemplate the errors and sins of the dwarf people. There are murals on the east, west, and south walls, and painted symbols on the floor.

The southern mural depicts a robed human, a large stone book under his arm, commanding dwarfs on his left and right. The dwarfs on the west wall are walling up an imprisoned ancient-looking dwarf. The dwarfs on the east wall are moving to battle another force of dwarf warriors.

On the floor are three sets of identical symbols, all uncursal hexagrams set inside a dodecagram.

The first character to sit inside a symbol will hear a voice within his head. "Choose the right, my friend. Choose the right, and wear your allegiance. There is still time to correct all wrongs." The character receiving this message will know that it is communicated in ancient dwarf and will be able to understand it.

The second character to sit inside a symbol will hear nothing.



The third character to sit inside a symbol will see the murals come to life. The dwarfs walling up the ancient dwarf will be shouting, “Imprison the Miner!” The robed man will notice the character and direct his warriors to attack the sitting character. The character will be paralyzed in place and a dozen dwarfs will all attack the character. The Referee should make to-hit rolls and roll for damage until the character “dies,” at which point the character will wake up from his trance (and unharmed from the whole thing). During all this, the other warrior dwarfs will merely stand and watch. If the character looks closely, he can see that the book the robed man is carrying is titled *Studies of Methods Used to Deceive the Dwarf People*. While all of this is going on, other characters will merely see the sitting character meditating peacefully.

14. Grand Hall

This is a great vaulted chamber, three hundred feet high at the center, with great arches all extending from the walls and meeting at that central point. The entire thing is kept together by a diamond keystone (worth 2,500,000gp), but if it is removed the ceiling will collapse, with the ensuing chain reaction collapsing the entire complex between location #9 – 17.

The door to the south is huge: Forty feet high, fifteen feet wide, made of a golden-hued metal of unknown origin. The Sign of the Hammer is on the door, but otherwise it is featureless; a stark contrast to the finely decorated walls around it. It has no visible opening mechanism, no hinges, nothing. And it will not open under any circumstances, even for magical spells or chimes, unless the methods described below are used. This is divinely sealed.

Before the great door is a fire pit, fifteen feet wide, scalloped out of the floor (only a couple of feet deep) and lined with mother of pearl. Any fuel that was once here has long been burned or taken away, but even a single flask of oil used here for fuel would be enough fuel to illuminate the entire chamber.

The platforms on the east and west sides are ninety feet high. In times past, there was a grand winding staircase climbing up each side, but these have long been ripped off the walls and taken away. The platforms are made of an obviously different rock, and the remains of the fixtures can be seen dotting its surface (none can be used to fasten a grappling hook or rope). However, there will be no indication that anything is above, as ninety feet should be well beyond the reach of a light source... unless a fire is lit in the fire pit on the floor, in which case it will become obvious to any observer that the platforms do not rise all the way to the ceiling.

Each platform is identical, save for facing opposite directions. Atop each platform is a Dwarf Sentinel. The Sentinel will stay within its alcove atop the platform, advancing only if someone climbs (or levitates, or flies...) to the top, or if a grapple is hooked to the edge. It will attempt to repel any intruder.

At the end of each alcove is a giant glass enclosure, fastened tight against the wall by a switch. Inside the bubble, embedded in the wall, is another switch.

The glass enclosures are hinged – they obviously open. The switch to open them will not budge unless both switches on both platforms are thrown at the same time. If this is done, both enclosures safely open.

The enclosures are double-layered glass shells with an explosive gas embedded between the layers. If the bubble is opened properly, the gas does not escape. If the bubble is broken (which is not difficult to do; it is glass!), the gas will escape. If anyone on the platform is carrying an open flame (a lantern counts), the gas explodes. Everyone on the platform takes 1d6 damage from the flash, and is thrown 1d6 x 10' back from the alcove. This causes no additional damage... unless of course the victim is thrown over the edge of the platform. It's a long way down.

Once the bubble is opened, the embedded switch may be thrown, but again only if the switches in both alcoves are thrown at the same time. Neither switch will move if handled individually. Throwing the switches opens the great southern door.

The alcoves are shaped so that people on each platform may speak to people on the other platform without needing to raise their voices. In fact, whispers will carry over.

15. Rolling Juggernaut

This hallway is forty feet tall and slopes upwards as one moves east. Metal scaffolded catwalks, only three feet wide, line both walls at a height of thirty feet. Stairs at the western end of the catwalk allow access.

In the middle of the floor are two parallel grooves that run the length of the corridor.

At the far end of the hallway is a massive roller which takes up the entire width and height of the passage. It is fixed to the wall by a thick steel cable.

Nothing will happen in this corridor as long as only the floor is used for travel. If the catwalks are used, the juggernaut will be unleashed. If anyone travels upon either catwalk to point A, fifty feet down the corridor, the roller will begin to slide down the corridor at a rate of 40' per round, causing an awful racket as it goes. The catwalk is collapsible, and starting from east to west the entire structure (both sides) will flatten, throwing anyone on them to the floor (3d6 damage). If they are run over by the juggernaut (and remember they won't even see what is causing the noise until it is within range of their light sources), they are dead – no save. The juggernaut will only go so far west as the end of the catwalk, and then the cable will pull it back to the end of the corridor at a rate of 20' per round. When it reaches its resting place, the catwalk will again rise to its original position.

An arched entry interrupts the scaffolding to allow access to the doors at location #16.

16. A Choice

There are two great stone doors here.

Opening the left door releases poison gas, and anyone within twenty feet must make a poison save or die. The gas will remain effective for ten rounds, and anyone staying within the cloud must make a save every round.

The door on the right is not locked, but can only be opened by one wearing the Old Miner's holy symbol.

17. Bane Tomb

This room is completely bare except for five sarcophagi. The four in the corners are all open, and each has a once-hidden compartment that is protruding from the base of the sarcophagus. Each sarcophagus, and each compartment, is empty.

The four empty sarcophagi each have a carving on the lid and an inscription inside the lid carved in ancient dwarf:

First sarcophagus: The lid has the carved image of a human on it. Inside, the inscription says: "Give that which engenders love."

Second sarcophagus: The lid has the carved image of a goblin on it. Inside, the inscription says: "Give that which feeds the hungry."

Third sarcophagus: The lid has the carved image of two dwarfs on it. Inside, the inscription says: "Give that which fills the silence with beauty."

Fourth sarcophagus: The lid has the imprint of one very large foot. Inside, the inscription says: "Give that which helps a blind man to see."

The fifth sarcophagus, in the center of the north wall, is closed. On the lid is the carved image of an elf. The sarcophagus opens easily, and on the inside of the lid is the carved inscription (in ancient dwarf): "Give that which is only used in peace." If the gold implements (both of them!) from location #3 are placed in the sarcophagus, then the bottom of the

sarcophagus will slide away into the wall, taking the golden tools away forever. At the same time, a shelf will slide out from the base of the sarcophagus. In this shelf are the Elf Bane and a pure silver magical shield which gives a +2 AC bonus only against attacks from elves.

The Elf Bane is a War Hammer +1, +3 versus Elves. It emits a low hum whenever there is an elf within 60' that elves can not hear. The bearer of the hammer surprises elves twice as often as without it, and gains a +1 bonus to initiative in any combat with elves. However, if the Elf Bane is used in combat when an elf is within 60' and the hammer is not being used to strike at an elf, then the weapon is -2 to hit and damage, and the wielder suffers a -1 penalty to initiative. If an elf is within striking distance when the wielder attacks, and an elf is not the intended target, there is a 1 in 4 chance the attack will be made against the elf anyway. These penalties apply even if the present elf is allied with the wielder.

The hammer will detect as Good if scried by a dwarf, Evil if scried by an elf, and neutral if scried by any other race. Half-elves do not trigger any effects of the sword – only pure-blooded elves do.

Halls of Great Memory (Locations #18 – 23)

This section of the complex is constructed differently than the rest. The story of Mâr-Rune is written into the very walls, in the exacting and fastidious dwarf style. However, the story isn't carved in runes upon the walls. Rather, the walls themselves are made out of carved and assembled runes, and layered, with about three inches between layers.

The outermost layer is easiest to read (if one understands the ancient dwarf script, of course). The next layer is more difficult to read, because it must be viewed between the empty spaces of the outermost layer. Then there is a third layer, then a fourth, then a fifth. The third layer is nearly impossible to read just by sight, as often it requires viewing from several angles to determine what any individual rune is. After that, it's mostly guesswork and interpretation of what might be there; more philosophy and estimation than reading.

The art of the overlaying pattern runes is an ancient one within dwarf culture. Nearly any dwarf can carve solid runes and assemble them as a wall, but only the masters of the craft can arrange them layers-deep in a manner which allows a viewer to interpret what the deepest, unseen runes might say based on the organization of runes on the layers in front of them. And individuals who master this craft often develop their own rune-carving style that might be called calligraphic, and not easily read as each rune is shaped to serve the wall as a whole rather than simple comprehension.

Even more dedicated are the Readers, who study not only the intricacies of language and rune construction, but also the signature techniques of the craftsmen, so as to identify who created a particular rune wall, and the histories and psychology of the craftsmen, so as to better guess what exactly has been placed in the unseen inner layers.

