

# #4

For use with Classic Fantasy  
Role Playing Systems

## Maximum Mayhem Dungeons #4 Vault of the Dwarven King

Written by Alan Chamberlain and Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 4-7



The Dwarven King of Brundurum has summoned you to his throne room within the Smokey Mountain. Brave souls are needed for a noble quest into the depths of the earth to retrieve the legendary hammer known as Fireheart. But beware - the Goblin King and his evil hordes believe the hammer woke a Lava Titan and they will seek to possess it at all costs. Who is telling the truth? Who is really kin to this ultimate weapon? What secret powers are at play in this tale of suspicion, intrigue and betrayal? Only your stalwart group of adventurers will find out and walk away with more fortune and glory than ever...if you can escape the Vault of the Dwarven King!

Maximum Mayhem Dungeons are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than an 18 die Fireball can deliver! This adventure will entertain and challenge everyone who dares to play it!

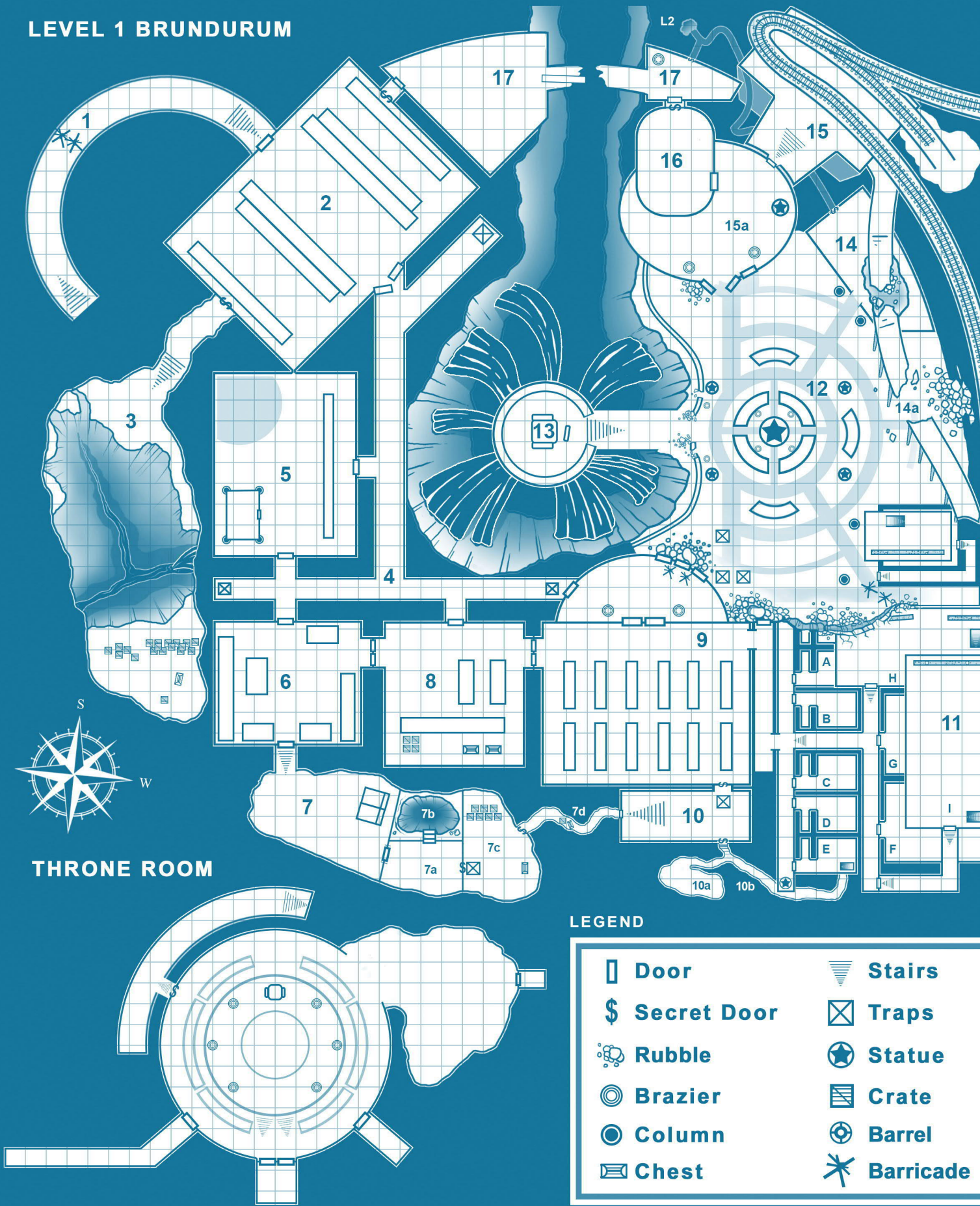
This product uses the Open Game License Version 1.0a and is easily adapted to any First Edition Style Fantasy Role-Playing Game or OGL/OSR Style System.



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# LEVEL 1 BRUNDURUM

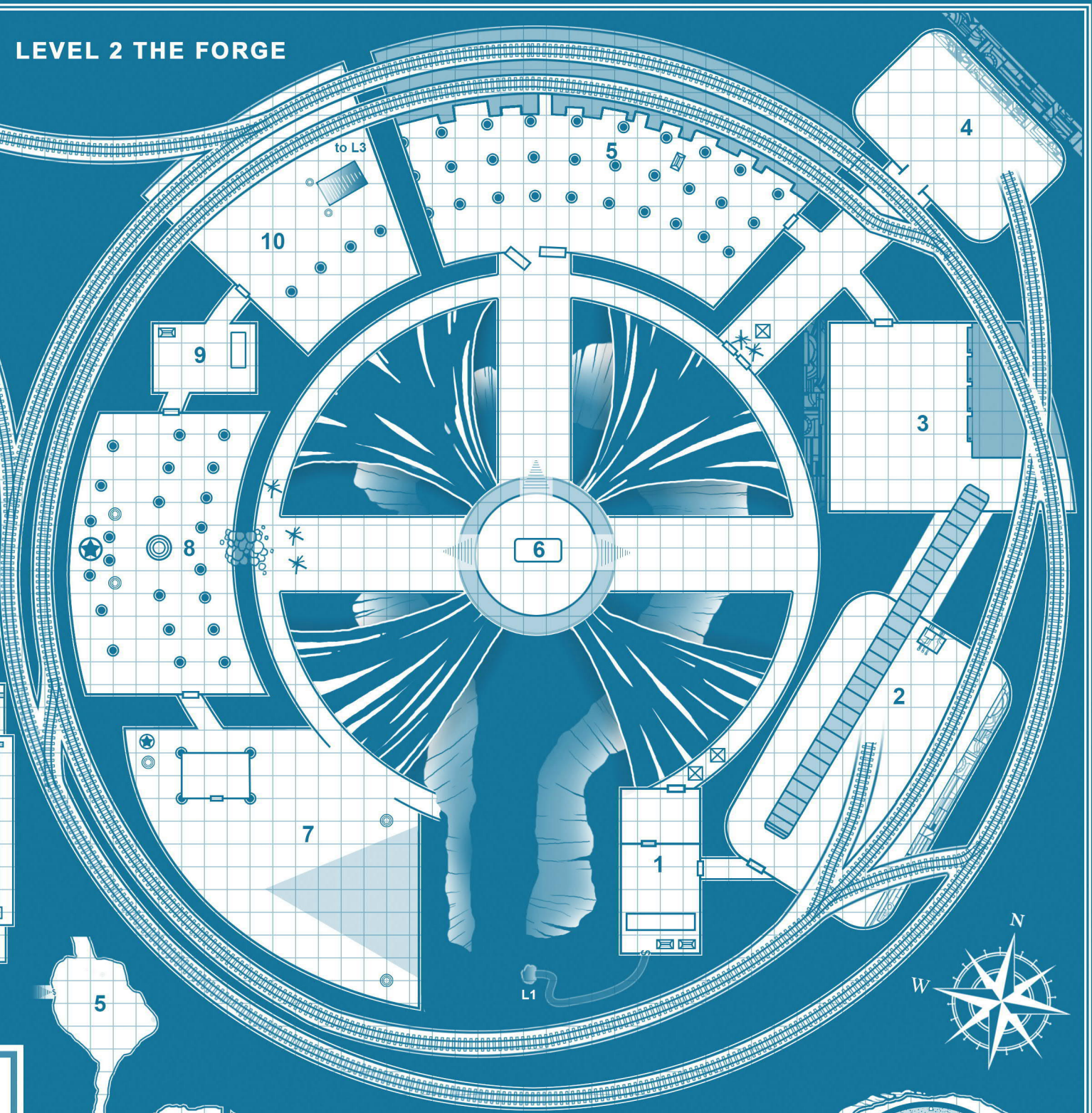


## THRONE ROOM

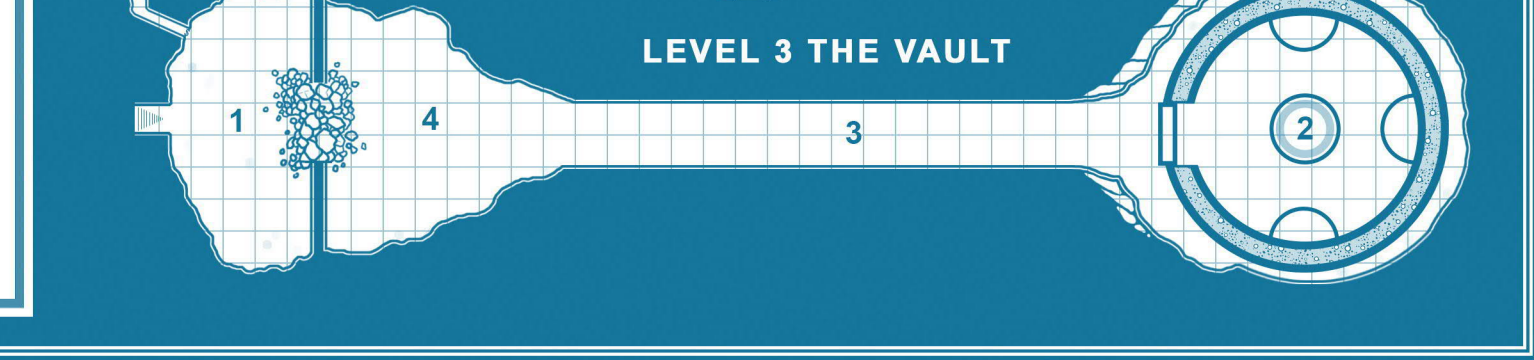
### LEGEND

	Door		Stairs
	Secret Door		Traps
	Rubble		Statue
	Brazier		Crate
	Column		Barrel
	Chest		Barricade

# LEVEL 2 THE FORGE



# LEVEL 3 THE VAULT



# E1.15 MINE CAR MAP

E1.15 Boarding Room

Cart Return

START

15A

2120 ft

EXIT to E1.15a

s6

D

s7

1874 ft

E

1794 ft

15G

15D

15E

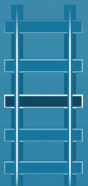
15C

s8

1852 ft

15F

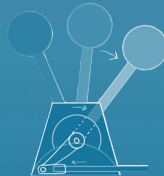
EXIT to E1.10



## Moving

The mine car map has a detailed track with crossbeams. Every 10th crossbeam is filled in so it is visually easier to see their combined distance(s). You can think of every filled crossbeam as requiring six (6) seconds (or 1 round) to traverse.

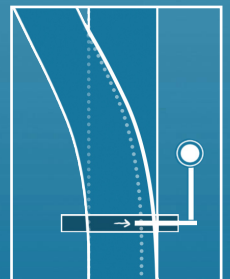
This is a short enough time to just consider the car in motion and focus on the more important aspects of what is happening to the players. You can be very loose with time, giving the players a round or two to react to threats (*Zone Table and Random Events Table*) before having them arrive at the next point of action (*switches or encounters*).

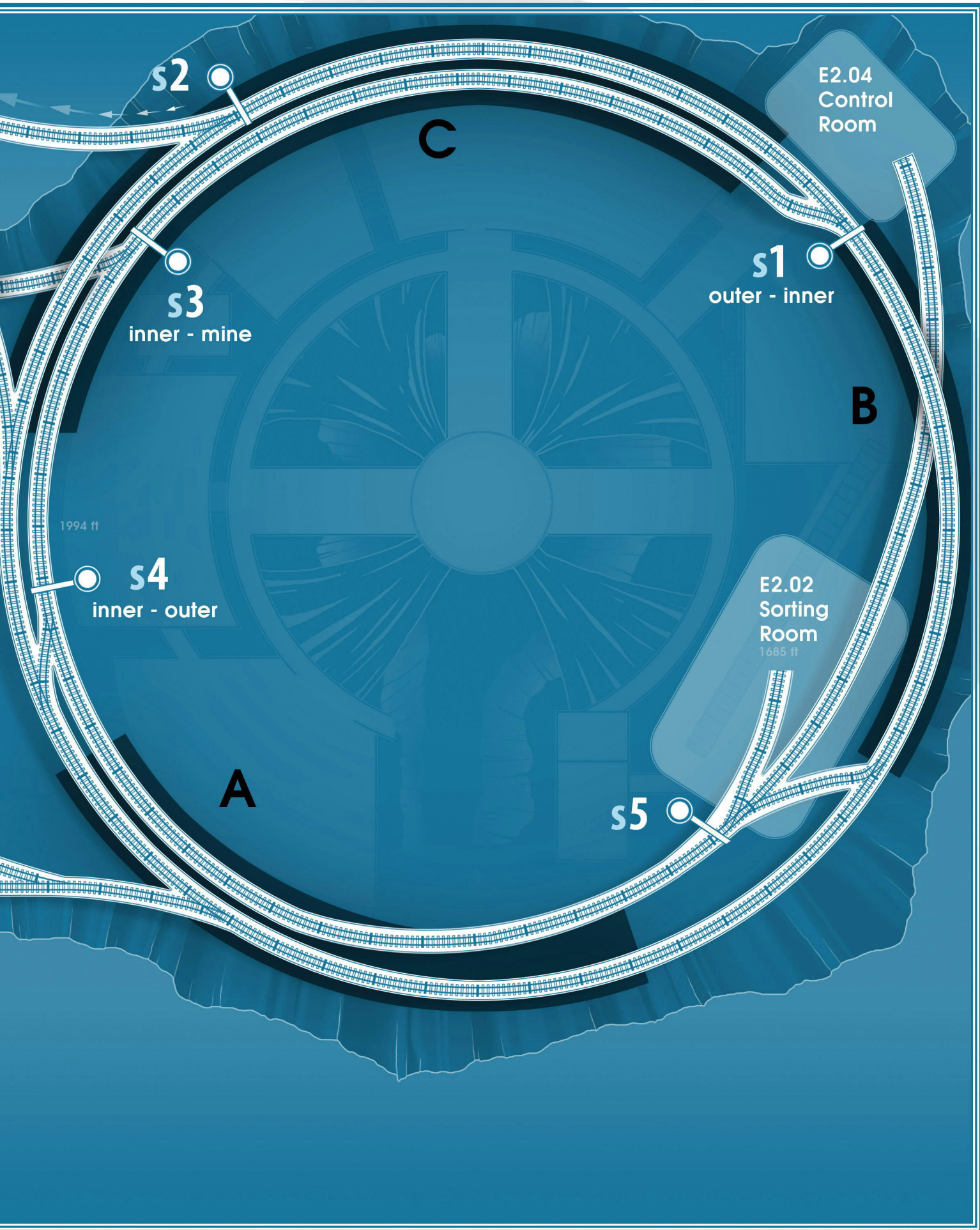


## Switches

There are (8) eight switches spread across the map that determine what path the cars will take. These behave like old rail road switches and must be switched manually by hitting them as they pass by. One of the players upfront should be designated as the one to attempt to flip the switch.

Once a switch is flipped it will remain in that position until it is flipped back. The players will be traveling blind and they will need to keep track of what switch leads where. When hitting a three position switch (5, 6, and 8) the player can pick which position he is trying to flip the switch to.











