

The Dwarves of Copper Gulch

By
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This adventure is designed for 5-8 characters of levels 1-3.

The players can be introduced to rumors of a lost dwarven clan that is rumored to hold the entrance to a cache of riches and magical treasures. It is said that the cache will be accessed by any souls that can brave the traps of the labyrinth of the dwarves. Suggestions to introduce the players to this dungeon delve are:

1. It's location is overheard in a tavern
2. The players have discovered a map to the area
3. A distant relative has willed the players his journal containing a map to Copper Gulch

Background information

The Dwarves of Copper Gulch are many years dead. They were a prosperous mining clan at one time and dug deep into the cliff face below. In the past 50 years, a clan of goblins has come up from one of these tunnels and taken up residence inside. Due to an enchanted hallway and a cursed crown, these goblins believe themselves to be dwarves. They are wearing dwarven armor and clothes and wielding dwarven weapons. They have fashioned beards from cloth, animal skins, and the hair of former victims. Even the females and small children are wearing these beards. They speak in a broken dwarven and goblin pidgin language. At one time, they fought off a rival goblin clan and have since sworn goblins to be their mortal blood enemies. These misguided wretches can be reasoned with as they fully believe themselves to be the original dwarven clan that resided in this fortress. They are quick to anger and quick to laugh.



Traveling the cave corridors may attract the following creatures:

1. 1d6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

1. The Entrance

Ruddy, rust colored cliffs rise around you as you descend into the gulch. There are little signs of current life although you clearly spot the bleached bones of humanoids, horses, and animals worn by time and partially buried in the dry sandy soil. Moving forward, you eventually come to an end of the cliffs and the gaping maw of a dark and wide cave entrance. A small stream trickles out from the entrance and forms a small pool to the right side of the 20' wide opening. The water gently ripples as it continues to be fed from the steady trickle of the stream.

2. The Midden Heap

A 20' wide and 30' deep rough walled cave. Bones, rotted carcasses, clothing, and other detritus fill this room in piles and 6" deep across the ground.

Carrion Creeper

Hit Dice: 2+4 (16 HP)

Armor Class 7 [12]

Attacks: bite (1 hp) and 6 tentacles

Saving Throw: 14

Special: Tentacles cause paralysis (save or paralyzed 2d6 turns)

Move: 12

Alignment: Neutrality

Challenge Level/XP: 4/120

3. Old Storage Rooms

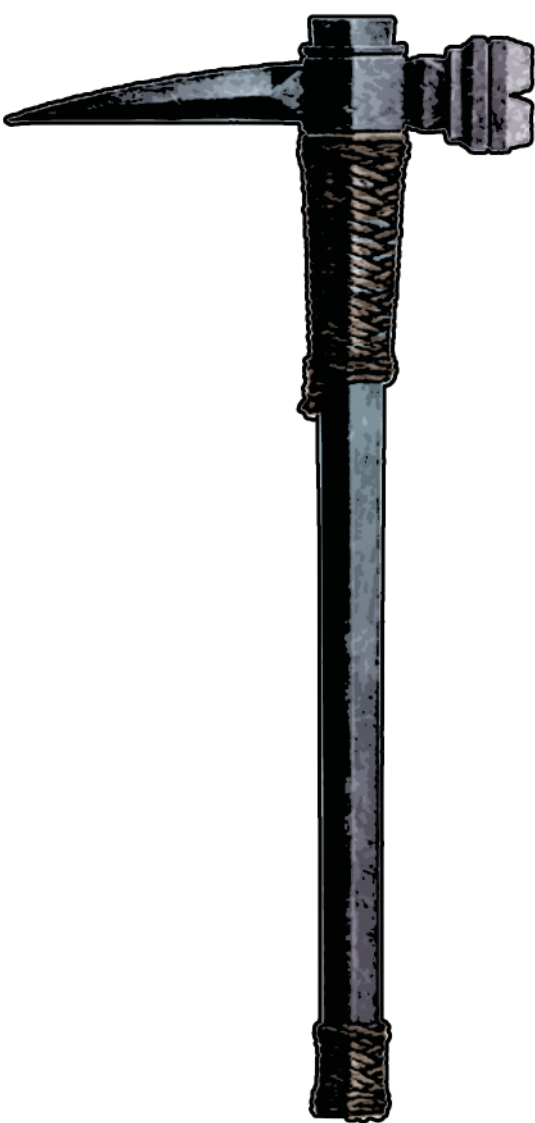
These rooms are filled with various broken crates and destroyed sundries.