In this area, the runes tell the life story of Mâr-Rune, from the moment of his conception (nothing goes uncataloged among dwarfs living in

proper citadels) to the moment of his interment in the tomb at location #27, with the final room of Rune Walls (location #22) being completed and assembled over the shaft downwards after the body had been laid to rest. The exact details of what the walls say is up to the Referee, depending on his campaign and his interpretation of the library material (see the appendix). It's not likely that adventurers will stop to read several layers of walls, but you never know. They probably should. With enough time and study, explorers may learn that not all ancient treasures should be plundered...

There will be no random encounters within these rooms, but the Referee should still make the random encounter checks as usual, as long as the characters are within locations #18 - #22. Any Sentinels that appear due to the random encounter checks will merely wait quietly outside the door to #18 for the intruders to come out. They will go back to their rest in 36 hours.

18. The Pool

The rune walls in this chamber are five layers deep, and describe Mâr-Rune's mother and father's life, ending with Mâr-Rune's conception.

In the center of this room is a ten foot diameter pool of water, seemingly about six inches deep. The glint of jewels and gems can be seen at the bottom. However, the pool is an interdimensional portal and the glittering items are actually wormholes. They are only one-way, so travel outward is not possible (although things that come only partway through may go back the way they came). Touching a shining area does open the gateway and summons something into this world. Use the following table to determine what comes through (the chart assumes someone grabbing a "gem" with their hands, adjust the result if necessary if a pole or weapon or tool is used instead):

The wormhole feeds directly into a star, and the grasping character touches the heart of the north star. The starlight will envelop the character, making him shine (emits like as a torch) but seemingly having no ill effects. Every 24 hours after contact, the character will lose 1hp permanently. A Dispel Magic spell will cancel the light but not the hit point loss, and a Remove Curse will eliminate both, but lost hit points will not be regained.

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A gigantic tentacle rips through the wormhole and attempts to grab anything it can. Because nothing can go through the wormhole from this side, any character so grabbed will be mashed into a pulp against the pool bottom. Tentacle: Hit Dice 12, 63hp, Armor as unarmored man, Movement none, 1 grasp attack for d8 damage, damage taken every round until tentacle is destroyed.

The wormhole causes a puncture wound in creation. The blood of the universe sprays into the room for one round, and everyone therein must save versus poison or sleep for d6 hours.

A metallic rod with a red “eye” thrusts through the hole, and looks around the room. If attacked with a metal weapon, it will emit an electrical charge which will do d12 damage to the attacker. It will then withdraw back through the wormhole.

A glowing butterfly comes through the wormhole and flutters about the PCs. It will remain with them until they return to the surface and until they meet a living being other than themselves after leaving this complex. At this point the butterfly will fly directly into the chest of the being and explode, killing the creature or person instantly.

Mystical light streams from the pool, altering the vision of the grasping character. They no longer see in the visible spectrum, but rather see temperature differences in the air.

The character’s grasping hand transforms into a three-fingered insect hand.

The grasper (and only the grasping character) hears five notes: B-flat, C, A-flat, A-flat, E-flat. Any magical items the character is carrying become mundane.

The pool of water instantly freezes, trapping anything in it for 24 hours.

10	The essence of an alien sorcerer blasts through the hole and merges with the grasping character. Reroll all of the character's ability scores, 3d6 down the line, except a random ability score will be 5d6, drop the best 2, and a different random ability score will be 5d6, drop the worst two.
11	A small pocket-size star comes through the wormhole. It is worth 1000gp.
12	A black hole comes through the portal. It is about a foot in diameter, floats at just about eye level, and destroys everything it touches. It will follow the PCs at half the normal speed of an unencumbered human.
13	Nothing happens. Not now, anyway. But the wormhole has marked the character. Roll again on this chart in d% game days, and the character will be subject to the indicated effect at that time.
14	The intrusion is not taken well on the other side of the wormhole. A "magic missile" is fired at the grasping character, who takes d10 damage, half if a breath weapon save is made.
15	The wormhole is a gateway to the center of all knowledge! Treat as a Commune spell, with the character getting to ask three questions. Only the second question will be truthfully answered, however.
16	A gem-sized glowing star is pulled through the portal. It sheds a deep green light at all times (treat as a torch), but it is radioactive. Every day it is in a character's possession, that character must save versus poison or permanently lose a point from a random ability score.

17	A wondrously beautiful nude alien woman (or rather handsome nude alien man, as appropriate) comes through the portal and falls instantly in love with the grasping character. This alien is unable to communicate in any way but sign language. The alien will be very amorous, and will want to spend every night with the character making wild love, even in the presence of others. Doing so restores all damage that the character may have suffered. The creature will also refuse to ever wear clothing and will never leave the side of the character. The alien has 1hp and dies and disintegrates if it ever suffers damage.
18	The character reaching through the wormhole grasps his own hand as in a mirror dimension he is reaching through the wormhole trying to get at a gem. The opening is too small to pull the arm further than the wrist. Any harm that comes to that hand also happens to the grasping character's hand.
19	The grasping character pulls out a rose with a caterpillar on it. The caterpillar is eating the rose. If the caterpillar is killed or removed from the rose, anything the rose is touching (such as the hand of the character holding it) grows to twice its size, permanently.
20	A thread is pulled through the wormhole. As it is pulled, the earth shakes. This is a thread in the fabric of reality, and if one kept pulling, they would unravel all of existence.

The Referee may of course invent additional possible consequences for touching into other worlds.

19. Reflection Room

The rune walls in this chamber are ten (!) layers deep, and describe and interpret Mâr-Rune's childhood. Dwarfs are very strong believers in individuals being shaped by their environment, and that personalities remain essentially unchanged from birth to death. What Mâr-Rune *did* in life is important, but in the dwarf view, why he did what he did is entirely determined by his childhood.

20. Reflection Room

The rune walls in this chamber are seven layers deep, and describe and interpret Mâr-Rune's friendships and personal relationships. Everyone he knew, even on extremely superficial basis, is briefly mentioned here, with only the more substantive relationships actually discussed.

A clutch of pit vipers has taken up residence in the recesses of the rune walls. Any character sticking his face up to the wall in order to see into the deeper lairs has a 1 in 6 chance of being attacked by a viper and bitten right in the face. This will be a surprise attack against unarmored AC.

Vipers: Armor Class as unarmored man, Move $\frac{1}{2}$ speed of unencumbered man, Hit Dice $\frac{1}{2}$, Hit Points 2 each, 1 bite attack doing d2 damage and victim must save against poison or die, Morale 7.

21. The Transfomorph

The rune walls in this room are six layers deep, and describe Mâr-Rune's travels and how every location he visited in his life impacted his views and opinions.

One creature that has crawled out of the transdimensional pool (location #18) is the Transfomorph. This is a creature with no regular form or composition. It is in pain, constant pain, from being in this reality where matter is fairly constant and the nature of change is gradual.

It hides in the northwest corner of the room, pulsating, shifting in between the shadows of reality, and it will lash out immediately when a living thing comes into the room.

Every round, the creature's form changes, resulting in a change to armor class, attack form, and immunities.

Transfomorph: Armor Class variable, Movement ten feet per day, Hit Dice 5, Hit Points 35, Attack and damage variable, Morale 12, special abilities variable.

Each round, roll on the following tables to determine the creature's various abilities:

Armor	
1	Gas: Immune to Physical Weapons
2	Powder: Affected only by Magical Weapons
3	Flesh: as Unarmored Man
4	Wood: as Leather Armor
5	Scales:A1 as Chain Mail
6	Shell: as Plate Mail
7	Stone: as Plate Mail +1
8	Metal: as Plate Mail +3

Attack	
1	Flailing Blades: 2 attacks, d8 damage each
2	Shooting Shards: 2 ranged attacks, d6 damage each
3	Pseudopod: 1 attack, d6 damage
4	Magic Bolt: 1 ranged attack, no attack roll needed, d8 damage
5	100 Spines: 10 attacks, d4 damage each
6	Slime Missile, 1 ranged attack, dissolves armor/d8 damage if unarmored
7	Negative energy blast: 1 ranged attack, drain 1 level
8	Exploding porcupine: 10 ranged attacks, d4 damage

Immunity

1	Blunt Weapons
2	Edged Weapons
3	Melee Weapons
4	Missile Weapons
5	Magic (including magic weapons)
6	Everything!
7	Nothing
8	Non-Magical Weapons

22. The Pit

This room is different than the others in this part of the complex. The rune wall structures are on the floor and ceiling and the walls have relief sculptures that portray a striking scene:

Against the east wall is Mâr-Rune, in a defiant and aggressive battle stance. Flanking him are dwarfs in robes, portrayed as being half Mâr-Rune's height, with open books in one hand and giving him a thumbs down. The north and south walls portray armies of dwarfs marching towards the east wall. The ceiling shows storm clouds and lightning seemingly also moving to attack the figure of Mâr-Rune.

In the eastern portion of the room is a short (3') stone column with a hole at the top leading to a shaft that goes 40' down into the darkness. The hole is only about two feet in diameter, so anyone climbing down would have to divest themselves of any armor and equipment. However, the entire column/well structure is bolted into the floor, and just below floor level the shaft downward opens up to about 5' wide. It is possible to destroy the stone column to gain easier access to the shaft, but this will take three turns, and each turn there is an automatic random encounter (which will accumulate outside the door to location #18).

The rune “wall” on the ceiling is seven layers deep and tells of Mâr-Rune’s ascendancy to power. The story of his military conquests and assumption of the dwarf throne are described in painstaking detail.