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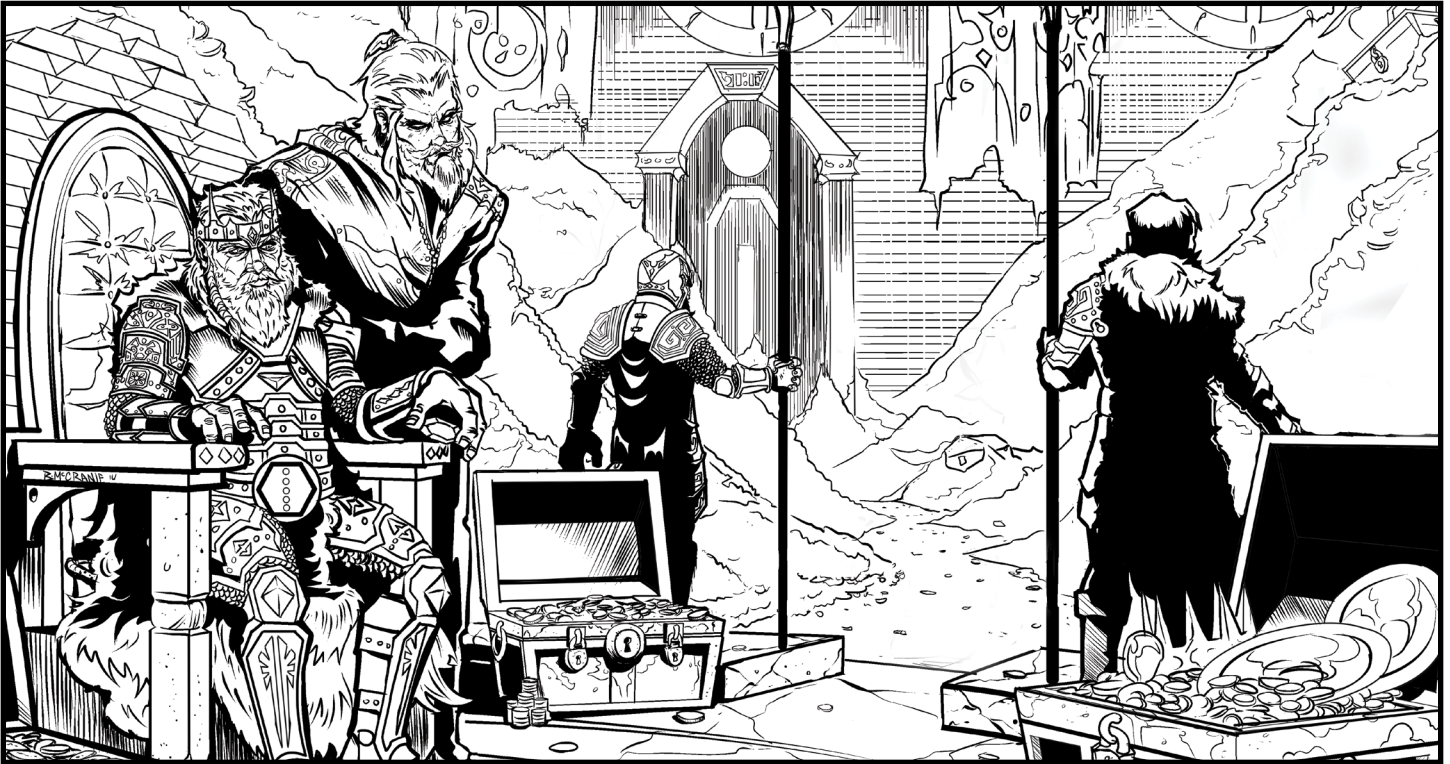
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AN ADVENTURE FOR CHARACTER LEVELS 4-7



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## AUTHORS NOTE:

Thank you for purchasing this module and being a gamer. Maximum Mayhem Dungeons creates modern content in the original 1st edition format, because frankly what else do you need but some dice.

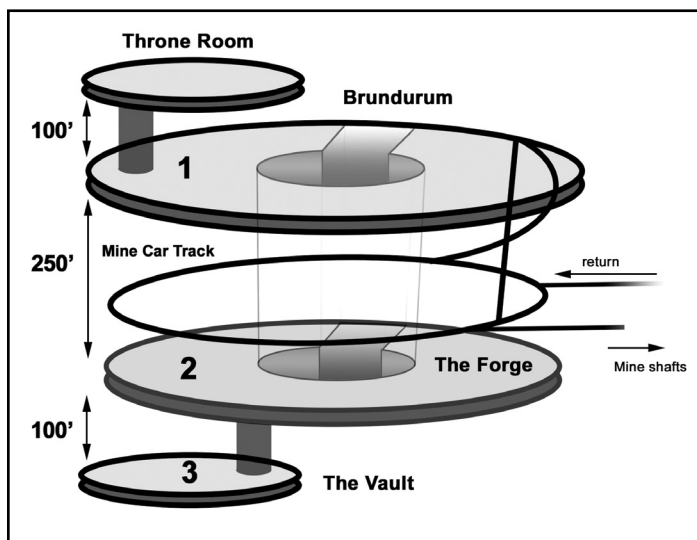
While I've always worked with a variety of artists this is my first collaboration with another author. As with all Maximum Mayhem modules, we try to break new ground within the confines of the module and game format. We hope you and your group enjoy it.

## GM BACKGROUND:

This module is designed for 6-8 characters of levels 4 to 7. The recommended party should consist of at least four Fighters, one Cleric, two Magic Users, and one Thief; however, you can do whatever you and your group feels is best. Scale the encounters up or down as needed.

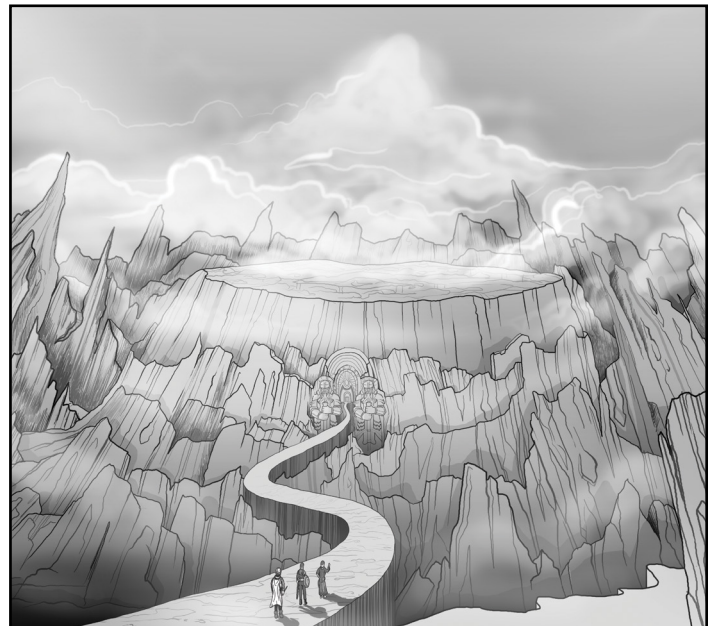
You are given the full back-story of the city of Brundurum, not so it can be revealed to the players up front, but so you have a command of the history and are able to speak for NPCs and improvise in-game as needed. You are also supplied with an ample amount of NPC players throughout the game that you can incorporate into the party, use as fodder, or bring conflicts and drama to the group.

This module has four vertical levels players pass through as they descend into the mountain. The Main Map is played open with level 1 rotated 180 degrees. This was done to flatten the dimension, fit on one page and have the mine-car map be able to visually sync with the level 2 map. The diagram below shows the relationship between the levels vertically as they actually are. Levels 1 and 2 are stacked directly on top of one another with the lava pouring between them. It's not that complicated and won't affect gameplay, it's more for when that asshole Kenny wants to know why the map 1 compass is inverted. You can tell him "Shut up Kenny, no one cares about your undiagnosed OCD."



## SUMMARY:

Brundurum is a larger city than the few levels covered in the game map. Levels below the vault have been consumed in lava and the levels above are where the Dwarves used to live and they've all been evacuated. Even if the players could get up there, they would find nothing of interest or value. The mountain pass leads to the Tessa Valley to the north, where the refugee Dwarves are camped with what remains of their army which is around a hundred soldiers and some reservists. The Dwarves and goblins have been fighting back and forth in Brundurum for almost a year now, and many groups of "adventurers" have proceeded yours. Most areas have been burned out or destroyed several times over. The Goblins have held the levels for many months now setting up barricades and traps.



## THE HISTORY OF THE SMOKEY MOUNTAIN:

Dwarves have always inhabited the **White Mountains** of the North, and many consider it the birthplace of the race. The forge at **Yandroc** is said to be the actual location where **Moradin** handed down knowledge of smelting and metallurgy. The recorded histories in their library stretch back hundreds of years.

Frustrated by his lower-class status in the Kingdom, **Amon Brund** took his extended family and several other houses from the White Mountains and went West of the great **Pearl River** to make a new home in the **Dead Rock Hills**. Here he found the source of the continual cloud cover which were thermal vents from an inactive volcano. The central mountain was a plateau which was only slightly higher than the hills themselves and effectively hidden. Low and flat on top, the plateau appeared to have a peak formed by clouds. When Amon came up the Dwarf road for the first time, he declared, "**We shall call it The Smokey Mountain and we will make it our home.**"

## The Founding of Brundurum

The Brunds were advanced miners, forgers and builders. The eldest generation had all been trained in these crafts as apprentices to the great masters of the White Mountains. They took immediately to planning out a future city that would inhabit the mountain itself. Where the dwarfs of the White Mountains were isolationist and untrusting of other races, Amon Brund found it advantageous to work with the Gnomes of the Dead Rock Hills and the Goblins that already lived in its natural caves.

The Gnomes were naturalists that understood the plants, seasons and weather of the region and they taught the Dwarfs what to cultivate in the sparse and rocky environment.

The Goblins and Hobgoblins were natural tinkers and engineers who had already harnessed the geothermal and steam power of the mountain to pump water and heat their dwellings.

The newly arriving Dwarves brought knowledge of the forge and how to work with metals and gems. The three races working together made amazing progress over the subsequent thirty years, building a city into the mountain's interior that would be the envy of dwarves and humans alike. Amon called the new kingdom **Brundurum** and crowned himself the **Dwarven King**.

The Mountain was on the outskirts of the Human Kingdom and less than a week's journey to **Axum**, their capitol and the seat of **King Domitan**. Amon understood that humans, while they loved jewels and gold, they made terrible miners and weren't fit for hard work. They would pay handsomely for simple items like mirrors, glass and jewelry, so he struck up trade with human merchants and under the blessing of their king kept caravan after caravan pouring into Axum. For all the gold they could pull out of the ground, getting it back from the humans in the form of their platinum coins was the sweetest profit of all. Amon wouldn't allow the trade coins to be melted down and instead stored them in a special room where they massed.

## The Forging of Fireheart

In the thirty-first year since the kingdom's founding, a gem was discovered that would change everything. Deep beneath the mountain, below eons of volcanic rock, the dwarves unearthed the most perfect piece of Fire Agate ever seen. It was a single compact crystal the size of a dwarf's head. Even in darkness it had a red glow for there was essence of fire trapped within. Amon became attached to the crystal and though the goblins warned that it was a mystical Titan's heart that should be left in the mountain, he claimed it for himself and began to keep it close to him at all times. Days later, he called for his greatest blacksmith and sorcerer and ordered that a handle be made so that

the gem could be wielded as a hammer. The **Gnome King Myerrn** and the **Goblin King Perx** both begged Amon not to forge the gem into a weapon, but Amon's heart had been darkened by contact with the stone and he wouldn't listen. He named his new weapon the **"FireHeart Sledge"** and began to claim that dwarves were better than goblins and gnomes and that he should be the one and only King of the mountain.

## The War of the Fallen

When Merryn and Perx protested, he deemed them traitors and civil war broke out within the mountain. Wielding Fireheart, Amon could not be defeated and the dwarves subjugated both the Gnomes and the Goblins within the Smokey Mountain. Merryn was killed and the Gnomes all but exterminated while King Perx took his most loyal forces and retreated deep into the earth. Amon now controlled it all.

## The King's Vault

Deep in the mountain Amon had his finest engineers and captured Goblins construct a second, King's Vault within the vault chamber where Fireheart and other important items could be stored. The vault was to be impenetrable from all sides with a door three feet thick made of solid steel. The finest warriors in the Dwarf army would be stationed to guard it at all times and only Amon would know the combination to open the lock. Amon visited the vault daily to take council with the hammer and receive its rejuvenating benefits.

## The Coming of the Lava Titan

The Lava Titan first appeared to the goblins, wiping out half of their forces. The smoke from their burning villages spilled into Brundurum and alerted the dwarves.

Amon ordered all the lower levels of the city evacuated and the great treasure hoard be brought up above ground where he would have an adhoc throne room. Then he went to retrieve the hammer but the treasure room was being flooded with lava and his vault was only accessible across a bridge of rock. Before Amon could get to the vault, the Lava Titan rose from the earth and attacked. The King's eldest son was horribly burned and all of his guards killed with Amon barely escaping with his life.

The Dwarves gathered their forces to march down and do battle with the monster, but the bitter goblins ambushed their army and drove them back up. Without the hammer, Amon began to feel his age. With his army was depleted, he had no way to fight the goblins and even then any hope of defeating the Lava Titan. In his desperation, Amon decided that instead of his own soldiers, he would hire mercenaries and sellsorts from across the land to journey down into the mountain for him. Far below him, from the safety of his vault, Fireheart calls out to him, but he has no way to get there.

## GOBLIN KING PERX

When Amon Brund discovered the Smokey Mountain, he found a clan of advanced goblins already inhabiting the natural caves and tunnels. Their civilized nature and advanced society was due largely to their clan leader, the Hobgoblin Perx.

In the decade preceding the arrival of Amon and the Dwarves, Perx formed an elite core of warriors in order to establish a unified law and moral code amongst all his brethren. This involved taming the brutish bugbears that tended to dominate goblin society through force and terror. Perx safeguarded the weak and began to teach his fellow goblins the concept of equality. This allowed new voices and new ideas and soon Perx was overseeing a golden age of peace and technological advancement. They harnessed geothermal energy and the power of steam. Perx was even able to open trade with other races though with limited success.

When Amon and the Dwarves arrived, Perx refused to honor the old racial and tribal hatreds and instead tried to work with his new neighbors. He was rewarded for his decency with many years of peaceful cohabitation and more riches than any goblin had ever seen. The discovery of the Heart Stone and Amon's subsequent betrayal would put an end to this exotic alliance.

Because of Perx's influence not all the goblins and monsters encountered in the mountain are mindless and chaotic evil.

**Goblin King Perx: Hobgoblin, 6th Level Fighter and his stats are (AC: -5, HD: 6+2, HP: 50, STR: 18, DEX: 18, CON: 16, INT: 8, WIS: 9, CHA: 12, AL: Lawful Neutral) He carries a Sword +3 and a Shield +3 and wears Chain Mail +2 giving him an AC of -5. He also wears a Ring of Protection +3.**

## GNOME KING MYERRN

When the Dwarves first arrived, the Gnomes welcomed them and freely shared their knowledge of cultivating the Rocky Hills. **Myerrn** and the Gnomes helped the Dwarves get through their first winter by sharing their food and livestock.

After a few years, Amon convinced Perx to crown himself King of the Goblins and he put out the call for a Gnome King to step forward. The Gnomes had little conception of this type of society or the position of King so it was given to Myerrn on a whim because he was such a good and thoughtful Gnome and he happened to be standing nearby when Amon raised the question. Myerrn was indecisive and had no mind for strategy and his lackadaisical attitude about ruling undermined Amon's attempted seriousness about his own royalty. Myerrn was killed early in the conflict, some say by Amon's hand..

## DWARF PRINCE WAARK BRUND

Being third in line to the throne and having no formal responsibilities suited **Waark** just fine and he spent most of his adult life in pursuit of wine, women and song. The King himself could care less what Waark did as long as he was happy. They had more money than the gods and no worries for the future.

Then came **Fireheart**. His father turned to dark magic and away from science, waging war on the Gnomes and Goblins and destroying everything that was good and special about Brundurum in the process. Waark's older brother, the middle child **Brukurf** was so effected by the horrors of war that he dropped his weapons and wandered off into the mines, never to be seen again. With all the Goblin's warnings ignored, and with the Gnomes all but gone, a Lava Titan rose up and attacked the city. Amon was cut off from Fireheart and while his eldest son, the **Crown-Prince Amon Jr.** was badly burned and lost his legs. Waark couldn't handle it, so he took as much wine and shine as he could carry and he wandered off into the rocky hills fully intending to drink himself to death.

The drink worked for a while, but Waark found himself getting very angry. This was after all his father's fault. His greed and power-lust had summoned up the Titan's HeartStone as a final temptation and Amon had succumb and damned his family, his kingdom and all that knew them. Worst of all, Amon used secrets contained within the sacred Codex to make the handle for his weapon.