4. The Gates to the Fortress

Two smooth 10' wide doors with tight well-wrought seems loom before you. Dwarven runes cover the doors in script. The door on the right describes the deeds of the Clan of White Beard. The script becomes sloppier and less decipherable towards the bottom of the door. Along the top of the door on the left reads the following in Dwarven: "The firsts among us are needed. Others have led us to death."

The door puzzle handout:

A	7	D	1	R	5
2	H	3	F	9	M
X	1	J	4	A	6
1	R	4	T	6	P
W	2	G	9	W	7
8	N	8	P	3	T
A	5	D	2	Q	7
6	Y	2	O	1	F
S	7	R	5	X	5
1	B	7	L	5	G
X	4	A	1	C	0
2	U	3	V	9	J



Depressing all instances of an A or 1 will unlock the door. Selecting other runes will cause the character will take 1d6-2 damage from an eldritch shock and the character may make a saving throw versus spells for half damage.

5. The Courtyard

Immediately upon entering this 30' by 30' room your gaze falls upon two grim statues of dwarves standing 12' tall and facing you. The western most statue holds a battleaxe at rest while the eastern most statue holds a pickaxe. A group of 8 chainmailed goblins with fake beards are stationed here.

GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Warhammer (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

6. The Stables

This 15' wide by 25' deep room once held numerous ponies. The stalls are all empty but for moldy rotted straw. An old cart rests along the western wall.

7. Muster Area

The open entrance to this area has been barricaded with pieces of broken furniture and rocks. This 30' wide by 25' deep room has a sand covered floor. Several wooden practice dummies line the back wall of this area. Searching the sand reveals pieces of silver eggshell from a large egg.

8. The Barracks

A 30' deep by 35' wide room containing bunks in various states of disrepair. Piles of animal skins have been arranged in several places and detritus consisting of broken bits of wood, pottery, and bits of rusted metal are strewn about.

There are 12 Goblins in this room

GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Warhammer (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

9. Officer's Quarters 1

This 10' square room holds a well made short bunk on the far wall with a locker at its foot and a small desk and chair on the left wall. A charcoal drawing of a female goblin dressed as a dwarf is scrawled on the wall in front of the desk. She is holding a shield with the number "3" emblazoned on it drawn in white chalk. A few papers are on the desk, and several thin pieces of charcoal.

10. Officer's Quarter's 2

This 10' square room holds a well made short bunk on the far wall with a locker at its foot and a small desk and chair on the left wall. Nothing is on the desk. A painting of a fierce copper dragon adorns the wall above the desk.

11. Officer's Quarter's 3

This 10' square room holds a disheveled short bunk on the far wall with a locker at its foot and a small desk and chair on the left wall. The desk is covered in crumpled papers and small nubs of charcoal. On the wall above the desk are tick marks, in groups of five, counting up to 78.

12. Hall of Warriors

This 30' wide and 50' long hall has statues of life-size dwarves along the first and last 10' sections of the walls. Between the statues on both sides, the stone is polished as smooth as glass.

The 'mirrored' walls are enchanted and anyone looking in sees the reflection of any humanoid as a dwarven version of itself.

13. The Vault Room

This 25' x 30' room has a silvery metal covering the floor, walls, ceiling and only visible

door. Three chests lay closed throughout the room. Each of the chests seem to be encased within the same silvery metal that covers the room. A weapons rack is on the wall directly opposite the one seen door. Upon it are three axes, two hammers and one two-handed sword. Mounded in the center of the room is an eight foot tall pile of coins.

TREASURE: Axe +1, two mithral axes, hammer +1, mithral hammer, two-handed sword +2, 217 pp, 3538 gp, 12,382 sp, 158,927 cp. Chest #1 (combination: 378) contains a Shield +1 that also grants +1 to all saving throws.

Chest #2 (key found in Room #20, Lord's Chamber) contains a Cloak of Dwarvenkind. 95% hide chance when underground.

Chest #3 (unlocked) contains the intact skeleton of a small viper.