The “wall” on the floor is five layers deep and offers a critical analysis of the impact of Mâr-Rune’s life on the dwarf people. It is in no way a flattering description.

There is a 1 in 3 chance during every turn spent here that flashes of light will come from the well. This is the Oil Slug (see location #23) becoming agitated at large bugs or similar disturbances causing it to ignite.

23. Reception Chamber

The ladder from the well goes all the way to the floor of this chamber. As soon as anyone clears the shaft (about 5’ above the floor), they will be attacked by the oil slug that dwells here.

It crawled here years ago, and found that this is a wonderful sanctuary from predators that hunt in the great chasm (see location #24). Every so often it goes to the end of the passage to the north, lets out a flash of fire, and then waits until curious vermin and flying creatures are attracted to the light and perhaps even pass by it. Then it lights up again, jets oil onto them, and feasts on the charred remains.

The slug never crawls directly under the shaft from location #22 so it is never visible from above.

Oil Slug: Armor Class as chain, Move at unencumbered human speed, Hit Dice 4, Hit Points 23, 1 bite attack for d6 damage or one flaming oil jet for d6 damage, fire aura, can climb walls without affecting its ability to attack, immune to fire attacks, Morale 9.

All within melee range of the oil slug must make a breath weapon save every round or take d6 fire damage as it constantly excretes flaming oil when it is agitated. When attacking with its flaming oil jet (range as a short bow), if maximum damage is rolled the target is on fire and takes another die of damage the next round.



24. The Stone Bridge

Here a bridge crosses a great chasm. The bridge itself is very stable, as despite its natural appearance it was designed by the finest dwarf engineers in history.

If the party crosses the bridge, the sense of isolation and helplessness will become acute. Standard light sources – torches, lanterns, *Light* spells – only illuminate a certain distance, and no more. For most of the journey across the chasm, the party will not be able to see the beginning of the bridge, the end of the bridge, nor the ceiling, nor the floor, nor *anything* but their comrades and the short stretch of bridge currently illuminated.

They are in the void. Dropping a light source will not be comforting, as it will quickly disappear – the bottom of this gorge lies some miles below. The ceiling is nearly one hundred feet high (remember the dungeon's entrance was at the base of a mountain). The chasm runs for miles in either direction.

But it is not a silent environment. It is not a tomb. Somewhere, maybe below, maybe far away with the evidence merely being echoed across vast distances by tunnels, is the sound of crashing water, an underground rocky river. A waterfall somewhere, perhaps.

And it is teeming with life. Hordes of bats, both normal and giant, flit this way and that. Strange blind subterranean creatures emit audible sonar waves. Other fantastic animals communicate with each other over miles of distance, creating what appears to be a harmonious chorus not unlike whalesongs one moment, and horrid cacophony the next. Shriekers of numerous types react to all these, and more, as they are approached. Cave crickets of considerable size click and chirp. The sounds of life here are infinite in variety. All of this, save perhaps the occasional bat, is out of sight. The party can't know if that haunting moan, or that piercing cry, or that odd croaking is originating immediately below them or being carried over tens of miles by echoes in the cavern system.

When the party is about 50' or so from the north end of the bridge, the Beast from location #25 will attack.

25. Lair of the Beast

In the northeast corner of the cave on the far side of the bridge is the lair of the Beast. Its nest is made of bones, none of which are identifiable to surface dwellers. There is nothing valuable or interesting in the nest; indeed, the creature has never been close to bipeds or surface dwellers before.

Feathered Shadow Serpent: Armor Class as plate, Movement three times unencumbered human speed (flight), Hit Dice 6, Hit Points 41, 1 bite attack for d8 damage, sonar blast once per turn forcing all within 100' to make a paralysis save or lose all sense of balance for 3d6 rounds, Morale 8.

Anyone affected by the sonar blast while on the bridge will stumble around and be generally unsteady. Characters are assumed to have a Dexterity of 3 for the duration of the effect. Unless a character decides to simply do nothing (except maybe talk), they will involuntarily teeter or totter this way or that. Basically, anyone taking any action, including gesticulating (such as in spellcasting), firing a missile weapon, digging equipment out of a pack, must make a paralyzation save or stumble right over the edge of the bridge. Because this is not a magical effect or a curse, a simple Cure Light Wounds can be used to cure the balance effects (but will not cure damage if used for this purpose), as will Silence spells, but spells such as Dispel Magic or Remove Curse will not.

26. The Guardian Statues

Here is a large stainless steel double door, barred and locked. On the doors, in ancient dwarf, is carved the phrase "The Tomb of Mâr-Rune."

Fitted on the door are twelve small rubies, each worth 100gp. Even the bar on the door, because of its unusual and advanced composition, is worth 500gp. This price assumes that its special properties do not become known. The bar effectively Wizard Locks any door, from the other side only of course, it is placed upon.

Flanking the doors, in the corners, are two huge (7 foot) statues of thick, surly dwarf warriors carrying war hammers. Should the gems be removed from the door, the statues will animate and attack. They will not care if the door is unbarred, bashed in, and the room beyond entered, however. They merely guard the gems.

Before the statues on the ground are offering bowls. The bowls are fixed to the floor, but are empty.

Attempting to destroy the statues (or the door) before they animate will attract attention; have some flying creatures from the cavern investigate. If battle is joined, the general ruckus will keep unintelligent animals away.

Dwarf Statues: Armor Class as plate +3, Move $\frac{1}{2}$ speed of unencumbered man, Hit Dice 5, Hit Points 40 each, 1 hammer attack for $d6 + 3$ damage, Morale 12.

27. The Tomb of Mâr-Rune

The room is dominated by a huge statue of a mighty dwarf, standing above a sarcophagus with hammer held high, seemingly ready to smash the coffin below. Twelve other such resting places, though far less ornately decorated, are organized about the room. At the statue's feet are two stone boxes. One is labeled (with inscribed runes written in ancient dwarf) "Sacred Knowledge," and the other is labeled (likewise) "Forbidden Knowledge." The ceiling is one hundred feet above the floor.

The tomb is a dreadful place, and once the door is opened anyone in front of the doorway will feel the swift current of chilling air rush out, if only momentarily. Each potion carried has a 25% chance of becoming spoiled; holy water has a 50% chance of being ruined, and all regular water carried turns rancid, tasting as death.

Anyone entering the chamber, if all else is still and quiet, will hear whispers in the air, seemingly coming from just far enough away to not be understood. Dwarfs, or any with any functioning sensory magic (such as any Detect spell, Clairvoyance, etc), will see the air in the chamber

filled with spirits of restless dwarfs, flitting this way and that, screaming “Why?” at the bodies below.

The twelve sarcophagi away from the statue are little more than plain stone boxes. The sarcophagus under the statue is only unique in one way: It has a complicated opening mechanism on top of it... directly under the statue’s hammer.

This is, of course, the final resting place of Mâr-Rune and his honor guard.

Each of the twelve sarcophagi has a dwarven corpse inside, strangely intact for the period of time they must have been here. Each is suited in their ornate and gilded ceremonial plate mail and two-handed axes. The armor, if undamaged, is worth 1000gp per suit, and the axes are worth 500gp each. These sarcophagi are easily opened and nothing will happen if they are disturbed.

In the box inscribed with “Sacred Knowledge” there are two Cleric Scrolls, written in ancient dwarf. The first has one spell of each level 1st through 6th. The second has six 1st level spells, four 2nd level spells, four 3rd level spells, and two 5th level spells. The Referee should decide what spells are on the scrolls, but there should be only one of any specific spell on the second scroll.

In the box inscribed with “Forbidden Knowledge” there is a Magic-User Scroll with four 1st level spells, three 2nd level spells, two 3rd level spells, and one 5th level spell determined randomly.

These boxes may be opened and examined with no ramifications.

The central sarcophagus, containing the remains of Mâr-Rune, may be opened easily, if not quickly. Opening the mechanism takes two full rounds, and when it becomes undone, the statue above will be brought to life, and it will bring the hammer down. The nature of the mechanism means that even if one realizes the statue is going to smash its hammer down, it is not easily avoided. The statue will get one free attack on whoever is opening the sarcophagus, and then it will enter melee.

Several other things will happen when Mâr-Rune's sarcophagus is opened. All of the bodies in the tomb will rise as well, *even if they had been previously destroyed by the PCs*. This is the work of the gods, and mere physical dismemberment will not prevent this. Plundered equipment will not reappear on the corpse's bodies, of course. These are treated as Dwarf Sentinels. If they are wearing their armor, each hit upon an armored Sentinel devalues the armor by $d6 \times 100\text{gp}$.

If the statues in location #25 have not been destroyed, they will animate. If the bar to the door is still outside, they will simply bar the door. In any event, they will attempt to slay anyone leaving the chamber with any of Mâr-Rune's equipment.

Mâr-Rune's body has upon it a Great Ring which lowers its wearer's Strength to 3 (will detect and test as a ring which allows walking on water until worn during a situation which uses strength, like opening stuck doors or combat), Plate Mail -5 (will detect and test as Plate Mail +2 until used in real battle), a Shield -2 (will detect and test as a Shield +2 until used in real battle), and the Hammer of Mâr Rune. Once the curse is activated, each of these items (the Hammer excepted) attaches itself to the user, and that user may not discard the items until a Remove Curse has been cast (one casting for each item!) at which time the item may be gotten rid of, to wait for the next unfortunate to pick it up. Note that none of the items will work, for good or ill, until the statue is animated and then destroyed, for all of these items' powers (in un-cursed form) are possessed by it (and included in its stats).