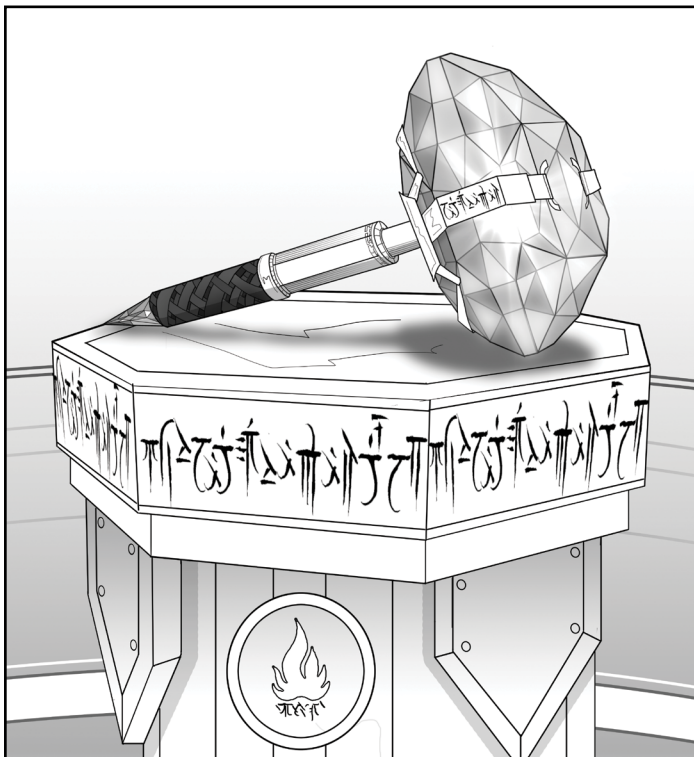
Waark was born and raised in Brundurum and he knows the city inside out; every nook and cranny, every secret door and passage. He knows some of the mine-car system and what dwells in the depths of the mountain. Hint: It's a Lava Titan!

The one thing he lacks to get at the hammer is the combination to the King's Vault which his father never entrusted him with. He has recovered several combinations from fallen parties and none of them have opened the vault. So while he is skeptical that your combination will work he will still want it.

Waark will join the party only if he is convinced that you don't intend to return the hammer to his father.

**Prince Waark Brund: Dwarf, 8th Level Fighter and his stats are (AC: 1, HP: 45, STR: 12, DEX: 14, CON: 13, INT: 16, WIS: 14, CHA: 16, AL: Neutral) He carries a Dagger +3 and wears Banded Mail +3. He is also armed with a Shortsword +2 and has a Cloak of Invisibility.**

*Waark enters the story in E 2.10, but his entrance can be forced early as a lifeline to a failing party or as a jolt to lost or weary players.*



### **FIREHEART SLEDGE:**

The massive gem that forms the head of the FireHeart Sledge Hammer is a single piece of concentrated Fire Agate. It's crystal perfection makes it super hard and dense and practically indestructible. The handle is forged with magic and designed to cool into place around the gem. It cannot be removed by any power the group possesses. The grip is wrapped in coarse black leather and it has a pommel made from another, smaller piece of Fire Agate that comes to a sharp point at the end.

#### **FireHeart Powers:**

+ 5 Hammer, Regenerates 1hp per round on the bearer, immune from all fire and heat and all frost and freezing spells reduced to 50%

**Fire Wave** - A blast of from the HeartStone's core cause 6d6 damage to all within a 100 foot radius. Can be used once per day.

**Shock Force** - A hit to the ground that causes a deadly shockwave which will cause 8d8 damage to all within a 200 foot radius. Can be used once per day.

Fire heart is a Neutral Evil aligned weapon and it will try to draw down it's user's alignment to match. It will drive any Chaotic Evil aligned characters insane (with warning) and make them berserk. Characters must Save. vs Death Ray or go berserk and attack nearest Player. To wield FireHeart you must bond with it in mutual dependence. You cannot later discard it without suffering extremely ill effects or death. It will grow in strength with the player and his level, allowing you to hold onto it for the full extent of the characters life.

## **“WILD CARD” VARIABLE ITEMS/LOCATIONS**

If your Players are concerned with their Knowledge, Perform, Profession, or Craft skills, there are several variable items and locations in Brundurum for you to arbitrarily exploit. You can decide what these special areas contain or do not contain based on the ingredient/potion needs of the party, a specialized quest of one of the players, or to help them advance their skills.

### **THE CODEX OF MORADIN E3.02**

When Amon left the White Mountains he did so with a carefully crafted copy of the Codex of Moradin. Copying the ancient texts was considered treason by his superiors, so Amon had it made in secret by several different scribes and compiled after he left.

The Codex describes all the basics of dealing with metal from working with ore, smelting, forging, and crafting all the way to detailed recipes for Dwarven steel and the plans for many weapons. It resides in the King's Vault with Fireheart.

For players who want to advance their blacksmithing abilities, the codex contains many secrets and specialized knowledge not available anywhere else.

### **GNOME HERB SHOP E1.16**

The herb shop contains a wide variety of plants and extracts. It has all the standard spices and herbs as well as exotic unknowns. The shopkeeper is an encyclopedia of all things horticulture.

### **THE VULCANOLOGIST E1.15D**

This dwarf lab was set up to study the mountain and the Lava Titan in particular. The blacksmith turned scientist has all the ingredients for smelting and forging here as well as large amounts of different types of ore.

### **GOBLIN WIZARD E1.15G**

The evil Tekitus is exploiting the increasing powers of magic since the rise of the Lava Titan. His alchemy lab is fully stocked with everything one might need to create a poison or make a potion. There may be a stolen book of secret formulas here as well.

### **SHRINE TO MORADIN E2.08**

The golden shrine of Moradin around which you fight the goblin elite was built on top of the Goblin's original temple to Nomog-Geaya and as such it is the only temple in Brundurum where religious rights such as resurrection can be performed.

## BRUNDURUM CITY FEATURES:

The following features are true unless otherwise noted in a specific room description:

**Central Lava Chasm:** There is a chasm shared by levels 1 and 2. Lava is spewing from vents just over the edge of level 1 and descending hundreds of feet past level 2. Unpredictable thermal winds and unknown dangers make traversing the levels this way extremely perilous and prohibitive.

**Light:** Brundurum is fairly dark and lit only by the glow of lava. Some rooms and passages would be completely black, requiring players to use torches or lanterns in order to see. Many rooms have unlit braziers or candles.

**Ventilation:** Most of the city contains an adequate air supply with the exception of the Mine Car System.

**Variable Traps:** Most of the traps in Brundurum are d6 variable traps. If a trap is detected or sprung, check the table on page 6.

**Doors:** Most locks can be picked except those deliberately placed by the Blue Troll. Most doors can be broken through or destroyed, except for the large stone "Dwarven Doors" which must be opened.

## DUNGEON LEVEL WANDERING MONSTERS:

Use these monsters as you see fit or whenever the party gets out of hand and needs an extra little kick in the ass! Roll a D6 or pick on from the table below:

### D6: Wandering Monsters:

**1. Goblin Soldiers** - (#1d4): AC: 9, MV: 90 ft, HD: 1, HP:8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Lawful Evil

**2. Hobgoblin Elite** - (#1d6): (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/HP)

**3. Bugbears** - (#1d6): AC: 5, MV: 90 ft, HD: 3+1, HP: 16 each, #AT: 1, D:1d8 or by weapon type, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/135+ 4/HP

**4. Giant Spiders** - (#1d4): AC: 5, MV: 90 ft, HD: 3, HP: 26 each, #AT: 1, D:1d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/95 + 3/hp)

**5. Lava Worms** - (#1d6) (AC: 5, MV: 60 ft, 120 ft swimming, HD: 1, HP: 8 each, #AT: 3, D: 1d2/1d2/1d8, SZ: Man Sized, MR: Standard, AL: Neutral, Level/XP: 2/20 + 2/HP)

**6. Dungeon Breaker** - (#1d6) (AC: 5, MV: 60 ft, 120 ft swimming, HD: 2+1, HP: 16 each, #AT: 3, D: 1d2/1d2/1d8, SZ: Man Sized, MR: Standard, AL: Neutral, Level/XP: 2/20

## VARIABLE TRAPS:

When a player springs a trap, roll a d6 to determine the nature of the trap:

**1. Pit Trap** - A 10 x 10 trap door opens below the players feet. Anyone falling in will take 2d8 damage. Players that *Save vs. Petrification* will take 1/2 damage.

**2. Arrow Slits** - Concealed Arrow Slits open up in the walls and fire 4 arrows at the Players. Anyone hit by them will take 1d4 damage each arrow.

**3. Poison Gas** - A concealed pressure plate in the ground triggers a poison gas cloud to emit from hidden holes in the walls. Players must *Save vs Poison* or become poisoned for 1d4 damage. They will continue to take 1d4 damage every round until cured.

**4. Blade Trap** - Out of hidden slits come a series of neck-high spinning blades. The Player that triggered the trap must *Save vs. Death* or be instantly decapitated while Players who fail a *Save vs Petrification* take 1d8 damage each per blade.

**5. Giant Boulder** - A large, spherical boulder is released into your tunnel, hallway, or room and sent rolling towards the party. Players failing a dexterity check will be hit by the boulder and take 1d6 damage or worse.

**6. Oil Trap** - The ceiling seems to lift and large amounts of black oil begin to pour in. Torches will ignite the oil. Depending on the space, the oil can drown or burn everyone to death.

## RUMORS TABLE:

The party will have heard possibly 2-3 rumors from the following table on the way to Brundurum:

1. Beware of the Bridge Troll! He will attempt to deceive you and take your gold or weapons!

2. The best moonshine this side of Axum comes from a goblin still hidden somewhere in the mountain.

3. The Prince is a crazy drunkard that turned his back on his family... you can't believe a word he says.

4. The Dwarven King has a room filled from top to bottom with platinum coins from Axum.

5. There is a wild mine car system throughout the mountain! I hear you can use it to travel to secret areas but you must first master the switches!

6. A shop that sells herbs and potions of all sorts exists somewhere in the mountain. I hear it is run by the last Gnome. He can still get you the finest Highbottom leaf.

7. The Dwarven King is trying to hide the fact that he woke a Lava Titan and doomed his own kingdom!

8. The Dwarven King will offer you great riches to enter the mountain, but so far no one has returned to claim their reward.



## PLAYERS BACKGROUND:

Read the following aloud to the players at the start of your Adventure...

After several days of rest and relaxation in the human city of **Axum**, your group was ready for a new challenge. Being on the edge of the human realm, Axum was a meeting place for many outside kingdoms and a jumping off point to strange, unexplored lands. You could always find work for hire here...maybe bringing in a bounty, killing a monster terrorizing a small town, or rescuing a princess from a dragon...who knows? It was here you were approached by a dwarf recruiter named **Grooban Flaskbelly** who explained that the Dwarf King of nearby Brundurum needed some big, strong mercenaries to kill some goblins for him. With talk like **“more gold than you can imagine”** and **“rooms full of platinum coins”** and **“even a chimp could do it,”** Grooban convinced you to make the journey to **Brundurum** in the **Smokey Mountain** and meet with the **Dwarf King, Amon Brund**.

After crossing the borderlands of the Dead Rock Hills and finding the “dwarf road”, you see the cloud-ringed plateau of the **Smokey Mountain**. Surrounded by jagged peaks slightly higher than itself, this unusual plateau is all but hidden from the casual passerby. You are taken up winding paths and switchbacks through barren and rocky country until you come to the main entrance of the mountain. As you walk up the final path, a dwarf lying in the dirt is woken by your passing group. He looks like a common vagabond with no shoes, rags for clothes and the

breath of dead ogre. He is still clinging to the bottle that he was drinking when he passed out. **“Is this the latest batch of fresh meat?”** he laughs, barely able to stay standing. **“Hey Grooban, do they know you get paid if they live or die?”** he adds.

**“Hush you!”** Grooban yells back. But the vagabond just laughs, **“Keep parading them down there...ha ha, the titan’s hungry!”**

Grooban keeps you moving but comes in close, **“I apologize for Prince Waark,”** he says in hushed tones, **“He’s a drunk and the shame of his family and countrymen I can assure you.”** As you pass some guards near the entrance, Grooban whispers to them and they set down the hill after Waark. **“You’re all going to die in there!”** Waark laughs, **“you’re all gonna burn!!!”** You can hear him being beaten quiet as you enter the mountain.

**“Waark has always been a worthless layabout,”** Grooban continues now unchallenged, **“but when his older brother lost his legs, the extra responsibility drove him over the edge. Please don’t speak of him in the throne room.”**

The little dwarf goes out ahead of you but returns quickly and beckons you inside. The throne room is a circular, two story expanse with vaulted ceilings held up by decorative stone columns. You’d spend more time admiring the stonework, but you’re a little distracted since the room is literally full of treasure. Besides a center area cleared for holding court, the entire area is filled from top to bottom with gold, platinum, diamonds, rubies, and other precious gems. Across the room on a riser is the throne of **King Amon Brund**. Standing next to the King is his advisor the human mage **Aconjus**. You pass a stack of diamonds that is taller than you are and behind the throne is a wall made of gold bars forty feet high. There are at least twenty armed guards scattered about the treasure and all are fully armored **Dwarf Elite** with long pole-arms. They are lead by **General Turkwood**, a aged and scarred warrior in full armor with red spaulders. He and his men seem on alert.

**General Turkwood: Dwarf (AC: 0, MV: 90 ft, HD: 5, HP: 40, #AT: 1, D: 1d8 or by weapon type, SZ: Small (5’ feet), MR: 50%, AL: Neutral, Level/XP: 5/630) He wears Dwarven Plate +3 and is armed with a Broadsword +1**

**(20) Dwarf Elite Guards: Dwarf (AC: 4, MV: 90 ft, HD: 5, HP: 32 each, #AT: 1, D: 1d8 or by weapon type, SZ: Small to Man Size (3’ to 5’ feet), MR: 50%, AL: Neutral, Level/XP: 5/400. They are armed with a polearm +1 and wear Banded Mail.**

*For Aconjus and Amon stats see page 42*

Grooban has now taken a formal stance towards your group and announces, **“His Majesty and the one and only ruler of the Smokey Mountain, King Amon Brund.”** The King cuts off any greetings from your group by saying, **“We won’t waste time with introductions. I don’t care who you are, where you come from, or what great deeds you’ve done. I don’t care if you are murders or healers, scoundrels or honest men. The only thing that matters is if you can complete the mission. Far below us in my vault chamber is the hammer *FireHeart*. It is very dear to me. I simply need you to go down there, unlock my vault and bring the hammer back to me.”**

Aconjus comes from behind the throne, **“Brundurum is in civil war,”** he says starkly. **“The goblins under the ruthless King Perx have killed many dwarves and taken control of the lower levels of the city. They are using dark magic to stir the fires of the mountain in an attempt to kill us all.”**

The King continues, **“Most of our citizens have evacuated into the Hills and the Tessa Valley north of here. They cannot return until the goblins have been put down and I again have my hammer. Let them hear the testimony.”** Dwarf guards come down the hallway with a stretcher on which is lying a badly injured and burned dwarf wrapped in white bandages. **General Turkwood** takes the moment to hobble down from the throne’s riser. He is slow and unsteady as if injured beneath his shiny armor. **“We’ve had several costly battles with the goblin army,”** he says. **“We were able to push them back but we now lack the men for all-out invasion.”**

**“An army is not the way,”** the King interjects, **“A small group has a better chance”**

The injured Dwarf’s stretcher is set before you. **“This is our latest intelligence,”** says Aconjus. The Dwarf is **Olaf Bearcrusher** and he looks up at you with his one good eye. **“Tell them,”** the sorcerer insists. Olaf coughs and then begins to speak in a gravelly voice. **“I went down into the mountain with another party such as yourselves, Chief. It was a good group of humans, dwarves, and elf warriors. Very strong.”** He pauses looking around the room. **“We killed many goblins and fought our way through to the plaza and took a mine car down to the forge. Goblin ballista hits us in the side and we go over at full speed. Eleven men went down the shaft, two went face down, ass up into lava... and nine, beaten and bruised took to the track by foot. We didn’t see the first goblin for a half and hour. But then Chief, we hear them drums getting louder until here they comes. We tried to form ourselves into tight groups as they swarmed us. Sometimes that goblin looks right at ya... right into**

**your eyes. And the thing about a goblin is he’s got lifeless eyes. Black eyes. Like a doll’s eyes. When he comes at ya, he doesn’t even seem to be living... until he bites ya. By the end of the first day we’d lost five men, Chief. I only escaped because the mountain is active again and there are ash flows and poison fumes that deep in the tunnels. The goblins dispersed and I was able to find my way to a mine car out. My last remaining companion arrived with an arrow through his head.”**

Guards lift his stretcher and begin taking him out. **“They have trolls and orcs and more goblins than you can count!”** he yells on his way out.