14. Workshop

This room is filled with smithing, metalworking, and mining implements that are all neatly organized. An ore smelter and forge are in the southern portion of the room, cold and unused.

15. Mine Entrance

Piles of pickaxes and shovels are somewhat neatly arranged in this area. Several mining carts full of ore rest nearby. The tunnel leading into the mine has collapsed but it is clearly someone has been working to dig out the area and enter the mine.

16. Kitchens

Various cooking implements line the tables of this area. A fire smolders in the hearthlike ovens and the cooking fireplace in the southern portion of the room. Several 'dwarves' wearing leather aprons busy themselves preparing food.

6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Cooking Knives and Cleavers(1d4)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

17. Drinking Hall

This room is filled with benches and chairs. *

Large kegs line the western wall and hooks with steel and pewter tankards run along all of the other walls.

6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Battleaxes(1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

18. Feast Hall

This 35' by 50' room is still pristine. At the right wall there is a 25' long table, set and ready for a king and his entourage to sit and drink. Three 35' long tables run perpendicular to the king's table, ready and willing to set 8 per side. Every place has a mug, a two-tined fork, and a silvery plate, all of gorgeous dwarven make.

Any who sit at the King's Table will see their plates and mug magically fill before their eyes. Eating this meal will have the same effects as a full 8-hour rest. Each person can only benefit from this once per week.

If any of the tableware is removed from the room, it will tarnish and decay over the following 24 hours. Returning it will return any tableware to its pristine status.

A group of goblins dressed in dwarven chainmail and carrying dwarven weapons sit at the tables, eating.

ARMORED GOBLIN

Hit Dice: 1d6+2 hit points

Armor Class: 3 [16]

Attacks: Battleaxes(1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/20

19. Throne Room

This large room is marked on the north by a large metal lined pit. To the south sits a large goblin, wearing Dwarven platemail and sporting a massive battleaxe. He has a large red beard crookedly attached to his face. The regal features of his accoutrement

are marred by the haphazard nature of his 'disguise'. His bodyguards, 6 platemailed goblins, stand attentively nearby. TREASURE: the King has a golden key, 101 GP, 4 gems worth 25 GP

6 PLATEMAILED GOBLINS

Hit Dice: 1d6+2 hit points (7,5,8,4,5,6)

Armor Class: 3 [16]

Attacks: Battleaxe (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/20

KING RAKASH COPPERBEARD

Hit Dice: 16 hit points

Armor Class: 3 [16]

Attacks: +1 Battleaxe (1d6+1)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

XP: 100

20. Lord's Chamber

A large table strewn with scrolls sits in the center of this room. Here is a bed on the northern wall. A stout, metal braced, oaken chest sits against the western wall. The chest is locked and has a keyhole. There is another key located under the pillow on the bed.

TREASURE: 277GP, 2 random scrolls, ring of protection +1

21. Armory

This room once neatly held armor and weapons to supply the dwarven enclave. The racks are now empty and the stands where the armor once stood have been knocked over.

Level 2

1. Tombs

Each door in this hallway is made of stone into which a bas relief depicts scenes of a dwarf's life below his name. Each door is mortared into place and opening them will break the doors.

2. Cells

On each side of the room are 3 cells. Skeletons with tattered rags of clothes lay on short stone benches and lean against walls. A set of keys hangs from an iron nail in the far wall.



3. Living Quarters

The floor of this room is covered in hides and sleeping furs. Several goblins lounge about the room. TREASURE: 17 GP, a mithral hand worth 50 GP

6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

4. Living Quarters

The floor of this room is covered in hides and sleeping furs. Several goblins lounge about the room. TREASURE: 7 GP, 111 CP, 2 gems worth 12 GP

6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

5. Living Quarters

The floor of this room is covered in hides and sleeping furs. Several goblins lounge about the room.

6 GOBLINS

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

Challenge Level/XP: B/10

6. The Larder

Large slabs of meat in various states of freshness hang from hooks in the ceiling of this room. The coppery scent of blood permeates the room and there are dark stains along the floor.