The Hammer of Mâr-Rune is a fearsome weapon. It is so heavy that it requires a Strength 13 or greater to wield it properly, and even then it requires two hands. Those with Strength 12 or less suffer a -2 penalty to hit with it in combat. Those with the required Strength have their Strength bonus doubled in combat. When wielded, it gives a +4 bonus to all saving throws against magical spells. However, every round it is used in combat, there is a one in six chance it becomes so heavy that the wielder can not lift it. On these rounds, the wielder automatically loses all attacks, becomes as vulnerable as an unarmored man (with no adjustments

allowed), has a -4 penalty on all saving throws, and any foe able to strike at the wielder will do so on that round.

Animated Statue: Armor Class as plate and shield +4, Move at $\frac{1}{2}$ speed of unencumbered man, Hit Dice 8, Hit Points 60, 1 hammer attack for d8 + 4 damage, receives +4 bonus to all saving throws, Morale 12.

Dwarf Sentinels: Armor Class as plate (or unarmored man if armor had been previously removed), Move at $\frac{1}{2}$ speed of unencumbered man, Hit Dice 2, Hit Points 16 each, 1 axe attack doing d10 damage (or one bite and claw combination for d8 damage if the axe has been taken away), Morale 12, blunt weapons only do 1 point of damage on a hit, Usual Undead Immunities, None of the Usual Undead Weaknesses.

Hanging in the air at the top of the chamber is the spirit of Mâr-Rune. Denied the sanctuary of whatever dwarf afterlife there is, it dwells here, afraid to leave and quite mad from centuries upon centuries of listening to dwarf spirits (who cannot sense this spirit) curse its name.

If any of the valuables (the ceremonial weapons and armor, scrolls, or the contents of Mâr-Rune's sarcophagus) are taken from the room, Mâr-Rune's consciousness will gather itself and become physical once again. However, this will take time, and all it can manage is to appear as a thin cloud of smoke. d6+2 days after the tomb is looted, it will be ready and give chase. It will reach its first target 2d10 days after that (much less if the target is close; use common sense here).

When it encounters a robber of its tomb, Mâr-Rune's fury gives the spirit a terrible form. Its smoke-form turns thick and red, and will kill any who hold its treasures.

Smoke-Spirit of Vengeance: Armor as plate + 2, Move at speed of unencumbered man, Hit Dice 6, Hit Points 42, 1 eldritch smoke tentacle attack per target for d8 damage, after hitting a target automatically does damage each consecutive round without needing to roll to hit again, immune to all physical attacks (including magical weapons), affected by fire, holy water, and magic only, incense forces it to flee. Morale 12.

After killing its target, it will pick up its stolen treasure, and this will cause it to desolidify and become one with its smoke form. It will then seem to dissipate as it returns to its thin smoke form and drifts away.

It will travel from location to location until it has recovered all of its treasure or has been destroyed.

If it recovers everything, it will return to its tomb and return the treasures to their locations, and reassemble the Sentinel corpses if necessary. And then once again it will sit and wait and listen in madness.

Epilogue

There are many issues that Referees may decide to follow up on after this adventure:

- Older and more conservative dwarfs will not tolerate their treasures being in the possession of “outsiders,” and most of the treasure here is easily identified. Many dwarfs of power and significance are older and more conservative, and thus angrier...
- What repercussions are there if the knowledge of the Old Miner is spread? Will it cause a religious schism within the dwarf civilization?
- Where are the other Banes?
- To where does the collapsed passage from location #12 lead?
- Why were people representing the local nobility raiding the complex?
- Where is that missing book from the library?

APPENDIX I: LIBRARY CATALOG

This is the alphabetical catalog of titles in the Library at Location #5, keyed with the numerical entry describing the contents of the book in Appendix II. This list may be given to the players should their characters read the catalog, with the numbers also corresponding to the location of the book in the library.

Across the Void	71	Generations of Progress	74
Axe, The	94	Gift from the Gods	81
Barred	86	Green Massacre	51
Battle of Volcano Pass, The	53	Green Preservation	9
Behind the Times	75	Green Tide	34
Blood Honor	92	Hammer, The	95
Breaking of the Covenant	42	Helpers of the Rock Digger	1
Burial Rites	3	Heresy on a Scale Unprecedented	48
Call to Reason, A	38	History of Our World	89
Chronicle of the Inquisition	47	History of Relations, A	29
Cloak of Safety, A	79	History of Unrest, A	31
Collapse	83	Hollow	56
Coming Home	90	Home At Last	14
Commentary on the Recent Study	26	Honored Iril-Sög, The	63
Conditions in the Lower Caverns	23	Inquisition	60
Containment Circle	21	Into the Unknown	70
Cursed	61	Irredeemable	58
Daddy was a Miner	73	Island of the Sane in a Sea of Madness, An	41
Damned for All Time	62	Juggernaut	99
Dead and Buried	91	Just Rewards	57
Dead City, The	20	Layers Upon Layers and Mysteries Hidden	15
Decision Most Questioned, A	11	Let No Corruption Touch the Holy	4
Declaration of Insanity, A	33	Lies to the People	43
Deeper into the Dark	55	Locked Down	93
Defeating the Embargo	45	Miracles of Nature	66
Desperate Times	54	Nature of Man, The	22
Dissection of the Species	10	New Age, A	77
Divide and Conquer	30	New Leader, A	80
Dread	17	Not Our God	27
Dry	13	Official Announcement of the Citadel Incident	35
Engineering Studies	68	Official Report	36
Fallen One, The	46	Official Report on the Nature of the Goblin	24
Façade of Stone, Head to Match	50	Olives	16
First Strike	40	One Who Stared into the Abyss, The	18
Food	25	Operations Manual	72
Forever On Guard	6	Point of No Return, The	52

HAMMERS OF THE GOD

Ritual of Everlasting Shame	88	Tear Down the Walls	28
Ritual of True Regret	87	To Build Things Great and Empty	64
Signs from Above	82	To Reach Out to Great Things	8
Sky Rock	69	Tools of the Trade	12
Skyfire	84	Trident, The	98
Spear, The	97	Triumph Over Evil	19
Spectacle of Our Time, The	65	Truth Commission	49
Statement of Intent	78	Ultimatum	32
Strength and Silver	7	Ultimatum, An	37
Strike Gold	85	Voice of Reason	76
Studies of Methods Used to Deceive the Dwarf People	101*	Volcano Plants	5
Sun Can Never Shine Where the Window is Shuttered, The	59	Vow for Blood, A	39
Sword, The	96	Way to Safety	100
Tales from the War	44	Ways of Life Out of View of the Bright Star	2
		Webs to Ensnare Every Fly	67



APPENDIX II: BOOK DESCRIPTIONS

1

Helpers of the Rock Digger

Year 327

The Old Miner was alone in his mines, searching for important and valuable ore. The tricky spirits of the rock kept moving the ore as he came near, so to help him in his mining and to outnumber the rock spirits, he created the dwarf race, and taught them how to mine.

2

Ways of Life Out of View of the Bright Star

Year 327

A description of holidays, rituals, and chants appropriate for honoring and worshipping the Old Miner.

3

Burial Rites

Year 327

A description of the burial rites to be afforded every dwarf. Every dwarf is to be buried in a sarcophagus of worked stone if at all possible, even if that dwarf was an evil, black-hearted traitor.

4

Let No Corruption Touch the Holy

Year 329

The Ritual of Cleanliness. A description of the importance of cleanliness in the life of every dwarf. Includes lengthy instructions on how to wash off the grime of working in the mines or the forges all day. Details how every stray speck of dirt or mote of dust is a potential spy for the rock spirits. All shoes, boots, or outer clothes such as cloaks are to be taken off before entering a holy place dedicated to the Old Miner.

5

Volcano Plants

Year 395

There are ten fire seeds in all creation, stolen by the Old Miner from the wicked Overplant of the Surface. When struck by fire, the fire seed will spit forth a putrid purple smoke which will kill any who come in contact with it – even hardy, poison-resistant dwarfs. They will never stop spitting out smoke until their fire is extinguished, and the smoke will continue to be poisonous for one decade. It also has the curious property of perfectly preserving whatever it is in contact with – time stands still within the mist. There are strong admonitions that the Old Miner stole these for the dwarfs' benefit and they must never use them as weapons.

6

Forever On Guard

Year 457

Stories about dwarfs that place so much importance on their duty that death itself does not deter them. These Sentinels maintain their posts as undead things, as the Old Miner grants them their greatest wish: To continue to serve.

7

Strength and Silver

Year 1164

A chronicle detailing the cooperation of dwarf and elf smiths. The dwarfs teach the elves about strong and durable metals, and the elves teach the dwarfs about style, ornamentation, and the beauty of form.

8

To Reach Out to Great Things

Year 1496

A chronicle concerning the Great Giant Accord, where priests of the Old Miner (also recognized by stone giants) mediated a territorial and trade agreement with a consortium of giant kings. This agreement not only brought peace between dwarfs and giants, but between the various giant factions as well.

9

Green Preservation

Years 1372 – 1501

A compilation of Temple of the Old Miner documents telling about missionaries going out into the Wild Lands and proving that the goblins were an intelligent race when all the other peoples of the earth treated them as animals. The priests taught the primitive goblins how to walk upright, teaching them the secrets of language, organization, and the use of tools.