**“Thank you,”** says Aconjus dismissively.

**“You seek treasure?”** the King asks rhetorically. He reaches he stubby hands into a pile of gold coins next to his throne. **“Here... treasure,”** he begins to toss handfuls of coins onto your group, **“More than you can count. It’s worthless to me without my hammer.”**

Aconjus holds out a contract written on parchment, and reads aloud, **“A pile of coin or gems as high as your tallest adventurer to each member of the party. (Equivalent to 200,000 g). A thousand gold for each goblin head and you can keep anything you can carry out of the mountain except for the Hammer.”**

**“And Perx!”** the King adds.

**“Ah yes,”** the wizard remembers, **“The one with the head of the Goblin King Perx will receive double his portion of treasure.”**

The King tenses up, **“If you don’t return with the hammer...you get nothing”.** He clenches his fist and dwarf attendants run out to collect all the coins he threw at you. The coin you were holding up to examine is plucked from your hand. **“You’re to start here and now. Open the passage!”** Aconjus walks in front of the throne flanked by armored guards. They move between columns and motion you forward towards a secret door that is being opened for you. The mage pauses and holds out the contract as you pass. **“Leave your mark,”** he says extending a quill to each of you in sequence. A lesser mage comes forward with several items for the group. Aconjus holds them up and presents them to the “leader” of the group. The first is a long strip of animal hide on which is stamped a series of a dozen small numbers:

**1 6 9 6 4 4 4 6 1**

**“This is the combination to the King’s Vault. Do not look at it until you are within Brundurum and**

**committed to this quest.**" He hands over the slip of hide rolled up. Now you're only way out is to get the hammer and come back through here.

Then he hands over what appears to be an ordinary brown sack with a draw-string sewn in. **"This is a special bag which I have given magic dampening properties. Once you enter the vault, the Hammer should immediately be placed within the bag and sealed for delivery back to the King. FireHeart has a unique effect on people's minds so follow directions and don't be swayed by it's unpredictable voice. And you'll all be heroes. The Dwarves will sing songs of your exploits for generations but more importantly, you'll all be rich."**

You are directed through an archway to a large spiral staircase that goes down and behind the throne. Dwarf guards go out ahead of you clearing their barricade of spikes so the group can move through. After you pass, they begin to reconstruct the barrier behind you. You descend the stairs which stretch down beyond the reach of the dwarf's torches and into darkness. The passage and steps themselves were carved out of the mountain and it's walls are solid rock. After going all the way around the spiral several times and descending what must be hundreds of feet, you see a light that is shining further down.

## LEVEL 1 - BRUNDURUM

### #1. GOBLIN BARRICADE

As you round the spiral one more time you see a goblin barricade of wooden spikes and various blades lit with torches. A short wall is formed by reinforced wooden panels effectively cutting off the stairs. Behind the barricade and leaning back on a flimsy stool is a sleeping hobgoblin guard. These Hobgoblins are as big as a man and his armor looks well crafted.

Suddenly another head pops up from behind the barricade. A second goblin guard was asleep on the floor. **"Nezmon, nezmon wake up!"** he screams. Nezmon snaps awake with sword in hand. He looks you over unconcerned from behind the barricade. **"Well if it isn't another rag-tag bunch of cutthroats and sellswords."** He turns to his smaller companion. **"Lepos run and tell General Obigerus."** The smaller goblin vanishes down the stairs screaming at the top of his lungs. Nezmon then picks up a bow and begins firing at you.

Players will come to a barricade that makes moving down the stairs as a group impossible. There is a hobgoblin and a goblin behind the barricade and the moment they hear the players the smaller goblin will run out of the room to warn others. Players can only cross through the barricade one at a time unless they destroy it. If by some miracle they are able to cross the barricade and kill the goblins without waking them, then they will not be ambushed (E1.04). Once the goblin(s) are dead the players are free to continue down the stairs which leads to a shut and locked door.

**Nezmon: Hobgoblin (AC: 8, MV: 90 ft, HD: 1+1, HP: 9, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil) is armed with a bow (12 arrows) and a short sword.**

**Lepos: (AC: 9, MV: 90 ft, HD: 1, HP:8, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil)**

### #2. OLD DWARF ARMORY

The first thing you notice is a torch burning on the floor that must have been dropped by the fleeing goblin. The air is warm and dry here. The double doors on the opposite side of the room are slightly ajar letting in a soft red glow. (leads to E1.04). There are several rows of high lockers and empty weapons racks. A few pieces of old dwarven armor and broken weapons lay about along with the bodies of dozens of dwarfs and goblins. They were killed and stripped bare weeks ago and the stench is palpable. To the right and left are more rows of lockers and additional shelving and racks line both side walls. This must have been an armory where the dwarves would suit up.

The first player to step into the room is ambushed by **2 Goblin Guards (AC: 7, MV: 90 ft, HD: 4+1, HP: 25, #AT: 1, D: 1d8, SZ: Medium (5 ft tall), MR: Standard, AL: Neutral Evil) who** are waiting on opposite sides of the door. After a round, the other players will be able to enter the room and help him.

The old dwarven armory wasn't even in use when the Lava Titan first attacked the city. The dwarves were forced to bring it back into service to stop the invading goblins. Since then it has been captured multiple times by both sides, stripped bare and left full of the naked, rotting war dead. Searching the room, players will find that other than a few scattered pieces of broken weapons and armor, there is nothing here. The shelving on the far left wall is intact and still attached but on the far right, the shelving has been hacked and torn away to reveal the stone wall. Someone tried to use a pickaxe to break through the wall, but only left a few deep marks. Close examination of the right-side wall will reveal a secret door in the rock where the marks

Close examination of the left-side shelving will reveal the torn page of a dwarf soldier's journal which reads in Dwarvish: **"They've broken through the west barrier and took the plaza and the living quarters. We evacuated everyone we could before being pushed back into armory. I think the King got his precious treasure out, but I don't know if my family is alive or dead. Tomorrow we will launch what may be our last counter-offensive. The goblins are aided by every dark beast in the mountain and I fear that I will never see the sun again"**

If the party tears away all the wooded shelving and racks from the left wall, then another secret door will be revealed. (*This door can only be opened by a special cross-key that can be found on the belt of the Troll in E1.14.*) The "door" appears to be solid rock and cannot be opened by any means the party possesses.

### #3. UNSTABLE CAVERN

Once you move through the newly exposed passage, the air is drier and warmer. You descend a small set of stairs and come to the rock ledge of a three hundred foot chasm with a lava river flowing far below. The heat from the lava causes a warm wind to flow up and out of the expanse.

Across the canyon on the opposing wall are two small ledges sticking out from the rock. On one is a goblin and on the other is a human. With their odd dress and weapons, they appear to be what's left of another party of adventurers. Each with barely enough room stand on their tiny platforms, they begin screaming for help the second they see you.

**"Help me first!"** cries the goblin in Common, **"I will show you a safe way through the city."** **"Don't listen,"** yells the human warrior, **"That's what he promised me and my party and look what happened!"** The goblin rubs his temples exasperated. **"That's because one of your idiot friends went ahead of me and started lighting fires"**

**"He was out of torches,"** the human retorts almost losing his footing. The goblin looks disgusted, **"And you didn't even bring a rope and grappling hook."**

The human looks like he's pleading, **"We lug all that around every adventure and we never really needed them."**

**"Well you did this time asshole!"** The Goblin screams. Across the chasm to your left is some of the remaining original room. You can't see what's behind a pile of crates, but there looks like the remains of several people splattered about there. **"The Dwarves have magic candles that go BOOM! His idiot friend lit one thinking it was a torch and this whole room**

**collapsed. Save me! Don't save this moron, he's dead weight."** The human can feel the tide turning against him. **"You can't trust goblins,"** he finally blurts out, **"Everyone knows it. Shoot this monster and save me!"**

The unstable cavern was a tunnel construction project that the dwarves were forced to abandon after the war started. They had been using a new explosive called dynamite to get through a particularly hard formation and left behind a single crate which only contains six remaining sticks. It is out of sight behind a pile of crates. The last set of adventurers that happened upon this room were being led by two goblin guides. Though they were told this was a dead end, they poked around until an over zealous bard lit a stick of the dynamite assuming it was a torch. It blew him into liquid, killed half his party outright with the rest falling into the newly forming chasm.

The goblin guide **Drexel (AC: 7, MV: 90 ft, HD: 4+1, HP: 25, #AT: 1, D: 1d8, SZ: Medium (5 ft tall), MR: Standard, AL: Chaotic Evil)** and the human leader of the party **Barros (AC: 5, MV: 90 ft, HD: 5, HP: 30, #AT: 1, D: 1d8, SZ: Medium (5 ft tall), MR: Standard, AL: Lawful Evil)** were left on tiny platforms suspended over a long plunge into lava. After several hours of bickering, the two hate each other more than anything and will try to kill each other if given the chance. As you may learn, Drexel has a quick wit but little knowledge of Brundurum as he is a from another land. Both will join the party if allowed. After figuring out a way to get across the chasm to get to the remaining part of the room, players will discover several pulped bodies sprayed in a radial pattern. When they explore behind the pile of crates they find: a open box of dynamite containing six (6) sticks and a large wooden chest bound by three heavy locks. The chest is empty except for a hand-written note in Common which reads: **I.O.U. 500 gold pieces – Hogart the Mage.**

### #4. GOBLIN AMBUSH

The first player through the door must *roll initiative* or they will be shot at by archers in a surprise attack.

Entering the hallway triggers an onslaught of surprise arrows. There are goblins and hobgoblins almost a hundred feet away behind ample cover of a barricade. The Hobgoblin General Obigerus is pacing back and forth behind them supervising. He is fully armored and chewing on an unlit stogie of unknown herbs. **"We've had enough of you foreign devils!"** He screams down the hall at you, **"Get the hell out and don't come back!"**

The main double doors of the old armory open into a long hallway. To the left is a dead end with a trap. To the right at the far end of the hallway is a barricade behind which two (2) **Goblin Archers** (AC: 9, MV: 90 ft, HD: 1, HP:8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil, +1 bow) and two (2) **Hobgoblin archers** (AC: 8, MV: 90 ft, HD: 2+1, HP: 16 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/ XP: 2/20 + 2/HP) have set up an ambush.

They are lead by **General Obigerus: Hobgoblin** (AC: 1, MV: 90 ft, HD: 7+1, HP: 49 , #AT: 1, D: 1d8, SZ: Large (8 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 7/900) Obigerus will insult and taunt the party until making an exit before he can be engaged in combat. There is an inset door to the right more than half way down the hallway, which could provide cover for one person.

## #5. GIANT SNAKE

As you approach the door you can hear muffled voices in Dwarvish yelling and screaming. Listening carefully you can understand that they are saying things like: “**Help! Get me out of here!**”, “**Those aren’t pillows!**” and “**Motherpussbucket!**”

If the Players open the door read the following:

Opening the door you see a horrific sight! A huge giant snake about three feet in diameter and dozens of feet long has about twelve dwarves caught in its

strangling grasp! Heads, arms, legs and feet poke out of all kinds of twists around the snake as it constricts around these poor bastards! One of them is quickly disappearing into the snake’s mouth.

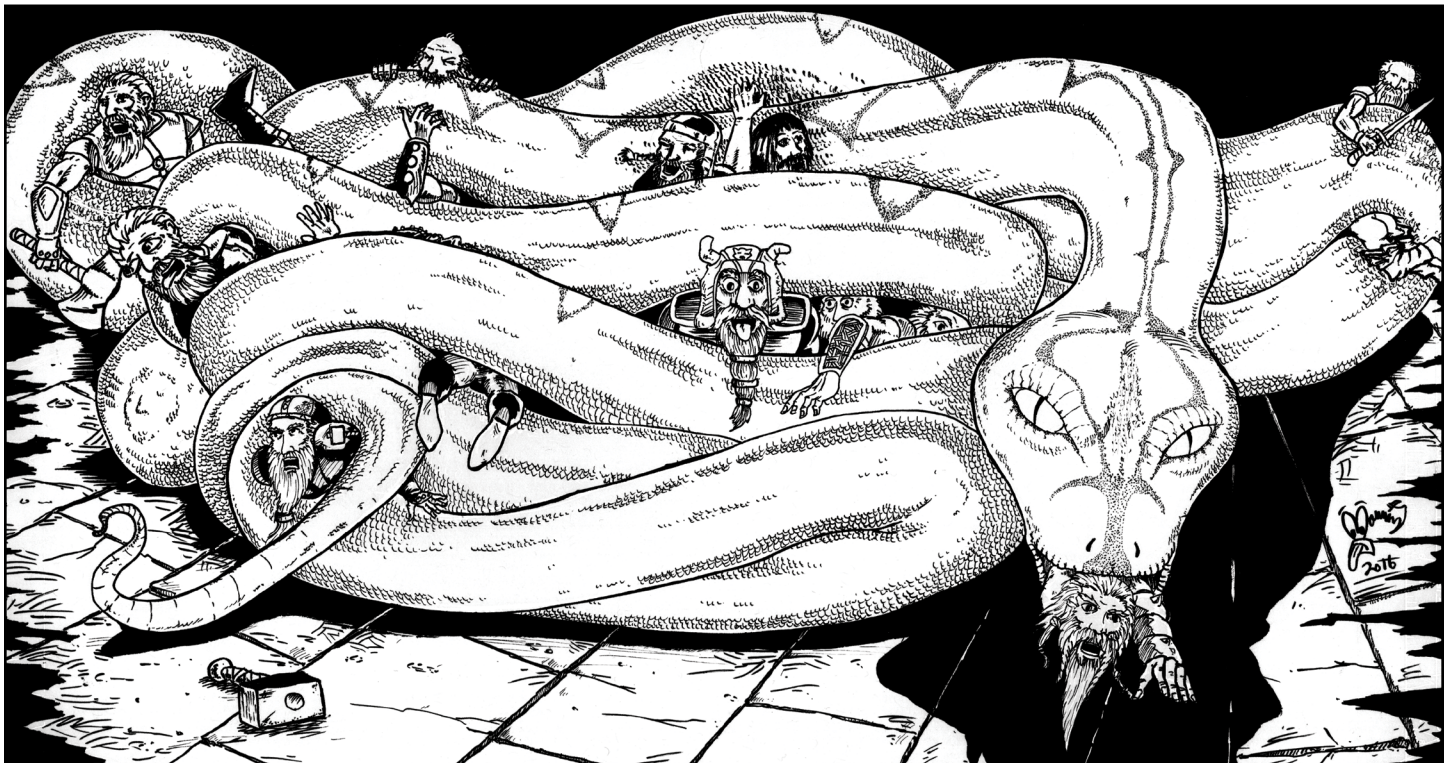
The old Dwarf Barracks has been turned into a cage for a **Giant Snake** (AC: 3, MV: 30 ft, HD: 7, HP: 48, #AT: 1, D: 1d8, SZ: Large, MR: Standard, SA: Poison Bite, AL: Neutral) If the snake bites a Player then a **Save vs. Poison** must be made for half damage. These poor bastard Dwarves are about to die unless the Players can save them. The eight dwarves are: **Nyrmillion, Rusherella, Alstroemeria, Micarta, Sakzilla, Vaka, Mordak** and **Robertson** (AC: 4-8, MV: 90 ft, HD: 4+1, HP: 25 to 33 HP each, #AT: 1, D: 1d8, SZ: Small (3 ft tall), MR: Standard, SD: None, AL: *GM discretion*)

When the killing blow is delivered to the snake, it will tear open and the following treasure will spill out: Gems (4): 6 gp, 140 gp, 2 x 1000 gp. **Total Value: 2146 gp.**

The rescued dwarves will want to go up to safety and recover their armor and weapons but promise to return to help the party later.

## #6. KITCHEN

This room appears to be a large kitchen. A big black cauldron hangs from a heavy iron tripod over a crackling fire in the center of the room. There is a hole in the ceiling allowing some of the smoke from the fire to escape with a wonderful aroma. It smells like a delicious soup is cooking for many people. Looking around you notice several tables



on which food has been prepared along with racks of hanging white aprons and serving utensils. Suddenly a set of double doors on the far side of the room opens, through which you can hear dozens of angry monstrous voices shouting and yelling. A hobgoblin wearing a white apron and a chef's hat enters the room in a hurry. He doesn't look alarmed to see you. Actually he looks disappointed.

**"What took you so long?" he yells, "You're late! You're my replacement food servers right? I thought you were all going to be kobolds... but whatever, you take what you can get these days." He quickly hands each of you a white apron to wear. "Put these on, pick up a tray in the next room and then through the double doors into the hall. Hurry up before they decide to eat the help. The pay is half decent considering there's nothing to spend it on down here."**

This is the hobgoblin cook known as **Chef Gokumoro (AC: 7, MV: 90 ft, HD: 4+1, HP: 33, #AT: 1 Cleaver, D: 1d12, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Neutral)** He will help the Players as much as he can if they help him. If the group plays along they can serve food to the soldiers in **E1.09 WARRIOR'S HALL** and listen to them chat to gather intelligence about the goings on within the mountain. If players search the kitchen they will find it surprisingly well stocked with food but devoid of treasure or hidden secrets.