7. The Arena

This 20' by 25' room has 30' high walls and no ceiling. The walls are smooth seamless metal that almost looks as if it is a solid piece. A silver statue of a large creature with four squat powerful legs, a thick torpedo like body that is covered in thick armor plates, and a wide mouth filled with razor sharp silver teeth rests in the center of this room. A thick barred portcullis blocks the way into this room. A lever to open it can be seen on the wall to the left.

SILVER BULLETTE

Hit Dice: 7 (49 hit points)

Armor Class: -2 [21]

Attacks: bite (4d12) and 2 claws (3d6)

Saving Throw: 9

Special: leaping, surprise, breath weapon (sleeping gas save or knocked out 1d6 turns)

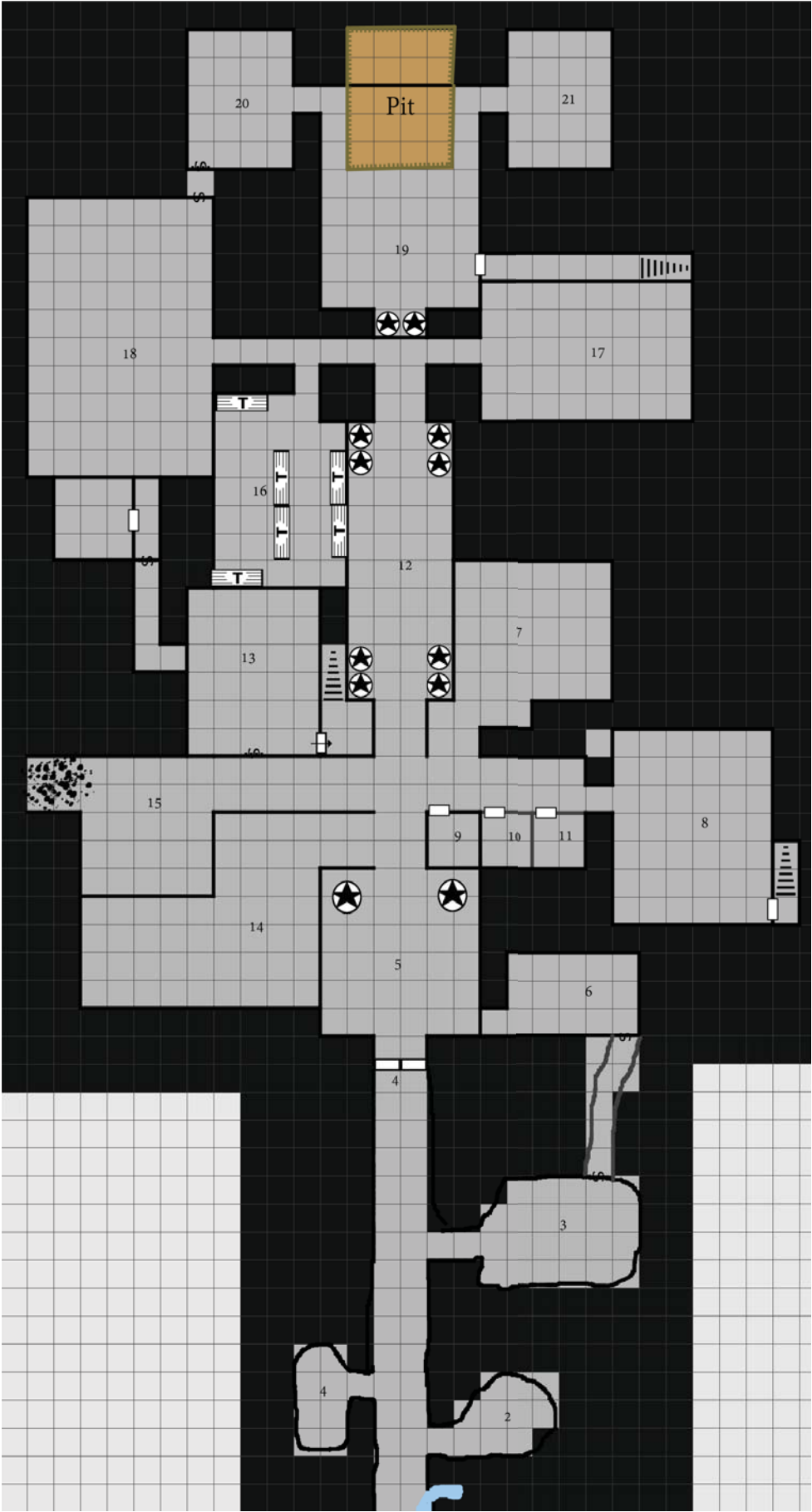
Move: 15

Alignment: Neutrality

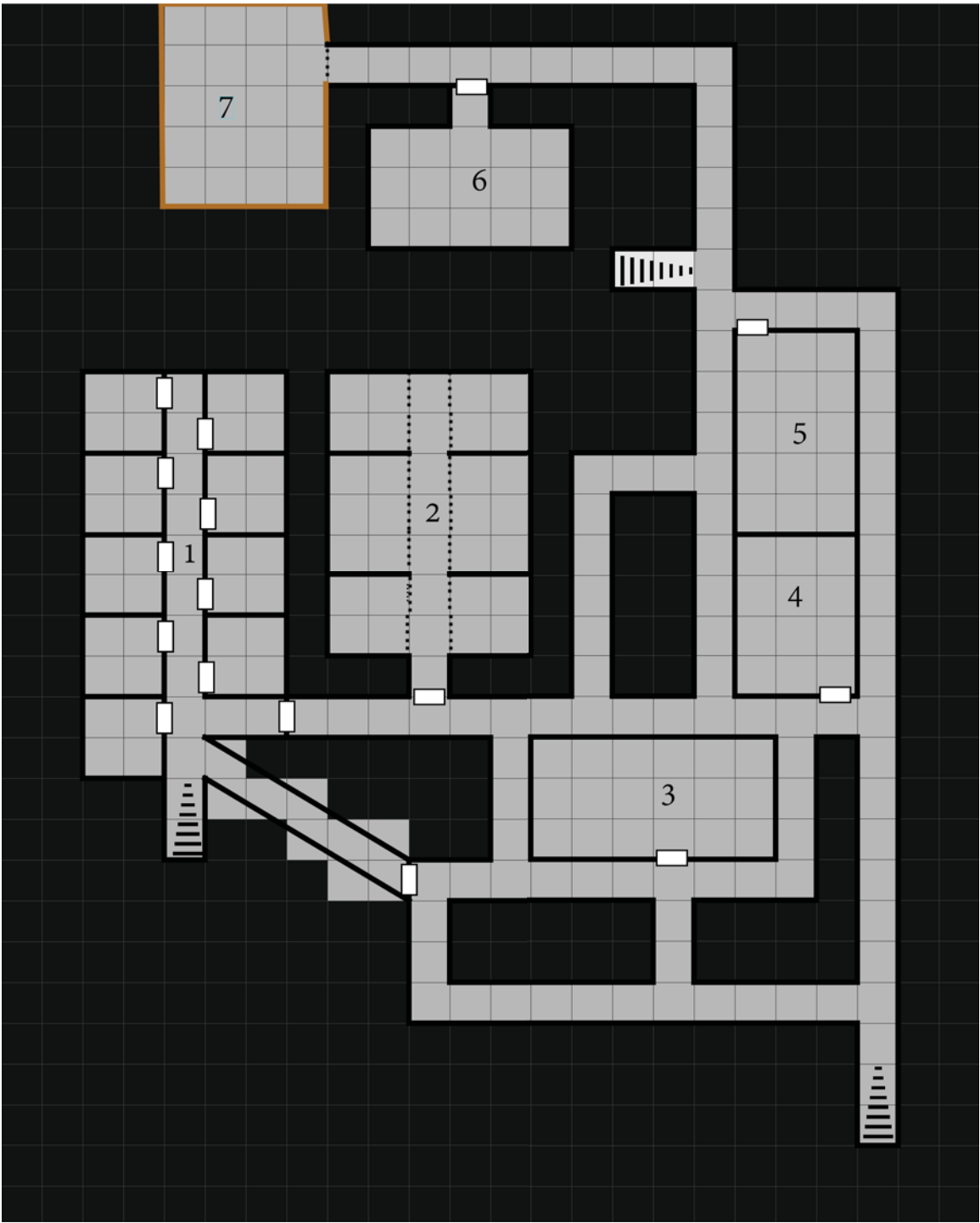
Challenge Level/XP: 10/1200



LEVEL 1



LEVEL 2



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