10

Dissection of the Species

Year 1426

Dwarf Researcher Guild study of the goblins and the various subspecies. Determined that goblins and bugbears are certainly cousins, yet neither is directly related to the hobgoblin. Orcs and ogres share a similar relationship akin to the goblins and bugbears, but the orcs and goblins are as far apart as dwarfs and elves. Kobolds are unrelated to any of these other groups, but may be related to lizard men or troglodytes. Further study is needed. Field researchers suggest supporting only true goblins with cultural, political, and economic support, as they are the fastest learning and most aware of the benefits of cooperation out of the lot.

11

A Decision Most Questioned

Year 1499

Extracts of chronicles detailing the dwarfs coming to the aid of the humans – the newest intelligent race to be found – and liberating them from their cruel halfling oppressors.

12

Tools of the Trade

Year 1580

A historical record of the construction of the weapons known as the Banes. Designed by the dwarfs and co-forged with the other Great Races, these

were symbolic and decorative weapons designed to highlight the peace between the various peoples and the trust that they would never take up arms against one another. They are the Dwarf-Bane – an axe, the Elf Bane – a hammer, the Giant Bane – a trident, the Goblin Bane – a sword, and the Man Bane – a spear.

13

Dry

Years 1732 – 1812

A series of chronicles describing the long famine and drought in the goblin territories. Dwarfs, being able to carve cities out of the living stone, bring the goblins in to their domain and providing them with the essentials of life.

14

Home At Last

Years 1812 – 1817

A series of chronicles detailing the unexpected success of the goblins in adapting to underground life. Very few seem to want to return to the surface even after conditions in their old homeland improve.

15

Layers Upon Layers and Mysteries Hidden

Year 1816

A Dwarf Crafts Guild advertisement aimed at nobles describing the Rune Wall. The Rune Wall is a layered series of runes fused together to form walls, with the outer layer telling the most obvious details of one's life (or a location's history), the next layer telling more hidden things, and so on until the innermost layers tell the greatest secrets of all. But because they are so many layers back, they are not visible; they are only able to be interpreted by the visible layers above, and at some point it is just interpretations of interpretations that allow the innermost layers to be guessed at in any way.

16

Olives

Year 1840

A chronicle describing political talks between the Dwarf Council and several of the newer human kingdoms. The chronicle goes on to remark about how quickly the humans advance, taking in knowledge from all the other Great Races and using it almost as expertly as the originators within a generation.

17

Dread

Year 1917

Dwarf Council record of a briefing from the Great Generals: A new human kingdom has arisen, calling itself Duvan'Ku. These people have managed to steal the Banes from all the great races and mean to make war.

18

The One Who Stared into the Abyss

Year 1919

Chronicle detailing the young captain Mâr-Rune, hero of the Duvan'Ku wars. Where other leaders were timid and in fear of their demoniacal foes, Mâr-Rune pressed the attack and regained much lost ground in the name of all the Great Races.

19

Triumph Over Evil

Year 1924

Chronicle detailing the final defeat of the Duvan'Ku. Mâr-Rune, now the Great General of the dwarf forces leading the united armies of the Great Races, pushed into the Dragon Plains and laid siege to the city, finally breaking its defenses and destroying the worshippers of great evil. The Banes were reclaimed.

20

The Dead City

Year 1924

Suppressed Military Report: Mâr-Rune's forces did not break Duvan'Ku. The city was a blasted shell when the united forces of the Great Races arrived. The Banes were discovered at the scene of a great ritual. When the Banes were recovered, the city rose as one from the dead – over 50,000 corpses and a host of demons, dragons, and other terrible creatures tore into the invading forces. Casualties were great, but eventually the elven divisions of the united armies ringed the city with a great containment circle, and then all simply retreated, Banes in hand, the final battle left unfought.

21

Containment Circle

Year 1924

Suppressed Military Report: Mâr-Rune, recognizing the danger of Duvan'Ku but not seeing how the place could be destroyed, assigns a dwarf division to train the great beasts of the Dragon Plains. An elite goblin tribe is given the duty to contain and guard the Dead City of Duvan'Ku.

22

The Nature of Man

Year 1931

Philosophical treatise on the nature of Man: Describes Man as dangerous, breeding like roaches, worse than goblins in this respect because they spread out instead of infesting just limited areas. Man is determined to be untrustworthy due to extreme individual variations (the fact that Humans fought Humans in the War of Duvan'Ku is used as an example) and their inability to be a united race like the far more civilized elves and dwarfs.

23

Conditions in the Lower Caverns

Year 1957

Dwarf Census Bureau report on the worsening conditions of the goblin settlements. The population is surging out of control, with the majority of goblins now unable to find gainful and honest work to do. Goblin emigration is a problem across the dwarf empire, with the immigrants causing problems wherever they go, quickly expanding their numbers to overfill any space given to them. The goblins continue to breed at a constant rate, an average of 8.35 children per adult, across all economic and social demographics. Internal goblin councils are unable to deal with the basic problems of housing and feeding their people and demand help from the dwarfs. Dwarf resources are being taxed, and dwarf citizens are becoming resentful that their elders are not focusing on their needs.

“Something must be done.”

24

Official Report on the Nature of the Goblin

Year 1959

Dwarf Physicians Guild Official Paper: Goblins are deemed intrinsically less intelligent, incapable of higher learning or appreciation of fine art or craftsmanship, or peaceful internal organization. Details of extensive research consisting of intelligence testing and mass physiological examinations of more than 75,000 goblins are given to support the results of the study, and copies of the Paper are being forwarded to all important scholars within human and elf societies.

25

Food

Year 1960

This seems to be a cookbook. The tastiest recipe looks to be:

Apricot and Oat Biscuits

- 300ml rolled oats
 - 100g melted butter
 - 150ml sugar
 - 2tbl flour
 - 1ts baking powder
 - small handful of chopped dried apricots
 - 1 egg
-
- Put the oats in a bowl and pour the melted butter over them
 - Mix and leave to stand for ten minutes
 - Add sugar, apricots, baking powder mixed with flour, and the egg
 - Let the mixture rest in cool place for an hour
 - Lift small spoonfuls of the mixture onto a baking tray
 - Leave them far apart as they will spread when they bake
 - Bake in 180 degrees Celsius for eight to ten minutes
 - Let the biscuits cool on the tray before removing them

26

Commentary on the Recent Study

Year 1961

Results of an investigation by the Priests of the Old Miner: The Dwarf Physicians Guild study used young children, deformed individuals, and uneducated elderly individuals as the basis for their insight into the goblin nature. Their basis of comparison for these individuals in terms of mental capacity were members of the Dwarf Physicians Guild, which may be the brightest group of individuals within the dwarf realms. For physiological comparisons, the Guild used standards such as average beard growth, height-to-width size ratio of musculature, and nose size. Basically, “not-dwarf” physiology is proof of mental degeneracy all by itself according to the Physicians Guild.

27

Not Our God

Year 1964

Religious Thesis released to the public describes the Old Miner as an authoritative, commanding god that does not concentrate on the welfare of the dwarf race that the Miner claims to have created. The thesis goes on to describe “newly discovered” gods that are being worshipped by recent cults; gods known as The Creator, Keeper of Secrets, Battle-Father, and more. These gods are firmly for dwarfs only, and are more progressive gods for progressive times.

28

Tear Down the Walls

Year 1965

Record of a sermon given by the High Priest of the Old Miner, declaring that it is time for the dwarf empire to give up its hegemony over the Great Races. It is time to be one of many instead of one above all.

29

A History of Relations

Years 1958 – 1970

A collection of poems and songs that the dwarf working classes have been singing about the goblins. The collection shows a great deal of disrespect, and in some hatred towards their once-brothers.

30

Divide and Conquer

Year 1972

Chronicle of the establishment of Control Zones by the dwarfs as a solution to “the goblin problem.” All goblins living within dwarf lands are relocated to these zones. These zones will be guarded so that no one is allowed in or out without proper permits. The goblins are told that if they wish to re-integrate with dwarf society, they must succeed in organizing their own affairs first. A senior dwarf Councilor is quoted as saying, “If they can not behave, they will suffer.”

31

A History of Unrest

Years 1973 – 1985

Chronicles describing food riots at the gates of several Control Zones over a period of time. These uprisings are dealt with as if they were armed insurrections, despite the goblins having little in the way of arms and the mobs having heavy percentages of women and children in them.

32

Ultimatum

Year 1983

An official Warrant from the dwarf High Council demanding that the Temple of the Old Miner cease all activities as it relates to giving aid to goblins. Mentioned specifically were the priests smuggling food into the Control Zones and smuggling goblin women and children out of the Zones and out of dwarf territory altogether.

33

A Declaration of Insanity

Year 1975

Public declaration of the High Priest of the Old Miner: “One goblin life is as valuable as one dwarf life. The life of one oppressed goblin is more valuable than the life of one oppressing dwarf.”

34

Green Tide

Year 1985

Chronicle of the Great Goblin organizing his people and leading an uprising. The goblin mob breaks out of their Control Zone and raids an armory, becoming an army. With unbelievable efficiency and speed, it seems the entire male goblin population from that Zone are armed and swarming through the Citadel by the Undersea. After the dwarf population is forcefully expelled, the Great Goblin releases word that he demands no less than an independent goblin territory autonomous from any of the other Great Races.