## #7. TRASH PIT

As you come down the small set of stairs you are overwhelmed with the stench of garbage. As you look inside you can see a huge pile of refuse that nearly reaches the ceiling. The stinking garbage and trash fills a large 20 x 20 area of the floor in front of you. There is a shovel stuck in it like someone was working here. To your left is a big metal container with two flap doors on it's top. It looks like this is where they were shoveling the mess. Just to the right of the metal box is a door.

The metal container resembles a modern dumpster. It is situated over a "bottomless" pit where the garbage goes. The dumpster will not register as a trap because it isn't one, but the first player to open the lid and look in will be grabbed by a giant tentacled monster.

**(1) Carcass Creeper (AC: 3, MV: 120 ft, HD: 6+2, HP: 50, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 6/350)**

Because of the nature of the dumpster, only three (3) other players can help at a time. If the monster is pulled out then all the players can attack it.

### #7a.

This room is empty except for old boxes. There is a door on the left and a secret door on the opposing wall.

### #7b.

When they open the door it opens towards them revealing another door. That door also opens towards them revealing another door. The third door opens away from them and though it isn't locked it appears to be stuck. Maybe a little force will jar it open. There is only a bottomless pit on the other side.

### #7c.

This room contains crates filled with flour and other dried goods along with a chest. The chest is actually a Wood Morph, which will attack whoever attempts to open it. **Wood Morph (AC: 3, MV: 120 ft, HD: 6+2, HP: 50, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft), MR: Normal, AL: Neutral, Level/XP: 6/400)**

If players search, they will find a secret door in the far wall.

### #7d.

The secret door opens to reveal a winding, narrow tunnel that smells like old cheese and rot. Twenty feet in around a corner is a dead dwarf lying next to a crate and a chest. It's not clear what killed him. No one bothered with his fancy clothes but someone has stolen his boots.

The dwarf was a merchant who was trying to escape the conflict. He has a crate with some clothes and personal goods of no value. If players open the chest it contains a note that reads in Common: **"I.O.U. 1000 gold pieces and one pair of boots – Hogart the Mage."**

## #8. PREPARATION ROOM

This large square room has three large tables all covered in dirty linens. On the two tables closest to you, plates of food have been prepared and are being laid out on finely crafted dishwear. Crystal goblets, silver serving trays and the dwarven silverwear are all being used. Across the room on the larger table are big bins full of food and freshly baked bread. To your right and left are sets of double doors.

If the players are entering this room before **E1.06 KITCHEN**, then have it trigger the entrance of the chef in this room instead. Behind the larger table are four crates and two chests. The crates are almost empty and used to contain all the linens, silverwear and dishes laid about. The first chest is empty but the second chest contains 600gp. If the players take the gold then Gokumoro will storm in accusing them of stealing the payroll which may alert the two dozen hobgoblins in the next room.

## #9. WARRIORS HALL

This room is a large mess hall with a dozen large oaken tables in two rows of six each surrounded by many chairs. This must have been where the Dwarf army used to eat. It's interior artwork has all been vandalized and the front of the room looks like it almost burned down at one point. The goblins have decorated the main entrance with Dwarf heads. Twenty or more are hung there like ghastly trophies. Each has mounted to a piece of wood with their name carved in it. You read in passing: **Adrastus Mourn, Alexis Firestorm, Glastin Steele, Minnon Barkshield, Forge Bentleaf**... they go on and on. All Dwarves with lives and families, hopes and dreams.

Clustered in the far corner of the room, two dozen hobgoblins are seated at the tables looking over formal table settings. They don't know what to do with extra fork and one has taken to eating from the butter dish. They are talking and arguing as they grow impatient for their meal. Around the room are racks with their weapons stowed on them.

If the Players have already met **Chef Gokumoro** from **E1.06 KITCHEN** then proceed, otherwise have him appear here as they enter and flag them to go into the Kitchen where he will brief them on their new job. There are **(24) Hobgoblins here (AC: 8, MV: 90 ft, HD: 4+1, HP: 25 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/135)** They will not attack any Players wearing white aprons or anyone in conversation with Chef Gokumoro. If the Players are wearing the aprons and pretend to be waiters they can listen to the Hobgoblins speaking about their plans and schemes. Choose from the table below or add your own foreshadowing:

1. "Now Perx raids the fine silverware. Is he making us a reward or a last meal? It's hard to tell with him."
2. "Amon never tells them about the Lava Titan. Can you imagine the ignorant mercs he must be sending down here? What fools! What complete morons!"
3. "These waiters are the worst! My soup is horrible and the portions are so small."
4. "More soup! More soup! More soup!"
5. "I can hardly wait until the next round of shine is brewed but getting down there is very dangerous. I hear there's a Red Dragon in the mine shafts."
6. "The Dwarf King has become a tyrant worse than any bugbear regime I can remember."
7. "Obigerus needs to discipline his pets. His basilisk Ryjinn killed one of my soldiers last week."
8. "There's some kind of weird troll down in the old general store. He can't be injured."

The hobgoblins will run the party back and forth getting food for them like impatient spoiled kids. There is a *1 in 1d10 chance* that one of the Players may spill food on the goblins accidentally causing a possible argument or fight since they are not skilled wait staff. The GM can also supply any rumors or other secretive information to the Players via the conversations in this room.

If enough time passes without incident, the hobgoblins will finish eating and disperse at which point Chef Gokumoro will enter and pay the players 5g each for their work.

In the far corner of the room next to one of the weapons racks is a large footlocker containing 100 gp, Gems (3): 2 x 50 gp, 500 gp. **Total Value: 600 gp.** If the players search they will find a secret door in the far corner of the room (*leads to E1.10*)

## #10. BACK ROOM

This is an unremarkable rectangular room with empty crates and garbage stacked against one wall. It is an intersection of sorts with stairs leading down to a closed door (**E1.07d**) and a secret door leading to a tunnel (**E1.10b**). There is a hidden trap door in the floor that is one of the exits from the mine car system, but it cannot be accessed from this side. There is nothing of value here.

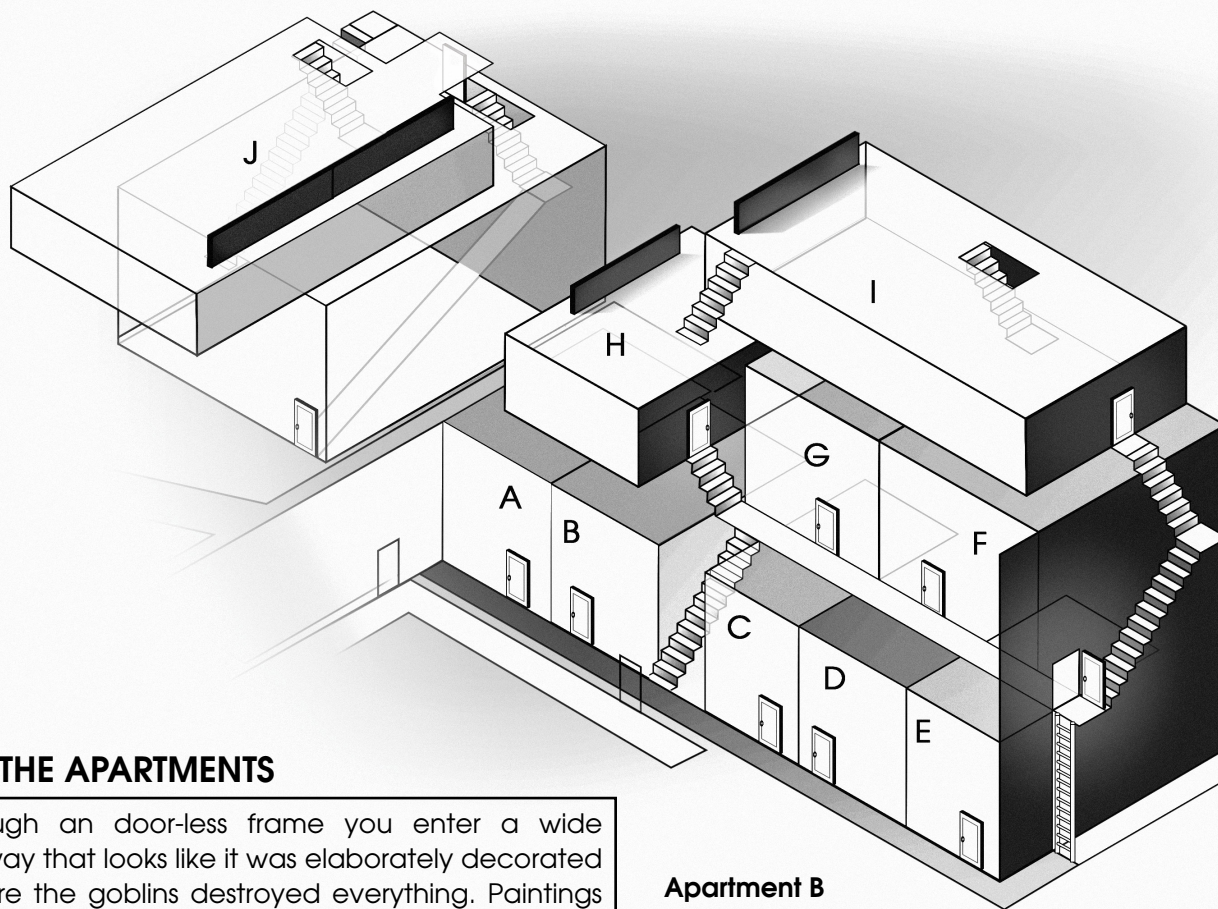
### #10a. GIANT SPIDER NEST

The room is loaded with more and more cobwebs the further you explore. Very thick webbing fill the chamber and dangling clumps of gooey web hang from the ceiling. You can see that in the far reaches of the room is a pile of bones caked with webbing. A rusted iron chest sits in the center of the room. Suddenly a giant 10' wide spider drops from the ceiling and attacks!

*Roll initiative.* **(1) Huge Giant Spider (AC: 6, MV: 180ft, HD: 5+2, HP: 42, #AT: 1, D: 1d8, SA: Poison, SZ: Huge 10' ft, MR: None, AL: Neutral, Level/XP: 5/420)** Huge Giant Spiders resemble hunting tarantulas and are capable of leaping a disturbing 30 ft directly at their prey. *Save vs Poison* for half damage on any bite. The chest contains: Gems (18): 7 gp, 2 x 10 gp, 16 gp, 30 gp, 2 x 50 gp, 70 gp, 75 gp, 80 gp, 2 x 100 gp, 200 gp, 3 x 500 gp, 800 gp, 1400 gp. **Total Value: 4498 gp.** There are also 6 Potions of Healing

### #10b. SECRET PASSAGE

This is a narrow, winding tunnel no higher than a dwarf. It leads to **E1.10A** and through a trap door into **E1.11E**. If they haven't cleared the Spider Nest then they should meet the giant spider while it is in transit. There is nothing of interest in the tunnel itself.



## #11. THE APARTMENTS

Through an door-less frame you enter a wide hallway that looks like it was elaborately decorated before the goblins destroyed everything. Paintings of dwarves used to hang here but the only one remaining has its eyes cut out and someone left a dagger sticking into its head. The painting hangs awkwardly now rocking back and forth on one nail.

You come to an open doorway that leads to another long and dark hallway. There is a sign on the wall as you pass by that reads in Dwarvish: **Residents Only**.

Across the hall are steps going up to another level and a series of doors down each hallway, like an inn. This must be living quarters of some kind and judging by the low ceilings and cramped hallways, it was made for dwarves.

### Apartment A

This apartment had it's street-side wall blown out and replaced by a pile of rubble held in by barricades on the outside. There is no dwarven furniture and the floor is covered with hay. Several bugbears have made a nest here. They are piled here and there still asleep. The apartment has it's own sectioned off latrine but with the walls gone it is hidden by a soiled curtain. Something stirs behind the curtain before releasing a long wet fart and a sigh of relief.

The guard watching the nest is "occupied" in the latrine, **(8) Bugbears (AC: 5, MV: 90 ft, HD: 3+1, HP: 16 each, #AT: 1, D:1d4 (daggers), SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/ HP)**. Hidden in a pile of hay is a sack containing 100 copper pieces.

### Apartment B

This room is empty and was wrecked a long time ago. Graffiti on the walls says in Common: **Myerrn the coward rots in hell**.

Besides a tossed bed and destroyed furniture, there is nothing of value here.

### Apartment C

This room is filled with smoke that smells like Highbottom Leaf. Behind a makeshift curtain, on top of filthy mattress, a tiny male goblin is copulating with an obese female. He pauses as you draw back the curtain and yells, "**I've still got five minutes...you wait your turn!**"

If attacked: **(2) Goblins (AC: 10, MV: 90 ft, HD: 1-1, HP: 4 each, #AT: 1, D: 1d4, SZ: Medium (5 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 1/10 + 1/ HP)**. If you kill the goblin you find the 1 silver piece he was paying for his fun. There is nothing else here.

### Apartment D

This room is filled with trash and garbage which forms a huge pile in the center of the room. Something looks shiny and valuable in the pile.

If you search the pile of garbage you will find: **(1) Huge Carcass Creeper (AC: 3, MV: 120 ft, HD: 6+2, HP: 35, #AT: 4, D: 1d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/HP)**

## Apartment E

The door to this room is blocked and when you force it open, you see that it is a dwarf body that has been completely wrapped in spider silk. Across the room there is another dwarf body in a similar condition. There is a chest on the far side of the room that looks unbroken and an open trapdoor in the floor leading down to who knows where.

If you enter the room, it will be about the time when a giant spider is returning to claim its bodies. It climbs out of the trap door and attacks. *Roll initiative.* **(1) Huge Giant Spider (AC: 6, MV: 180ft, HD: 5+2, HP: 42, #AT: 1, D: 1d8, SA: Poison, SZ: Huge 10' foot tall, MR: None, AL: Neutral, Level/XP: 3/150+3/hp)** The chest contains 2g

## Apartment F

The door to this room falls off its hinges when touched revealing a blackened and burnt space that has been gutted by fire.

There is nothing of value here.

## Apartment G

This door is locked and the door seems barricaded.

The room is booby-trapped with a porcupine that will shoot two dozen (24) arrows simultaneously at whoever opens the door. Affected players take 1d4 damage each arrow that hits.

## Apartment H

This elongated rectangular room is also wrecked with a blown out wall and missing window. All the furniture is pushed up to block the openings and there are arrows everywhere that look like they came from outside. A lot of fighting took place here. The room had a built in vault and a chest, both of which are empty..

Besides broken evidence of the dwarf that once lived here, there is nothing of value.

## Apartment I

This long apartment must have been fancy digs in its day. The debris of long couches and a fine feather bed litter the now open space. Like the other apartments it looks like every corner has been used as a bathroom by one race or another. From the broken chandelier is hanging a dwarf. He has been dead a long time and it looks like something nibbled on his bottom half. The compounding smells are starting to get to you. This room has its own entrance and a stairway to the roof. Fancy indeed.

There is nothing of value here.



## Ranged Encounter on the Rooftop

When a player emerges onto the roof of Apartment H or I, they will trigger a ranged attack from goblins who are on the roof of an opposing structure just south of them about 50 -70 ft away. There are two (2) goblins and (2) Hobgoblins firing from behind cover.

**(2) Goblin Archers (AC: 9, MV: 90 ft, HD: 1, HP:8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil, +1 bow)**

**(2) Hobgoblin archers (AC: 8, MV: 90 ft, HD: 2+1, HP: 16 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/ XP: 2/20 + 2/HP)**

After two of the archers are killed, a Bugbear will appear rolling out a ballista and he will join the ranged attack. The ballista will be able to penetrate the cover of the players. Even hiding in the lower apartments should not protect you from the ballista fire.

**Bugbear (#1d4): AC: 5, MV: 90 ft, HD: 3+1, HP: 16 each, #AT: 1, D:1d8 or by weapon type, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/135+ 4/HP**

Ballista arrows will do 2d8 damage and can penetrate walls. Dropping down to the alley below could put the players in a kill-box blocked by barricades. The goblin attackers would have the high ground on them while they are trying to figure out how to enter the building.

## #12. FOUNTAIN OF THE THREE KINGS

You come to an open area with statues and walkways. This must have been a public space at one point, perhaps a park or plaza. Everything has been burned and blanketed with ash which drifts through the still air like falling snow. The plants and potted trees have all been reduced to blackened twigs. It is dark here except for the sparse ambient light of lava and a few small fires, but you can still make out the many dwarf and goblin bodies littering the ground. Some have been burnt and the noxious smell of creeping decay is starting to permeate the air. At the center of the plaza is a circular area bordered by curved stone slabs. The slabs which form partial walls are decorated with murals of dwarf history, but the battles and vandalism by the goblins have all but destroyed them.