35

Official Announcement of the Citadel Incident

Year 1985

The Dwarf Cryer Guild relates the following news to all its chapters throughout the empire: Goblin degenerates rape and slaughter thousands of dwarf women and children. The riches and knowledge of the important and venerable Citadel by the Undersea have been destroyed by the vicious animals!

36

Official Report

Year 1985

The official military report on the Citadel by the Undersea incident notes that while dwarf soldiers were slaughtered, the vast majority of women, children, and non-combatants were merely kicked out of the Citadel. Intelligence reports indicated that the industrial capacity of the Citadel was captured intact by the goblins.

37

An Ultimatum

Year 1985

Record of the Great Goblin's demands to the Dwarf Council. The most shocking of the demands is that not only should the goblins be given their own independent territory, they want a piece of territory on established trade routes, meaning that the dwarfs would have to give up a sizeable piece of very valuable land in order to satisfy the goblin claims. The goblins want "equal power, and while we would prefer you give us the means to rise to your level, we will tear you down to ours if we must."

38

A Call to Reason

Year 1985

A collection of essays from the Elder Council of the Temple of the Old Miner to the lay priests, putting forth the argument that peace, not war, is the way to approach the goblin uprising. The goblins have been put-upon

for so long, argues the Elder Council, that they deserve time under their own authority, rather than as another race's ward, to be treated kindly or not based on a whim. Instructions on how to put this argument to the average worshipper are given. "It is not too late for peace!"

39

A Vow for Blood

Year 1985

This is a text of Great General Mâr-Rune's historic speech, given on the steps of the Grand Council Hall, which convinced the dwarfs to go to war against the goblins. It was a long speech, lasting some hours according to added notation, with over fifteen thousand dwarfs present to hear it.

40

First Strike

Year 1985

Chronicle of the first dwarf offensives: Assaults on the most peaceful of the goblin Control Zones, massacring entire tribes of goblins. Some of the Zones were sympathetic to the dwarfs and were working to satisfy dwarf demands for re-integration and never received news of the Citadel by the Undersea situation and didn't know there was any conflict at all. Those Zones were the first to be eliminated.

41

An Island of the Sane in a Sea of Madness

Year 1985

The Temple of the Old Miner comes out against the dwarf actions. Attendance at services drops over 50%, many temples are vandalized, and many followers are assaulted. The giants officially declare support for the goblins, and the High Council receives a petition, signed jointly by the Temple of the Old Miner and the kings of the giants, to cease their hostilities and pursue peace.

42

Breaking of the Covenant

Year 1986

Suppressed message from an imprisoned priest of the Old Miner: When an envoy of Old Miner priests and giant diplomats presented the petition to the dwarf High Council, there was bloodshed. The Councilors called the Old Miner priests traitors and ordered them imprisoned immediately, and attempted to forcibly eject the giants. When the giants refused to be physically intimidated, Great General Mâr-Rune attacked and felled in one blow the stone giant leading the diplomatic mission, and ordered the rest of the giant envoy slain.

43

Lies to the People

Year 1986

Public proclamations concerning the presentation of the petition tell of the giants arriving in force to demand a dwarf surrender, and when that didn't happen, the giants attempted to assassinate the Emperor.

44

Tales from the War

Years 1985 – 1988

Chronicle describing the dwarf war effort. Mâr-Rune is engaging in siege and starvation tactics. Because the goblins are in isolated areas underground, it is a simple matter to blockade all passages to those areas, dam up any rivers, and starve them out. Mâr-Rune describes a plan to exile all surrendering goblins to a bleak, lifeless land on the surface far from any trade route and away from any contact with the Great Races. Mâr-Rune asserts that the dwarfs are by far the most powerful and important of the Great Races and that any challenge to this power will be seen as an act of war. Dwarfs will be forever dominant!

45

Defeating the Embargo

Years 1985 – 1986

Internal documents from the Temple of the Old Miner: Divinations and detections by infiltrators confirm that Mâr-Rune is not possessed or under any spell or insane; he is of sound mind, if of poor judgment by Temple ways of thinking. Still believing that the goblins are deserving of independence, freedom, and valuable land, the Temple engages in a large-scale program of smuggling food, supplies, arms, and intelligence about Mâr-Rune's strategy to the besieged goblins.

46

The Fallen One

Year 1986

Official proclamation from the dwarf High Council that the Old Miner is an evil heathen god that has lied to the dwarfs about their origins for thousands of years. The Temple is immediately banned and worship of the Old Miner is now punishable by death.

47

Chronicle of the Inquisition

Years 1986 – 1987

Chronicles of the purge of the Old Miner religion from dwarf public life. Temples are stormed by the military, priests and followers seeking sanctuary in these temples are killed as demon worshippers, and the collected knowledge contained within the temples is destroyed. Any account of the Miner as anything but traitorous or demonic is destroyed as heretical and evil.

48

Heresy on a Scale Unprecedented

Year 1987

Religious texts from the now-dominant Temple of the Creator detailing how the Old Miner is actually a goblin god, degenerate and cruel. It gives examples from recent and ancient history of how the Miner is more of a goblin and less of a dwarf.

49

Truth Commission

Year 1987

Internal communications within the hidden Temple of the Old Miner: The result of an internal audit show there is no evidence of a single goblin ever participating in rituals to worship the Old Miner, although there has been goblin attendance in the past for certain proclamations and observances held in temples dedicated to the Old Miner. There is no evidence of a following within goblin territories.

50

Façade of Stone, Head to Match

Year 1987

Chronicle detailing of the elves breaking their alliance with the dwarfs. Communication with the elves find that they consider the dwarfs to have abandoned worship of a “natural god,” and the elves consider the “new gods” to be lesser beings, subject to mortal failings and vanity and therefore unworthy of true worship.

51

Green Massacre

Year 1988

Internal report of the Temple of the Old Miner: With the desertion of allies, the dwarf military is becoming more ruthless and desperate. The report details the Green Massacre at Underhome, where the dwarf forces sacrificed a major dwarf city as a trap for the goblin forces. The dwarfs allowed the goblins to overrun the city, without informing the civilian population that the goblins were coming. Three fire seeds were then used on the city, and all tunnels leading to the city sealed and made airtight, so in the coming days every living thing in the city would be dead. Mâr-Rune presented the situation to the High Council as having nearly been overrun, and the destruction of Underhome being necessary to prevent certain military secrets from landing in the hands of the goblins; the loss of the city was a necessary and desperate gambit to defeat the goblin forces. No mention of the fire seeds were ever made in an official report.

52

The Point of No Return

Year 1988

Internal communication within the Temple of the Old Miner: At great cost, Old Miner loyalists have gained possession of the Dwarf Bane and have successfully delivered it to the Great Goblin.

53

The Battle of Volcano Pass

Year 1989

Chronicle of the Battle of Volcano Pass: The major goblin push into the heart of dwarf territory is unstoppable. Volcano Pass is the major weapons manufacturing center within the dwarf empire, and the goblins approach it bolstered by human and giant mercenaries and elfin supplies. The battle rages for days, and the tide slowly turns against the dwarfs, but a brilliant gambit on Mâr-Rune's part crushes the goblin command, and the disorganized goblin forces fall thereafter. The Great Goblin is killed and the Dwarf Bane reclaimed.

54

Desperate Times

Year 1989

Chronicle describing the plight of the remaining goblins after their crushing defeat. While still greatly outnumbering the dwarfs, they now lack the command structure, equipment, or military experience of the dwarfs. In desperation, the goblins turn to the Dark Gods for aid – irredeemably corrupting the goblin bloodlines forevermore, and resistance increases anew.

55

Deeper into the Dark

Year 1989

Temple of the Creator religious announcements linking the goblins' Dark Gods with the goblins' old benefactor the Old Miner.

56

Hollow

Year 1989

Chronicle about the goblins finally retreating from dwarf lands and settling in the areas that Mâr-Rune originally wanted them exiled to. Great General Mâr-Rune declares this a total victory. The chronicle has an attached notation made by the Temple of the Old Miner: It seems that the goblins, thanks to their new patron gods, will be able to thrive in the inhospitable lands which are riddled with local cave networks.

57

Just Rewards

Year 1992

Chronicle of Mâr-Rune's ascension to the Imperial Throne due to his popularity, both with the public and the Council, in handling the war against the goblins.

58

Irredeemable

Year 1993

Official proclamation closing the dwarf borders and trade to any outsiders. "Kindly and selflessly sharing our wealth and knowledge was repaid in blood – no more shall the superior dwarf civilization be so foolish!"

59

The Sun Can Never Shine Where the Window is Shuttered

Year 2004

The dwarf Cultural Scholar Guild issues a report tracing the origins of many cultural activities. Many are found to be of human, elfin, giant, or goblin origin, a fact that horrifies the dwarf public... and the Emperor. Mâr-Rune, with popular support, outlaws any such "alien" cultural artifact. Included in this list are jokes and laughter (elfin), non-religious or civic social gatherings (human), sporting contests (giant), and political dissidence (interpretation of chieftain challenges in goblin tribes).

60

Inquisition

Years 2005 - 2079

Various accounts of persecution of Old Miner followers and priests over the years. The standard procedure is to torture the accused (usually by shaving) until a confession is made, and then the convicted are entombed alive.

61

Cursed

Year 2100

Official Census Department reports show that births of female dwarf children are down 75%.