In the center is a large fountain built around a towering statue of three figures, the Dwarf King Amon in the center, the Goblin King Perx on the right and what you can only assume was the Gnome King Myerrn on the left because the statue has been decapitated. They all have their arms out in a welcoming gesture.

The plaque beneath it is barely legible:

**The Three Kings of Brundurum**  
***Strength in Unity***

Looking around you realize that in addition to dwarves and goblins there are several dead human, elf, and orcs strewn about. Perhaps the remnants of another party such as yourselves.

From here you can orient yourself by the glowing horizon of the lava pit ahead of you and to your left recognize the distant door that would lead back to the Great Hall and the street back towards the Apartments. To your right there is uncertain and smokey blackness.

When you exit the apartments and get down to ground level you will be on the outskirts of what was a public park. The ceiling such as it is almost a hundred feet high curving into a dome above this open part of the city. This must have been quite something to see with all the braziers lit but now it is a grand cathedral style tomb.

The corpses lying about have been stripped bare or are loosely wrapped in a mix of blood and rags. If the Players search very carefully they will find, clenched in the death grip of one of the humans, another combination to the vault that is different than the one they have. It reads: **3 6 9 6 3 3 3 6 1**. There is nothing else of value here except a moment of rest.

## #13. THE RUBY THRONE

When the party is wrapping up E1.12 and going to leave the plaza trigger this encounter.

You hear shouting from the direction of the Lava Pit. **"You sons of bitches!"** screams a voice from the red and black void. Then a torch in the distance lights... then another. Now you see it is the Hobgoblin General Obigerus that fled the earlier fight. His two minions spread out to the right and the left lighting torches that line the edge of the lava pit, illuminating a walkway and platform that goes out over the chasm. Obigerus is sitting in a chair that looks like a giant jewel. **"You killed baby!"** he screams. **"I raised that snake from a egg. You'd kill that beautiful creature to save a bunch of faithless dwarves!?"**

Obigerus isn't alone up there and with more light you see he holds the leashes of two giant Basilisks almost twenty feet long that are wearing specialized armor plating. The goblin minions scamper away into darkness after giving you enough light to fight by.

**"How many more fools could Amon possibly have to send down here? Whatever my boys here don't eat, I'll send back to Amon for good measure. This is not his mountain anymore."**

Obigerus releases the animals with a clang of the chain. **"Get em!"** He says softly and the two beasts race towards you. He draws his sword and morning star and follows them. All three barrel down on you.

This was the King's throne during better days of Brundurum. Appropriately called the "Ruby Throne", the entire seat is cut from a single giant ruby. It's on a circular platform hovering out over the chasm with lava pouring from vents just below. It is connected to the rock by a wide walkway and the whole throne platform was carved from a single existing rock structure and it's extremely tough and will not break.

The Ruby Throne itself is extremely large and heavy and virtually indestructible.

**General Obigerus: Hobgoblin (AC: 1, MV: 90 ft, HD: 7+1, HP: 49, #AT: 1, D: 1d8, SZ: Large (8 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 7/900). He is armed with a Bastard Sword + 3 and a Morning Star +3 and wears a Ring of Invisibility with 4 charges left.**

**(2) Armored Giant Basilisks: (AC: 2, MV: 90 ft, HD: 6+1, HP: 45 each, #AT: 1, D: 1d10, SZ: Medium, MR: Standard, SA: Tail Swipe every 2 rounds does 2d8 damage to nearby players SD: None, AL: Neutral, Level/XP: 6/250)**



## #14. THE KEYMASTER

**14a** - Beyond the circling walkways of the plaza is a the crumbling structure of part of the dwarven mine-car track. It comes out of the blackness and forms a broken line like an old bridge to nowhere. Amidst the rubble you can make out what was some grand passage with a carved stone archway, but it has all been collapsed and is filled in with dirt and rock.

The raised mine car track has also collapsed the roof of a free standing structure that may have been a shop of some kind. Above the broken display window on the front is a sign that says in Dwarvish: **General Store**.

**14** - The door is busted open and hanging on one hinge and you can now see some light coming from inside. Something is moving about in there. The shop is thoroughly destroyed and has been ransacked several times over. Shelving has been turned on it's side to hide behind and there are arrows stuck in the walls here and there. In the back of the shop, making himself comfortable on stolen rugs and pillows is the oddest troll you have ever seen. It is taller than a man, with a pear shaped body and big ears. His thick skin is bluer than a clear summer sky and a tuff of hair around his neck like a collar and a single tuff of it on his head, makes him look preposterous. He already knows you're there and is taking up his spiked club as you come into view. He speaks in Common, **"Al right hold it up there, don't all crowd in here at**

**once."** You now notice two things. He has a big ring of keys around his belt of rope and that he has a line of barrels filled with various items: one of wands, one of swords, one of shields and so on. One of his keys is also a conspicuous cross-shaped design.

**"Where are you trying to get, I'll unlock the door for you. You want to get down to the lower levels, you'll need the mine car and for that you'll need yours truly. But, it will cost you."** He thinks for a second, **"I'd say \_\_\_ gp from each of you should do it, and if you're a little strapped, you can see I take trade-ins."** He surveys your party. **"Now, I know you might be thinking of doing something underhanded right now, but may I say I caution against it. See, I'm Loem and I'm a Blue Troll motherfucker, and unless you have another twenty or so guys outside, I'll take you all down myself. I can regenerate faster than you can slice. Hell, a mountain giant tore me in half once and now I have a brother Meol. Ha ha ha."**

Loem and his brother Meol have locked up parts of the map in order to charge adventurers to "help" them. GM discretion on how much he wants to charge, but we recommend he want whatever amount they have made thus far on the adventure plus a little more. If you pay him or otherwise compensate him, Loem will be true to his word and unlock the door leading to **E1.15 Mine Car System**.

Although greedy, Loem is intelligent and thus bored and may be satisfied by some kind of game or entertainment. He is fond of riddles and mind-games and has been known to gamble. If things go bad while interacting with him or if the players attack, he will fight to the death and attempt to kill the entire party out of spite. He will chase you through the mountain.

**Loem, Blue Troll (AC: 2, MV: 20 ft, HD: 10, HP: 80, #AT: 2, D: 2d8, SA: Paralysis on Touch SD: Regeneration 6hp/round. SZ: 7 ft tall, MR: 50%, 90% Sleep and Charm Spells, 100% Polymorph, AL: Neutral Evil, Level/XP: 10/2520) for more information see page 43.**

There is a secret door in the shop that opens to an old tunnel that leads to **E2.01**. Loem may offer it as an option for a price or the party may discover it later. The Tunnel is narrow and made for dwarves so larger beings will have to crawl the entire way. The tunnel is at a 30 degree down-angle and carved from solid stone. There is nothing of interest there.

If the players get Loem's stash of goods, it contains: 400 pp, 5000 gp, Jewelry (11): 600 gp, 700 gp, 800 gp, 900 gp, 1400 gp, 2 x 3000 gp, 5000 gp, 5900 gp, 2 x 6000 gp, **Total Value: 38300 gp., Bronze Plate Mail +2, Scroll of Protection - Lycanthropes - All Lycanthropes, Potion of ESP**

## #15. MINE CAR SYSTEM

**15a** - Through the triple set of doors is a large oval room with shiny marble floors. There are unlit braziers here and a statue to the dwarf god Graham that is both the god of measures and luck.

To your right is a locked door with a sign next to it that reads in Common: **Mine Car Boarding**.

To your left is a freestanding shop that seems untouched by war. It's fine brick finish and delicate glass-work is all intact. There is a sign hanging out front that says simply "**Kleive's**".

When the players first reach the doors leading to **E1.15** they will find them shut and locked. The doors are stone Dwarven doors and they cannot be destroyed (*unless the players want to stand there for days*) and the lock is a steel contraption that cannot be removed from the doors. They need the key from **E1.14**.

After they have acquired the key read the following:

**15** - With the door open you ascend a broad staircase that leads to the loading platform. You are greeted by the sights and sounds of the genius engineering of the Dwarves. Hot steam pipes rumble, giant gears turn and the mechanical clanking both near and far fills your ears. The mine car track appears from below, curves around to your left and passes right in front of you. You can hear the clacking of mine cars being brought up from the shafts below.

Across the track is a podium covered in dials, switches, and buttons that is being manned by a goblin attendant. He has a little hat and a vest with a name tag that reads: Mr. Sprinkles. "**Mind the gap!**" he yells at you in Common.

Just then a set of several mine cars reach the platform, go around the curve and pull to a stop in front of you. You will have to make room to get in since they are filled with arrow riddled skeletons. It looks like the previous riders decided to make their visit a permanent one! One of the poor bastards "got it" right in the eyeball!

Mr. Sprinkles is all business, "**Just pull that mess out and dump it to one side. Make it snappy, I've got a schedule to keep.**"

Mr. Sprinkles is a creature of habit. He will just want the players to get in the mine car so he can do his job.

There is nothing of value here. If players explore the platform and the tunnels where the mine cars are being brought up they will discover **E1.15A**.

Mr. Sprinkles continues, "**The track has many branches and loops. Keep an eye out for switches along the way that you can use to change your course and reach different destinations. I recommend putting your best man up front so he can flip the switches with a club or sword as you pass by.**"

He turns a crank and the cars are engaged by a secondary drive arm that will pull you to the drop off point. "**This track will take you down into the mining level and then the forge. It's only like a hundred foot drop or something... a piece of cake for you heroes.**"

When the party is in the car(s) and ready to go:

Mr. Sprinkles flips a switch, turns a crank and releases a valve. "**Everyone all aboard! Remain seated please and keep your hands and arms inside the mine car at all times.**" There is a hiss and whine of steam before your mine car lurches and slowly moves forward. As you creep towards the edge of what looks like a huge drop off, it might be a good time to start praying to your gods, whoever or whatever they might be. You look back at Mr. Sprinkles who is waving with a smile. "**Oh I forgot to tell you... it could save your life down there. Whatever you do, don't...**" you miss the rest as you plunge into uncertain darkness.

### HOW IT WORKS

The Mine Car System, of which we see only a part was for transporting raw materials from the deep mine shafts and bringing it back to level 2 for processing. The Dwarf miners also used the cars as a transportation system to go to work each day. Although in disrepair since the war, the fact that it still works at all is a testament to dwarf engineering. (*see Inner Cover Map*)

### Moving

The mine car map has a detailed track with crossbeams. Every 10th crossbeam is filled in so it is visually easier to see their combined distance(s). You can think of every filled crossbeam as requiring six (6) seconds (*or 1 round*) to traverse.

This is a short enough time to just consider the car in motion and focus on the more important aspects of what is happening to the players. You can be very loose with time, giving the players a round or two to react to threats (*Zone Events and Random Events*) or try whatever they want to try before having them arrive at the next point of action (*Switches or Encounters*). You want to keep things moving and help somewhat simulate the tension and speed of the ride.

You can decide to get very technical with the speed and distance, incorporating a dice-roll or some other mechanism, but we found it to be an obstacle to fun.



## Switches

There are eight (8) switches spread across the map that determine what path the cars will take. These behave like old rail road switches and must be switched manually by hitting them as they pass by. One of the players upfront should be designated as the one to attempt to flip the switch.

Once a switch is flipped it will remain in that position until it is flipped back. The players will be traveling blind and they will need to keep track of what switch leads where. When hitting a three position switch (5,6,and 8) the player can pick which position he is trying to flip the switch to. You can adjust the difficulty in successfully flipping the switch but it's not the central challenge of this mini-game and more often than not they should be successful.

## Switches

There are eight (8) track switches scattered across the track. "p" is for position.

### Outer Track

**Switch 1:** p0 (default) - stays on outer track  
p1 - moves to inner track

**Switch 2:** p0 (default) - stays on outer track  
p1 - moves to cart return and **E1.15**

### Inner Track

**Switch 3:** p0 (default) - stays on inner track  
p1 - goes to mine tunnel track

**Switch 4:** p0 (default) - stays on inner track  
p1 - returns to outer track

**Switch 5:** p0 (default) - leads to **E2.02 Sorting Room**  
p1 - stay straight to **E2.04 Control Room**  
p2 - return to outer track

### Mine Tunnel Track

**Switch 6:** p0 (default) - straight on long track  
p1 - goes right to side track and **E1.15B**  
p2 - goes left to dangerous track

**Switch 7:** p0 (default) - straight through **Zone D**  
p1 - left to **E1.15C**

**Switch 8:** p0 (default) - goes right to outer track  
p1 - stay straight into **E1.15F**  
p2 - left to loop the mine tunnel track

## Braking

The lead mine car does have a break that allows them to bring the cars to a stop. You can roll or arbitrarily determine how successful their braking action. Stopping the car randomly out on the track somewhere or attempts to get out of the car should be discouraged by additional random events or an intensifying of the zone events. The system isn't designed to be walked and is a bunch of long empty tunnels. There are few exits and nothing to find outside of the encounters.

## Encounters

There are seven encounters that can only be accessed through the mine car system. Some will be triggered automatically when they flip a certain switch, some they will have to brake for and some they will be stopped for.

## Mine Cars

The mine cars themselves, in spite of being old and in disrepair are really quite sturdy. Made of welded steel and hardened wood with metal trim riveted into place, the cars will take a lot of abuse and can potentially protect the players if they duck down inside it. When the players board the mine cars, they should receive a train of connected cars to accommodate the whole party. The cars are bound together and cannot be separated except in the most dire of need. Separating the characters may mean they can't find each other again and die from overpowered encounters within the mine shafts. It is recommended that the party stay together throughout the mine car system.

## Watch Your Limbs

Unless noted, the mine car will always be moving fast enough to make getting out of it a dangerous affair. Parts of the track go over deep crevasses, lava and spiked stalagmites. There is unpredictable thermal venting and air currents that make flying or levitating out of the car equally perilous. Keeping them in the car insures the most complete experience.

## Getting Back on Track

If the mine car gets knocked off the track, crashes or is forced off by a monster, the players should be allowed in most cases to reset the car and continue on their way if they want to. The track is always moving slightly downhill as the difference in elevation between levels 1 and 2 is stretched out over the distance of the track. Even from a dead stop, the players should be able to pile into the car and through pushing, magic or whatever means, slowly get it going again to the next drop off. There are several instances within the mine car system that will force the players to a stop for an encounter. At the completion of the encounter, they should be able to get back into the car and continue.

## Zones

There are five (5) lettered **Zones (A-E)** shown on the map as darkened outlines. These corresponding Zone Events WILL happen at least once (*the first time*) as they enter the zone. After that it's GM's discretion if the event continues throughout the area and whether or not it happens again when the players repeat an area.

**A) Goblin Archers in the cavern walls** - Twenty (20) Goblin archers emerge from cave holes which dot the cavern walls. They fire arrows at the party's speeding car. They are at some distance with no way to reach them besides returning ranged fire. Affected players take 1d4 damage each arrow that hits

**B) Boiling Lava splashes, steam vents and falling stalactites** - A sudden ejection of molten rock flies up and threatens to hit the party. Sharp falling stalactites crack off and fall towards the party. GMs discretion for damage.

**C) Goblin Attack from another mine car riding on the parallel track** - A second series of mine cars comes onto the track next to the one the players are on. It contains four (4) goblins.

**(4) Goblins (AC: 10, MV: 90 ft, HD: 1-1, HP: 4 each, #AT: 1, D: 1d4, SZ: Medium (5 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 1/15)**

The goblins will try to hit the players with their swords, pull players out to either stab them or drop them, and try to board the player's mine car. If they repeat the zone, up the ante with more and tougher monsters.

**D) Pyroclastic flows, Lava Worms, Razor sharp geodes**  
If the players are in the mine car, there are scolding hot pyroclastic flows that rush through the tunnel without warning. If the players are walking, there is the danger of ten **(10) Lava Worms (AC: 5, MV: 120 ft, HD: 1, HP: 8 each, #AT: 8, D: 2d8, SA: Spit Lava for 1d4 damage, SZ: Small (3 ft), MR: Normal, AL: Neutral, Level/XP: 1/100)** smelling the slow moving party and trying to eat them. There is also the possibility that the walls and floors of the cavern will be part of a giant geode with razor sharp points which will slow movement and may inflict damage at your discretion.

### E) Heavily Damaged Track

The track is heavily damaged in this area and on fire. Besides braving getting burned, the track will bump and jostle trying to throw them out. This zone is really just an action scene that you can roll your way through or really exploit. It reaches it's climax with the Treacherous Ramp of **E1.15E**.

## Random Mine Car Events Table

Roll 2d8 to determine what happens to the players while between points of action.

**1) Falling rocks** - Rocks and stalactites fall on the party from dust to razor sharp boulders. Players who fail a *Dexterity check* will take 1d6 damage

**2) Obstacle on track** - Rocks, wood or other debris on the track causes the mine car to bump violently. Players who fail a *Dexterity check* may get thrown.

**3) Pissing Ogre** - an Ogre on the track to take a piss and is hit by your mine car and thrown into one. Players have throw him out. *Roll initiative*. **Ogre (AC: 5, MV: 90 ft, HD: 4+1, HP: 32, #AT: 1, D:1d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/150)** Players failing *Dexterity check* take 1d6 damage and end up with urine on themselves.

**4) Top-Off Blades** - Spinning rotary blades come down from the ceiling to "top-off" the mineral load of your mine car. *Save vs. Death* or take 1d10 damage.

**5) Random Arrow(s)** - Arrows from an unseen goblin assailant hit the mine car. 50% chance of hitting anyone who fails a *Dexterity check*.

**6) Giant Spider** - a giant spider descends from the ceiling and attempts to grab one of the players from the mine car. *Roll initiative*. **Huge Giant Spider (AC: 6, MV: 180ft, HD: 5+2, HP: 35, #AT: 1, D: 1d8, SA: Poison, SZ: Huge 10' foot tall, MR: None, AL: Neutral, Level/XP: 5/200)**

**7) Poison Fumes** - the party rides through poisonous gases emerging from the mountain. *Save vs poison* or take 1d4 hp damage and become poisoned

**8) Goblins on ropes** - goblins swing out on ropes and try to land in your mine car. *Roll initiative*. **(2d4) Goblins (AC: 9, MV: 90 ft, HD: 1, HP: 8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Lawful Evil, Level/ XP: 1/20) armed with daggers.**

**9) Hot Vents** - incredibly hot vents spray scolding steam onto the party. Players who fail a *Dexterity check* take 1d4 burn damage to exposed skin.

**10) Watch Out!** - Another mine car comes flying down the track and collides with the players.

**11) No breaks** - The brake lever comes off in the player's hands. Looks like it full speed ahead!

**12) Hot Hot Hot** - the tunnel track or both are on fire and it's like riding through a blast furnace. Players who fail a *Dexterity check* take 1d4 burn damage to exposed skin.

## #15A. CART STORAGE AREA

The mine cars are emerging noisily from a narrow cave in the wall, having been brought up by the mine car machinery. Just to the right is another track that runs out and down a tunnel in the opposite direction from the mine car track. This must have been a storage area for unused or damaged cars. As you venture in you pass a mine car flipped over that was having its wheels repaired. There are traces of blood everywhere but no bodies. There are mine car parts and extra materials strewn about in a disorder. There is also the distinct smell of bacon or is that burnt goblin, it's hard to tell the difference.

If the players stick around and look for hidden anything, then they will be attacked by sixteen (16) **Lava Worms (AC: 5, MV: 120 ft, HD: 1, HP: 8 each, #AT: 8, D: 2d8, SA: Spit Lava for 1d4 damage, SZ: Small (3 ft), MR: Normal, AL: Neutral, Level/XP: 1/100)** that come out of the walls in a surprise attack.

## #15B. ARCHER ENCAMPMENT

You turn off to the right and then take an immediate left, shaking everyone in the party. The track seems straighter here and the cars are losing momentum. You are only going a quarter normal speed as you emerge into a larger cavern in which many goblins and other monsters are camped. There are two large fires going around which are gathered goblins making arrows. They have tapped a natural vent here and are pouring the arrowheads in assembly line fashion.

Your mine car is slowing down as the goblins look up from their work, noticing you. It looks like the main fighting force is elsewhere but there are still a dozen goblins and two bugbears... big ones.

Your cart slows to a stop right in front of the bugbears as they are sharpening their weapons. They are looking at you slack-jawed and surprised and you are looking at them. You could hear a pin drop.

*Roll for Initiative.*

**(2) Bugbears AC: 5, MV: 90 ft, HD: 3+1, HP: 16 each, #AT: 1, D: 1d8 or by weapon type, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/120**

**(12) Goblins (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 1/25)**

Goblins not directly engaged will arm themselves with bows and begin firing at the party. When the goblin forces are scattered or killed and if the players search the cavern, they will discover a secret passage.

The tunnel looks well used with crisscrossing footprints in the loose dirt of the floor. It gets wider and soon opens out into an oval shaped storage cave in the rock. This looks like the goblins were using it for storage as it's filled with various crates and barrels and a stash of hundreds of well made arrows. Some of the other crates are lying half open and have dozens of red candles stored inside! The crates are stamped "ACME" under which in small letters it says: "A Star Spawn, LTD Company."



There are a hundred and fifty (150) arrows stored here that players can use to replenish their ammo. The candles are actually sticks of dynamite (see page 44). There are three (3) full crates, each crate containing twenty-four (24) sticks for a total of seventy two (72) sticks of dynamite.

## #15C. GOBLIN MOONSHINE BREWERY

This is a large room filled with various wooden barrels, casks, and metal pipes all configured into a strange contraption that is connected to a boiling hot cast iron pot with fire heating it. Immediately you realize there are several goblins sitting around a small table and a few of them relaxing on the barrels. Seated in a chair at the left side of the table is a large ugly hobgoblin boss with a drink in front of him and across the table on the right is a Halfling woman is about to swallow a drink while a human mage dressed in white is placing coins on the table as if betting on a game. You notice the mage is dressed in expensive white robes and carrying a wizard's staff. He will often stroke his long white beard, scratch at his golden skullcap or regularly fidget with his pouches of gear. The Halfling woman is also well appointed in rich clothing with fine leather armor while sporting a surprising arsenal of weapons and handy gear for

someone her size. She throws back the entire drink and slams the empty glass back down on the table. The Goblins cheer as she wipes her mouth. Everyone seems to be having far too much fun to notice you.

This is a goblin moonshine still. Currently the Hobgoblin boss **Thadyllenius (AC: 8, MV: 90 ft, HD: 4+1, HP: 33, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil)** is plastered drunk and getting very angry that he is losing the contest with **Freda Middlehill** as **Kearomunn the Pale** has been winning all night. There are also **(10) Goblins (AC: 9, MV: 90 ft, HD: 1, HP: 8 each, #AT: 1, D: 1d4, SZ: Man sized or smaller, MR: Standard, AL: Neutral)** are drunk and making merry. After a few rounds Thadyllenius will get fed up and accuse Freda and Kearomunn of cheating! He will then order his goons to attack! They will fight or flee depending on how the battle appears to play out.

At the table are **Freda Middlehill** and **Kearomunn Pale**. They are quite friendly and seemingly casual when encountered. A Wizard of some power, Kearomunn is in the market for a spacious new stronghold in the mountains: ancient stone construction, well fortified with secure treasury and library facilities, underground dungeon areas and accommodation, access to the deep earth and water courses, preferably with an infesting horde of monsters to dominate and rule over.

Just a quiet fortress in the hills where an old man can practice his spells, craft magical items in relative peace and potentially grow an army of evil to do his bidding.

Kearomunn has come to Brundurum to have a discreet look around, accompanied by his loyal bodyguard, sexy burglar and good friend Freda Middlehill, to scout if it would be worth the effort in acquiring the property for his new home. Because this is their first excursion into the Dwarven stronghold depths, they have both been careful to keeping a low profile by remembering to wear their Rings of Invisibility while exploring and cataloging Brundurum's assets.

Kearomunn and Freda will happily attempt to befriend the PC's and offer to accompany and help them on there quest. Kearomunn will offer up endless bits of information about Brundurum and the Dwarves (*much of it false or made up*) and will attempt to guide the PC's as best he can toward their goals. Kearomunn will in fact be steering the party toward any number of traps, problems, ambushes or monstrous threats (*one after the other*), in order to judge the effectiveness of the stronghold's countermeasures when dealing with adventurers and the like.

At the very least they will tell the party about the secret door and the passage that leads to a dwarf scientist who is working on a way to fight the Lava Titan.





"And then you hear it. Something big in the darkness  
sniffles and coughs and spits. Then it moves and comes  
into the faint red light!"

E2.05 Goblin Oldtown  
page 33



**Freda Middlehill (Halfling female 7th/7th level Fighter/ Thief (AC: -2, HD: 7, HP: 38, AL: Neutral Evil, Strength: 10, Dexterity: 18, Constitution: 13, Intelligence: 13, Wisdom: 10, Charisma: 18) Equipment: Leather Armor +3, Short Sword +3 (2x), Dagger +3 (2x), Short Bow +3, Ring of Protection +3, Ring of Invisibility, Bag of Holding (full of loot), Backpack, Thieves Tools, Grappling Hook, Silk Rope 100ft, Crowbar, Quiver, 12 Arrows, Water Skin, Rations 7 days.)**

**Kearomunn the Pale (Human male 12th level Magic User (Wizard) (AC: 0, HD: 11+1, HP: 44, AL: Lawful Evil, Strength: 12, Dexterity: 17, Constitution: 15, Intelligence: 18, Wisdom: 12, Charisma: 14) Equipment: Staff of Power (Acts as Quarterstaff +2, AC:+2, 11 charges), Dagger +4, Braces of Armour +3, Ring of Protection +3, Ring of Invisibility, Bag of Holding, Large Belt Pouch, Small Belt Pouch, Spell Components, Water Skin, Rations 7 days, Spell Book/Grimoire for spells see page 44)**

Hidden in a secret panel behind some of the barrels is a pouch containing: Gems (25): 3 x 10 gp, 35 gp, 5 x 50 gp, 60 gp, 80 gp, 100 gp, 120 gp, 150 gp, 2 x 200 gp, 450 gp, 4 x 500 gp, 800 gp, 1000 gp, 2000 gp, 5000 gp.  
**Total Value: 12475 gp.**

## #15D. THE VULCANOLOGIST

Flipping the switch, your cart jostles and sways and moves to the left. You immediately begin seeing signs someone placed along the side of the narrow tunnel. In Dwarvish the sign reads: **Danger: Explosives** and just above it in goblin is written: **Goblins stay out.**

A little further and there is a sign in Dwarvish that reads: **Start Braking now** and above it in goblin is says: **DRAGON AHEAD, DO NOT STOP!**

There is a light coming from a side tunnel up ahead if you don't slow, you will blow right by it.

The players need to brake or they will be carried to the next switch. **IF** they brake:

The car comes to stop just in front of a tunnel leading off to the side of the track. There is a little evidence of activity here with sign making materials left at the entrance. The tunnel itself looks crudely carved and not very finished. It can't be very long though, there is light up ahead. Just as the tunnel begins to open out into a natural cave structure, an adult Red Dragon lands before your group. His enormous head dips down for him to smell you and then he rears back with a roar preparing to bathe the group in fire.

The dragon is an illusion that will continue to posture and blow harmless fire until it is walked through.

Clearing the dragon, you can see it is being magically projected somehow from a lantern set just inside the cave. Now you can make out the entire room which contains an elaborate workshop and laboratory that looks like the shared space of a blacksmith and chemist. There are steam pipes in the walls and ceilings and rails to guide heavy machinery.

There is complicated contraption in the center of the room of pulleys and gears that is busy doing something. As you approach you see a metal bowl being brought up by a mechanical rod where it is filled with a fine powder before another bowl is placed on top forming a metal sphere. With a clatter of chain a metal vat appears being hung from the ceiling on a rail and it is guided over to the center of the room. Another arm extends holding a tiny tube that produced a single drop that falls into the sphere through the only remaining hole. It quickly moves to one side as the vat on the ceiling is jerked to a halt pouring its molten contents over the sphere. With a click and clack of gears and belts, the sphere is moved to one side where it is dunked into water with a hiss of steam.

**"Yipee!"** someone shouts before a Dwarf rounds the corner and goes running up to the vat of water. He is wearing a long apron and gloves and big set of protective goggles. He pulls the metal sphere out of the water with a pair of tongs and looks very pleased with himself. **"Now I can make more than one a day!"** he says. Noticing you, he doesn't seem alarmed. **"Hey there"** he says waving, **"Did you like my dragon? That scares the piss out of the goblins so they never come down here and bother my work."** He looks over your group. **"If you need water or food, I have plenty of both over there. I'm Erwin Sootskin, and as long as you don't get in my way, you're welcome to rest up here. When you're ready to go, I'll point you in the right direction."**

The lantern guarding Erwin was created by a wizard friend of his many years before. If you talk to Erwin or ask about his work, he will happily volunteer:

**"I used to be the King's advisor on all matters related to the mountain. But that was before FireHeart and Amon's descent into madness. He forgot about science and turned to dark magic. That's about the time I was replaced by that Aconjus asshole... and he's not even a dwarf! Anyway, I've studied volcanoes since I was a small boy and this one should not be active at all. It's because that gem either raised or summoned that Lava Titan and as long as he's around, the volcano will continue to come back to life. If it erupts, it won't just kill**



us and all within the mountain, but all the Dwarves in the Tessa Valley and all the creatures of the rocky hills. It will send up a plume of black that will poison the landscape and blot out the sun as far as Axum and beyond.”

Erwin takes out a crate full of a dozen silver spheres like you saw him making earlier. “If you’re gonna fight the Lava Titan you will want some of these. I made these special for him since magic and brute force don’t seem to do the trick. Water doesn’t work, it turns to steam before it hits him. So that’s where these babies come in. The special chemicals inside these spheres will instantly put out fire and harden molten rock. I’d demonstrate but they’re still painstaking to make. If you’re going after FireHeart like the others, then I’ll let you take these. They might save your life. They’re easy to use, just throw them at the monster. His great heat will expand the contents and blow them apart.”

He offers you the crate and puts the newly created sphere inside making it a baker’s dozen. The crate holds thirteen (13) Fire-Retardant Bombs (see page 44).

Erwin’s lab includes all the materials and devices to smelt ore, forge weapons or engineer something. He has a pathway to a super hot vent in lava caverns (of **E1.15 Zone E**) that he uses in his experiments. He has gathered many rare and refined chemicals and knows a great deal about this crazy thing called “science”.

There is a secret door in his lab that opens to a tunnel leading to **E1.15C**.

## #15E. TREACHEROUS RAMP

The switch is thrown and you barrel to the left at a slight down angle. You pick up speed continuing the curve. The track ahead is blocked by something. Why it’s a sign... with a skull and cross bones. It says in common: **Danger Bad Track**. There was a second line but no time to read it before your cart smashes through the barrier sending boards and dirt all over the back cars. The Tunnel opens out into a cavern that is brightly lit and you are hit by a blast of heat. The floor of your tunnel seems to be missing and you can see straight down to lava flows. The tracks are being held up by spindly rods of iron and crisscrossing woodwork and you can’t tell where its secured. The track bumps and jostles and you feel the wheels leave the track momentarily on one side.

Out ahead, after a steep drop towards the lava, a piece of the track has collapsed and is missing. Can you make the jump? You have time for one long scream, or maybe several short ones.

If you just want to treat the treacherous ramp like a trap, just have the driver roll to see if they make it.

But if you ever wanted to do an action scene like this for your players, then milk it. If the players fall into the pit and survive, or if they can brake the car before the ramp, they can climb up the side and take the pathway to **E1.15D**.

## #15F. GIANT PURPLE WORM

The switch is thrown and you continue forward and appear to be slowing. You enter a completely black cave that seems to be getting more and more narrow. You pass a row of razor sharp stalactites that almost takes your head off. Looking back it looks like the cave is closing. You feel the wheels of your cart leave the track and land in something soft and moist. This cave is very strange and is ringed by even rows of sharp stalactites. And it has a funny smell... or maybe that’s the wheels of your cart which are being dissolved by a powerful acid. You are slowly sinking. This is no cave.

**Purple Worm (AC: 6, MV: 90 ft, HD: 15, HP: 100 , #AT: 1 and 1, D: 2d12/2d4, SZ: Large (50 ft long), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 15/4400)**

Players will take 1d6 acid damage every round they are inside the beast until it vomits them out or they cut their way out.

If you take too long within the worm, he will have moved. If this is the case, Roll 1d4 to determine where he burrows: **E1.12, E1.17, E2.02, or E2.05**.



## #15G. GOBLIN SORCERER

The track up ahead switches positions and with the sound of slipping metal and a shot of sparks, you are abruptly carried to the left on a curving track. The carts tip a bit to the outside and you continue a fairly tight curve. The track is ascending slightly and the cart slows only to pick up speed down a curved descent. Up ahead you can see some light coming down the tunnel. Yes, there is a passage ahead. Before you can give braking much thought, your cart is stopped hard by something blocking the track which sends most of the party flying. Dazed and bruised you now see that a stone golem has stopped your cart and he is anxious to smash you.