62

Damned for All Time

Year 2361

Suppressed witness account by a servant present as Emperor Mâr-Rune lay on his death-bed: The Old Miner appeared as an apparition above him, blasting Mâr-Rune for destroying the dwarf race, and cursing him and his weapons of war for all time. Mâr-Rune uttered an oath of defiance and told the Miner to begone, and the Miner claimed Mâr-Rune's soul, broke it into a thousand pieces, and replaced it in Mâr-Rune's body. The Emperor died in agony that death did not end...

63

The Honored Iril-Sög

Year 2361

Chronicle from the archives of the Temple of the Creator: Täl-Saar, the servant of Emperor Mâr-Rune who claims to have seen the Old Miner appear, was questioned carefully to verify his story. Unfortunately, the demon-worshipper was a liar, and lost his beard, eight fingers, five toes, and both eyes during the conversation, but eventually admitted his lies. He was entombed to die for his heresy, a fate far better than he deserves.

64

To Build Things Great and Empty

Year 2380

Chronicle describing how as the elfin mirth of the past is now socially unacceptable in dwarf society, and how the lesser number of women in dwarf society precludes most dwarfs from having their own family, so more dwarfs are turning to their craft as a means of finding satisfaction in their life, and the sheer magnitude of contemporary dwarf architecture and fine art objects continues to amaze.

65

The Spectacle of Our Time

Year 2397

Chronicle of the building of a complex in the mountains to serve as a demonstration of dwarf engineering skill and as a school for future engineers. Plans include an artificial cavern with a whirlpool to a lower cavern, an impossibly long bridge over an underground fissure, and the largest vaulted ceiling in dwarfdom.

66

Miracles of Nature

Year 2397

Dwarf Engineer Guild report on naturally occurring explosive gases. One gas in particular is invisible and odorless, and instantly ignites when in contact with flame. The shockwave is impressive, even in small amounts, but the actual burning is minimal.

67

Webs to Ensnare Every Fly

Year 2397

Chronicle of how the Temple of the Creator was so impressed by the proposed College of Engineers that they demanded that a direct passage be built from the Temple Grounds into the complex, so that the priests may always see what their god has enabled.

68

Engineering Studies

Years 2398 – 2400

Chronicle of the construction of The Waterway without the use of any enchantments at all. The mountain was opened, and a complex system of waterworks was built so that the amount of water flowing into the first pool was always the same as the amount flowing downwards, and ensuring that the second pool never flooded. The crowning achievement was laying the vast pipe between the pools, in one piece, before reconstructing the mountain around the structure.

69

Sky Rock

Year 2399

Chronicle of the Keystone, a diamond bigger than a dwarf's head, that allowed for the largest vaulted ceiling yet built. The Keystone was cut to perfectly fit the design, and now it supports the weight of half the mountain.

70

Into the Unknown

Years 2399 – 2400

Exploration log of the Great Crevasse. To ensure that the security of the complex would not be compromised by any creatures from this area, a great expedition to explore the great fissure below the mountain was launched. Using great machines that allowed explorers to ride the sides of the crevasse, the expedition traveled hundreds of miles in each direction over a period of months. While thousands of small caves were discovered at various points, and the Winds of the Abyss Far Below are heard, no lairs or passages large enough to allow truly dangerous beasts were discovered.

71

Across the Void

Year 2401

Chronicle describing the construction of the Great Stone Bridge, a one-piece, self-supporting structure that stretches for hundreds of feet across the Great Crevasse.

72

Operations Manual

Year 2401

Operations manual for the “underwater transportation vessel” and its anchoring crane. There is a cable that connects the two which can be extended or retracted from within the crane, and by this means the vessel travels from one section of the cavern to another, and back. The vessels each have their own manual mechanism for extending or retracting the cable, so in times of emergency or missed scheduling, those in the lower caverns may return to the upper caverns without undue delay or risk.

73

Daddy was a Miner

Year 2407

This is the text of a children’s book written to teach young dwarfs about familial responsibility. It was suppressed, and the author executed, for heresy and sedition. The book talks about how the small dwarf child is taught by his father, who is described as an “elderly worker in the mines,” that everyone makes mistakes and no one should be too proud so that they are not destroyed when their mistakes become known. Examples are given where (fictitious) governors and priests make minor errors and refuse to admit them, and end up looking like fools.

74

Generations of Progress

Year 3105

Temple of the Creator proclamation stating that the lessening of vigilance in dwarf society towards outside influence is appalling and unbecoming of dwarfs. Youths in particular are openly expressing urges to travel

abroad and study the works of humans, elves, and halflings, and this endangers the entire dwarf civilization!

75

Behind the Times

Year 3118

Temple of the Creator proclamation that the dwarf gods warn of a new dark age and ruin of the dwarfs for opening up their society – no-beards have been seen in the Great Halls, and trade has opened up again! Doom is upon us!

76

Voice of Reason

Year 3394

Chronicle of the philosopher Yedwyr Khyrm who often wrote about the glory days of the dwarf civilization and gave examples showing that the dwarf civilization is not what it once was. He hypothesizes that the generations of dwarf isolation, years which saw the outside world suffer cataclysms and rebuilding several times, did more to keep outside advances out of knowledge of the dwarfs than it did to keep dwarf advances out of the hands out outsiders. The consistently aged population, kept that way through the young dying in constant warfare defending against the goblins, stagnates ideas, and results in the overall loss of knowledge. He remarks that the great engineering achievements of the past are now seen as miraculous wonders, unable to be replicated, and laments that the very location of the legendary Engineers College has been lost to time. Khyrm was exceedingly unpopular during his life, with his work not being taken seriously. Public opinion was Khyrm was ashamed of being a dwarf and should go live with the humans if he was so down about everything. Khyrm, late in life, said he was glad about one way the dwarfs had managed to advance: generations earlier, he would have been entombed alive for his work.

77

A New Age

Year 3812

A series of letters between conspirators organizing the New Cult of the Old Miner. Scholars had stumbled upon writings concerning Mâr-Rune and the Old Miner which contradicted all understood knowledge. Upon further secret research, the conspirators were confident in the accuracy of these writings. Believing that a great error in history had been made, the conspirators decided to form a society to learn about and hopefully address these errors. During their research they discovered the location of the Engineer College and purchased the land from its current unsuspecting owners in order to set up a base of operations.

78

Statement of Intent

Year 3812

A charter of the New Cult of the Old Miner describing its purpose: Not to worship the Old Miner, but to recognize his true place in dwarf history. Also, to bolster respect for the truth and to recognize the hubris of the dwarfs of old that destroyed the chance for eternal peace amongst the races and unity in the world.

79

A Cloak of Safety

Year 3812

A letter from one member of the New Cult to another establishing the need for secrecy. The dwarf civilization is no longer the dark and inbred nightmare that it once was, but the Old Miner is still believed to be a demon by those that know of him at all, and certainly the current religious orders of the dwarfs, while now benign to their subjects, would respond forcefully to any activity dedicated to glorifying the Old Miner. A violent death may no longer be the price for such things in these more enlightened times, but who can say for sure? Best to not risk it.

80

A New Leader

Years 3817 – 3820

Chronicle of the priest Quartz-Mår, the first dwarf to actively take up worship of the Old Miner in quite some time. Most of the New Cult are philosophers and social activists, and have no religious interest in the Old Miner. Mår, feeling differently, quickly rises through the ranks of leadership within the New Cult.

81

Gift from the Gods

Year 3820

Members of the New Cult are astounded when Quartz-Mår shows the gifts of divine power through his worship of the Old Miner. One of his first miracles is to enchant the outer entrance to the former Engineer College. Only those already seeking the New Temple of the Old Miner can find the entrance. To all others, it will be part of the mountainside.

82

Signs from Above

Year 3826

Letter from a sympathizer within the Emperor's court to the New Temple about the Emperor's discovery that the New Cult exists. The Emperor firmly believes the Miner to be a demon and fears that the spreading of the word of the Old Miner will bring strife and dissent within the dwarf kingdoms. He is secretly ordering his elite guard to root out the organization and execute its leaders.

83

Collapse

Year 3826

Chronicle of the tunnel to the Temple Grounds of the Creator. The tunnel was located in a never-used section of the Temple and was used for secret passage of New Cult members, but the tunnel had been discovered. The tunnel was collapsed along over half its distance – eighty miles.

(Dwarf PCs will be able to confirm that there is no dwarf settlement within 160 miles of the current location. No known or currently populated settlement, anyway.)

84

Skyfire

Year 3863

Chronicle describing the stone from the sky that fell within two days' journey of the New Temple, and the effort required to transport it back to the Temple. It took fifty able-bodied dwarfs to move the stone barely larger than any single one of them.

85

Strike Gold

Year 3865

Internal letter amongst members of the New Cult: Due to increased fear of infiltrators and spies, a new mechanism, powered by the will of the Old Miner himself, has been put in place. Golden mining implements, worked in honor of the Old Miner, must now strike the sky stone to open the passage to the inner chambers. This will increase vigilance at the front meeting hall; no further entrance can be gained if these are stolen, and newcomers and intruders can easily be prevented from wielding the tools whereas simple spies would have been able to sneak past a normal door if they were careful.

86

Barred

Year 3910

Letter from a dwarf noble to the New Cult expressing his appreciation of their activities and apologizing that he can not risk participating himself. As an offering, he gives a powerful magic item: A crossbar that when placed on a door will magically seal it so that none may pass from the other side.

87

Ritual of True Regret

Year 3917

Quartz-Mår's declaration lamenting that too many timewasters and fly-by-nighters are becoming involved in the New Cult, risking its security and diminishing its potential. He declares the Ritual of Regret which new members of the New Cult must perform, and including all current members and including himself. The most unpleasant part of the ritual is the shaving of the beard to where there is not even stubble left. This will take any dwarf out of society for two to three years, and whether they spend that time in service at the New Temple or in contemplative exile is the individual's choice.

88

Ritual of Everlasting Shame

Year 3919

Quartz-Mår's proclamation discouraging, but not condemning, the so-called Ritual of Everlasting Shame. Several new members of the New Cult of the Old Miner have been particularly affected by the knowledge revealed to them about their people's past. A basilisk has been smuggled into the New Temple, and these members are intentionally staring into its eyes as an expression of remorse on behalf of their ancestors.

89

History of Our World

Years 3919 – 3925

Chronicle of the efforts over the years to collect documents relating to the history of dwarfs and the Old Miner in particular for archive in the New Temple. So much has been destroyed through history, and most of what is discovered now is sitting in storage and archives of which the rightful owners don't know the contents. But some do. Sympathizers and infiltrators on behalf of the New Cult have taken these documents, many one-of-a-kind, from the Imperial archives and Temple of the Creator archives as well as from the collections of private individuals and organizations. King Jeremiah, a human king, has been invaluable in assisting in the search for these tomes. The search for more continues.

It is stressed that due to the nature of the documents, and the unfortunate dishonest actions necessary to obtain them, that outside authorities will punish any possessing these documents with death, likely in secret. Even expressing knowledge of the contents of these documents in range of the wrong ears will likely result in torture and death, and in the process compromise the security of the New Cult. Be cautious.

(Note to the Referee: Change the “King Jeremiah” to the name of an ancient king in your own campaign. Use that common point to calibrate all the dates here to your campaign’s timeline. The blank spaces underneath the given year can be used to pencil in the date according to your campaign’s reckoning.)

90

Coming Home

Year 4015

Chronicle detailing the discovery of Emperor Mâr-Rune’s tomb in an abandoned citadel. A major expedition by the New Cult is launched to transport not only the body of the Emperor, but those of his entire personal guard, to the New Temple. The body and the tomb will be respected as fitting the station of Emperor, but by being placed within the New Temple, can never be honored by any ignorant of the past ever again.

91

Dead and Buried

Years 4015 – 4017

Chronicle detailing the replacing of the walls in the chambers leading to the Great Crevasse with Rune Walls. A room has been constructed on top of the passage leading to the crevasse and the stairway removed, meaning that Mâr-Rune’s tomb will never be visited by someone without great need and no one will ever move the body.

92

Blood Honor

Year 4015

New Cult of the Old Miner internal correspondence concerning the tomb of Emperor Mâr-Rune. The tomb of every emperor is afforded incredible respect and resources; it is the station, not the individual, that is honored. The door to the tomb is studded with gems, and anyone stealing these gems will activate the Guardians.

93

Locked Down

Year 4015

New Cult of the Old Miner internal correspondence concerning the security of the body of Mâr-Rune. A complicated opening mechanism was added to his sarcophagus as well as a boobytrap that will go off whenever anyone opens the mechanism.

94

The Axe

Year 4052

Chronicle describing a secret crisis in the halls of power – the Dwarf Bane has been stolen! The New Temple of the Old Miner learns that it was elfin thieves who performed this impossible task when they turned the weapon over to the New Cult for safekeeping.

95

The Hammer

Year 4054

Chronicle of the quest to reclaim the Elf Bane. A mixed-race group of adventurers was hired to sneak into the dwarf capital and recover a large case for the New Cult. Of course the adventurers opened the case and discovered the weapon and decided to keep it. This lasted until their elf party member was accidentally killed by the thing, after which they were glad to hand it over – even without receiving the agreed-upon fee.

96

The Sword

Year 4054

Chronicle of the quest to regain the Goblin Bane. Incredibly, it was on public display at a minor temple in the dwarf hinterlands. Organizing a commando raid by New Cultists masquerading as imperial military troops was not a problem.

97

The Spear

Years 4057 – 4059

Chronicle of the quest to regain the Man Bane. This had already been lost for quite some time. Extensive research and exploration traced it from ruin to ruin until it was found being wielded by a common skeleton; the remains of the unfortunate who had last wielded the weapon and impaled himself on it.

98

The Trident

Year 4058

Chronicle of the quest to regain the Giant Bane. This was a simple matter as a clan of storm giants had themselves claimed the thing after a long-ago conflict with the dwarfs. The giants were surprised and pleased to learn there was a revival of Old Miner worship, and after learning the New Cult's plans, gladly handed over the Bane.

99

Juggernaut

Year 4059

Chronicle of the construction of the resting place of the Banes. A description of the juggernaut trap in case of invasion. The catwalks to either side are meant to look as if they go to different destinations than the floor passage, so hopefully any invading force would take all three routes instead of merely walking on the ground, resulting in all of them being crushed flat.

100

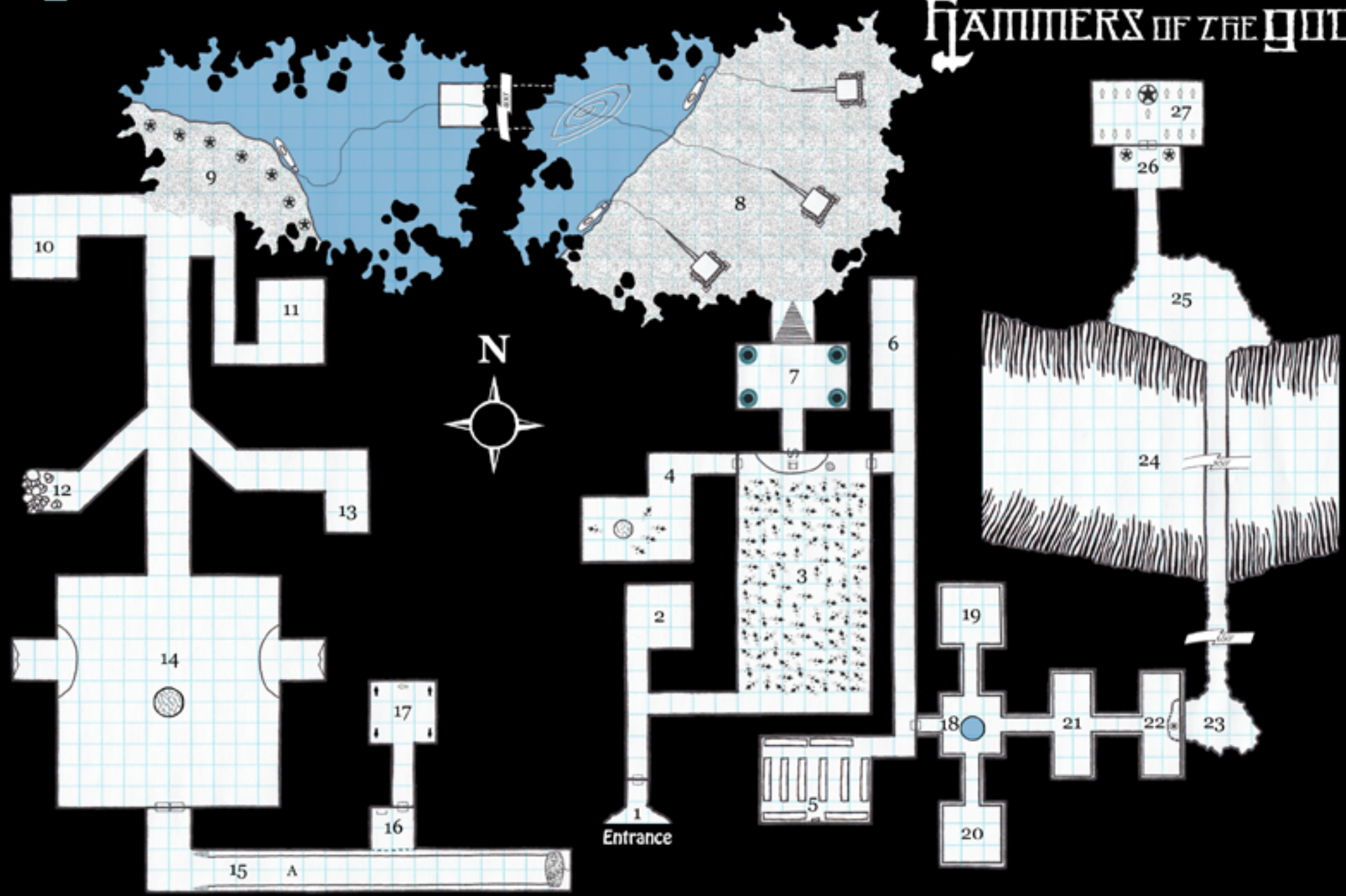
Way to Safety

Year 4059

Chronicle of the construction of the vault of the Banes. One final trap to protect the Banes is built into the construction: A pair of doors, one of which leads to the items, one of which unleashes poison gas. Because “Always Choose What Is Right” is a proverb of the Old Miner, it would be too obvious to make the right door the safe one, so it is that door which releases poison gas.

Scale: 1  = 10 feet

HAMMERS OF THE GOD



LEGEND