**Stone Golem: (AC: 5, MV: 90 ft, HD: 8, HP: 60, #AT: 1, D: 2d8, SZ: Large (10 feet tall), MR: Standard, SD: None, AL: Neutral, Level/XP: 8/600)**

When the Golem is defeated, they can get in their mine car and continue or go down the passage.

The passage looks different from the mine car tunnel. It's completely straight and its walls are shiny and smooth like glass. You can hear a voice ahead and you soon come to a large room that looks like the inside of a giant geode. A room of wood and metal has been built inside which houses a huge alchemy lab of unknown intent. On the far side of the room is

special metal window allowing access to a fiery cavern and the molten flows within. The wall on the left side of the room is covered by stacks of cages holding every imaginable small creature to be found under the mountain. Electrical energy is starting to dance about in the air lighting up a goblin sorcerer in the midst of completing a spell. He has a Fire Imp contained within a field of energy and he is directing more power into the creature. The imp is struggling and in pain as energy around him builds up until with a flash, he vanishes. The energy bounces through the machinery and is directed into a small pedestal holding a ring. The ring absorbs the energy and is left a pulsating red. The sorcerer laughs, **"Soon I will have all the essence of fire I need to claim FireHeart for myself. This world will burn!"**

**"You'll never succeed!"** says a second voice and you notice that one of the larger bottom cages holds a Dwarf in a loin cloth. **"Oh but I will,"** says the sorcerer, **"and with your flesh I will buy another fire imp from the furnace orcs to complete my spell. Who knows what they will do with you...nah just kidding...we know what they'll do. They're going to eat you."**

**"You're just so evil,"** The Dwarf mutters collapsing in hopelessness. The Sorcerer turns back with a scowl.

**"I know,"** he says kind of sadly.

If the players enter the room, they will be confronted by two stone golem guards hiding just inside the door.

**(2) Stone Golems: (AC: 5, MV: 90 ft, HD: 8, HP: 60, #AT: 1, D: 2d8, SZ: Large (10 feet tall), MR: Standard, SD: None, AL: Neutral, Level/XP: 8/600)**

After 2 rounds or if the fight moves into the room, it will attract the attention of the sorcerer.

**"How dare you disturb my work!"** the sorcerer fumes, **"I'll turn you all to stone golems!"** He takes up his fire ring and smiling, he comes towards you.

The Sorcerer will then attack with the full force of his fire wand aided by the ring. Every 2 rounds he will attempt to change one of the players into a stone golem.

**Tekitus: Goblin Sorcerer (AC: 1, HD: 7, HP: 45, STR: 12, DEX: 14, CON: 10, INT: 18, WIS: 18, CHA: 8, AL: Lawful Evil, Level/XP: 7/700) He carries a Dagger +3 and Wand of Fireballs with 20 charges (as spell).**

**Ring of Fire Essence: +3 on all fire spells, 50% immunity to fire magic, fire, heat, lava, etc. Can recharge a wand of fireballs once every round for 20 charges per day.**

When the Sorcerer is defeated, the players may make use of his alchemy lab. The captured Dwarf is named **Hadroyck Moze** and he was a soldier in the army. He has no clothes or possessions and is too weak to safely travel but he may tell the players the way out.

## #16. GNOME APOTHECARY

As you enter the shop, a little bell on the door chimes your arrival and it is like passing into another world. The smell of decay and burnt wood gives way to fresh herbs and lilac. Rows of wooden shelving stacked with jars carve out a little maze to the front counter. A lone Gnome is sitting at the counter by candlelight writing into a book. He hears you and he looks up, his spectacles dropping to around his neck. He has a broad, pleasant face, a well trimmed beard and clean clothes. Like his shop, he seems unaffected by the war outside.

**“Well hello there,”** He says sitting back and taking his pipe from the counter. **“I’m Kleive Habbenor and this is my apothecary. Let me know if you need help finding anything. I’ve got herbs that will wake you up, herbs that will put you to sleep and herbs that will make you sleepwalk. I’ve got spice for cooking, spice to give you a boner, and spice that will let you fold space if you know what I mean.”**

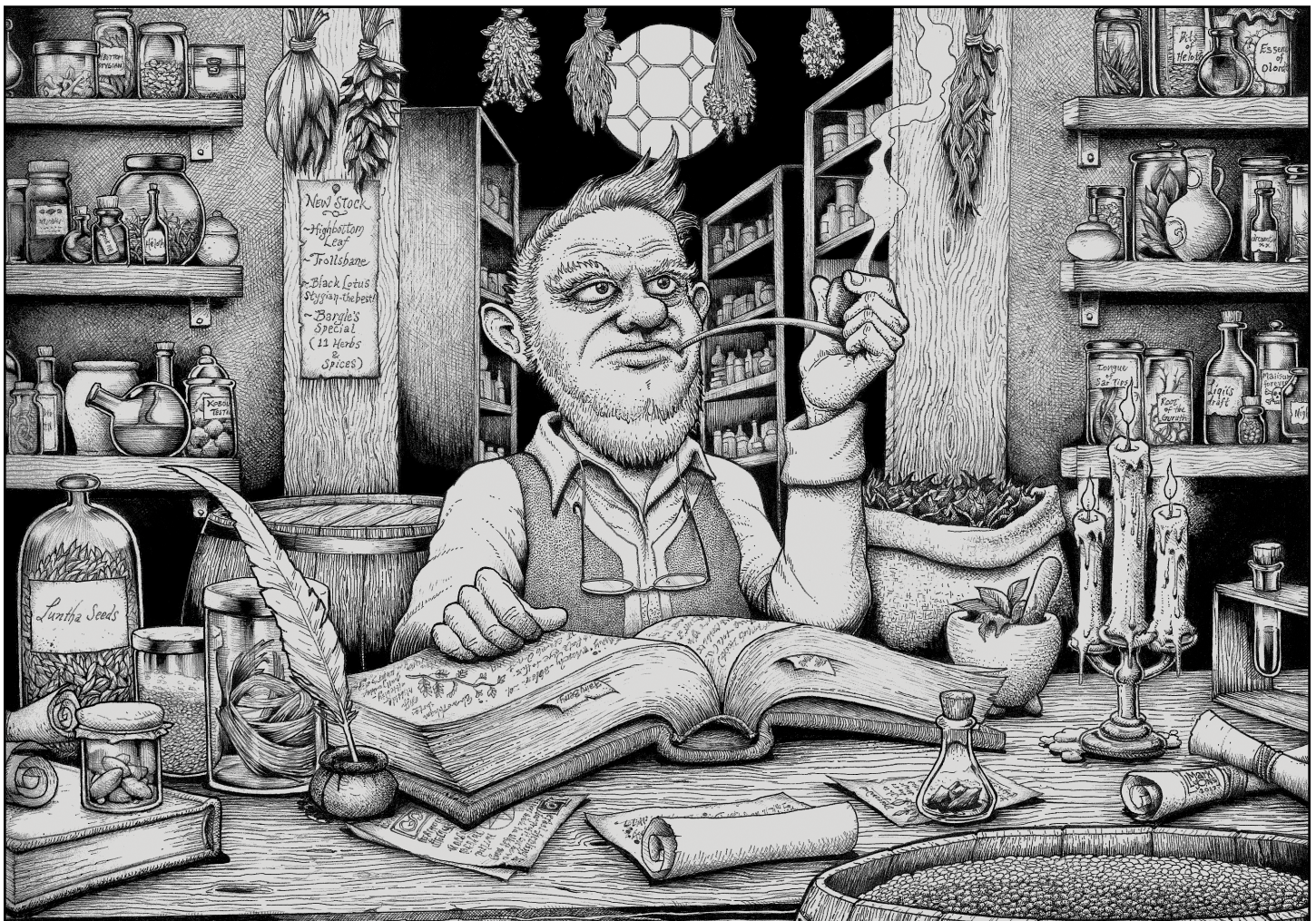
Kleive Habbenor is a little slow and fragile, but his mind is still sharp and he remembers the contents and locations of every jar, crate and barrel. He knows the

entire history of Brundurum. He is familiar with Level 1 and knows all the creatures and factions there. He has an inventory of herbs, extracts, potions and the like in a range from the pleasant to the magically exotic. He will want gold coins if the party wants to buy anything, after all he isn’t running a charity here.

If pressed, Kleive may tell his sob story:

**I’ve been a herbalist for as long as I remember. My father was a herbalist and his father and so on. Why, I don’t think there was a time when the Habbenor men weren’t herbalist. Born with two green thumbs we were. I used to...well...they’re all dead and gone now anyway. I haven’t seen another Gnome in months now. And everything was going so well.**

**I remember when the Dwarves arrived Amon Brund and his lot. We pitied them at first, but Dwarves need no one’s pity. We shared our food with them and helped them grow their own. We worked with them for years. Built this whole city with them and the goblins. Yes sir. We even had our own King. Myerrn was his name. A good gnome by any measure. Well sir, then Amon found the Titan’s Heart. It’s not that the stone is evil you see, it’s just it magnifies what’s**



inside and inside Amon was a sociopath and a asshole. So then after handing out crowns like candy, the Dwarf King starts thinking he's the only king around here and everything had to change. No more cooperation, no more festivals or feasts or singing, just loyalty tests and military drills and the like. And finally they waged war on us and the goblins and the whole city was burnt to shit. All for some vague notion about making Brundurum great again.

I don't know why I was spared by the Dwarves, maybe it was because I was the only one that knows how to cultivate high-bottom leaf, I don't know, but the goblins never had anything against me. They still come and go like regular customers...wiping their feet at the door and everything." He closes the book he was writing in leans back in his chair. "I was just going on a smoke break. How about you join me?"

If you hang out smoking or otherwise continue to talk with Kleive:

"God damn Blue Trolls," Kleive scoffs. "They come in and just start arbitrarily locking up parts of the city. It's like they were expecting lots of groups like yours otherwise it makes no sense. Leom's camped out in the old general store and he'll only let you on the mine car platform if you pay him lots of gold. There used to be a quick way back to the spiral stair but they locked that up too. Why Perx tolerates these two is a mystery to me. Maybe as long as it makes it tougher on you, he can look past the injustice."

If you ask about or discover the secret door, Kleive will volunteer more information:

"That door won't get you far. On the other side is the remains of the goblin repair shop. Good old Skag Skullchucker could fix anything. He even fixed my glasses once. Well, he's dead now and his shop was destroyed. I closed up that door so I wouldn't be reminded. I've heard you can get down to the lower levels through a secret passage there, but I would never be able to find it." Kleive leans back exhaling a huge plume of smoke. "There also used to be a bridge there crossing the chasm. It got damaged in the first war and no one has come to fix it." He takes a whistle from around his neck and holds it out. "There's a monster there on the other side. If you blow this whistle, he will think I've brought him highbottom leaf and he may extend the plank. Careful though, he's a Blue Troll too and if you piss him off, you better kill him or he may come take it out on me. He'll have the key to the mine car station and who knows what else.

## #17. FIRELIGHT CHASM

What was once apparently a repair shop, is now ash and rubble. It is dark here and though you find a brazer, it is unlit. There is just the ghostly red glow of the chasm and the deep bass rumble of the tumultuous molten earth below. It's a lovely view though...of the drop to certain death. The bridge that used to exist here is cracked and broken, leaving a twenty foot expanse to it's other broken side. It's still far but better than the entire chasm which to spite being narrow here is still more than fifty or sixty feet to the other side. You cannot make out what lies beyond in the shadows.

There is a secret door in the remains of the repair shop that opens to an old tunnel that leads down to **E2.01**.

If the players blow Kleive's whistle:

You hear something moving across the expanse before out of the darkness comes a makeshift bridge made of nailed together pieces of lumber. It covers the missing piece of the bridge and lands with a thud on the edge before you. There is a snort and sigh from the darkness. "**Hurry it up,**" says **Meol** staying out of sight, "**My stash box is empty.**"

On the other side of the bridge is a large room filled with various things pilfered from around the city. It is guarded by a Blue Troll named Meol who is expecting his highbottom leaf and won't hesitate to fight in defense of his loot. It will take each player a round to cross the bridge before they are able to help in combat. Meol will hold a grudge and if attacked will fight to the death and chase you through the mountain.

**Meol, Blue Troll (AC: 2, MV: 20 ft, HD: 10, HP: 80, #AT: 2, D: 2d8, SA: Paralysis on Touch SD: Regeneration 6hp/round. SZ: 7 ft tall, MR: 50%, 90% Sleep and Charm Spells, 100% Polymorph, AL: Neutral Evil, Level/XP: 10/2520) for more information see page 43.**

On Meol's side of the chasm there is locked door that leads back into the old dwarf armory **E1.02**. The door can only be opened with the special cross key of which Meol has a copy.

If the players get Meol's stash of goods, it contains: 5000 ep, 4000 gp, Gems (29): 5 gp, 8 gp, 8 x 10 gp, 30 gp, 5 x 50 gp, 80 gp, 5 x 100 gp, 160 gp, 2 x 500 gp, 1000 gp, 1300 gp, 5000 gp, 10000 gp. Total Value: 19413 gp., Jewelry (12): 400 gp, 800 gp, 1600 gp, 2 x 2000 gp, 2 x 4000 gp, 5000 gp, 6000 gp. **Total Value: 25800 gp.**

**Mine Car Map** - if they get this, then the players should get to see the entire Mine Car Map (*inside cover*) during the Mine Car Encounter **E1.15**

## LEVEL 2 - THE FORGE

### #1. RAW VALUABLES STORAGE

This bank-like counting room and day storage was meant for precious gems and ores being brought in from sorting. The doors are very thick and steel reinforced. The room itself is divided in two by a thick iron cage. Precious raw materials would be passed through the side door to behind the gate and it would be counted as it was taken from the gate out into the main room and then out the front door.

If you come from the secret tunnel (E1.14 or E1.17) or the side door (E2.02) read the following:

The party finds itself unloading into a small room with a large table and two chests. The room itself is cut almost in half by a floor-to-ceiling iron cage with a closed and locked gate. There is an orc on the other side of the gate looking away from you through a peephole. The cage mesh is just tight enough to make shooting an arrow through it almost impossible.

If the party came in through the secret door, they may be able to sneak into **E2.02** without alerting the Orc.

If you attack the Orc through the gate or otherwise alert him, he will yell out for help and be joined by two (2) more orcs like himself and all the monsters from **E2.02**.

**Orc Mercenary (AC: 5, MV: 90 ft, HD: 2, HP:12 each, #AT: 1, D:1d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 2/50 + 2/hp) armed with +1 Sword**

### #2. SORTING ROOM

At high speed you rumble through a tight tunnel that ends with a hard drop. As you enter the Sorting Room, the Mine Car is tipped upside down and pulled out from beneath you as it is grabbed by mechanisms in the ceiling and carried out.

The entire party is dumped twenty feet down onto the ribbed, metal plates of a giant conveyor belt. The conveyor belt goes another fifty feet before disappearing into the wall where you can see various blades, grinding wheels, and automated hammers are pulverizing anything that enters. Just to the right of this is a control panel of levers and switches manned by a Hobgoblin. The room is full of steam, smoke and ash from the furnace and leaking pipes that crisscross the walls and ceiling. The room is all but empty except for several distinct piles of loot that the goblins have been organizing. There is a pile of armor, a pile of swords and shields, a pile of jewelry and finally a pile of bloody bones. Before you can make use of this information another two goblins

lying in wait leap from hiding and throw a weighted net over the entire party. They are very pleased with themselves after delivering the net and they laugh and clap. He calls out to his comrade at the controls. **"Hey Meetrog, full steam"** The Hobgoblin at the controls pushes a lever towards the wall and with a whine of the steam engine, the conveyor begins to go faster. The goblins ready their bows for one of you to make it out of the net.

In the golden years, the sorting room would have been filled with dwarf workers inspecting the raw materials coming from the mineshaft. Piles of unrefined gems and raw gold and platinum would have filled the room. Now it is all but empty except for a few piles of bones and scattered rocks from the occasional mine car. This little cadre of goblins took up residence here to kill, loot and eat anyone that came down the shaft.

**Meetrog - Hobgoblin Chief: (AC: 5, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (7 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/ XP: 4/40 + 4/HP) He has a Broadsword +1 and wears Studded Leather Armor +1)**

**(2) Goblin Soldiers: (AC: 9, MV: 90 ft, HD: 1, HP:8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil, Level/ XP: 1/10 + 1/HP) armed with shortswords and daggers.**

If players search the unenchanted and otherwise unremarkable piles of loot they will find: (3) +1 swords, (4) +1 shields, (2) +1 dagger, (3) +1 wands, (7) pairs of leather boots. In a hidden panel under the floor is: 400 gp. Gems (25): 1 gp, 5 gp, 8 gp, 3 x 10 gp, 11 gp, 40 gp, 5 x 50 gp, 4 x 100 gp, 200 gp, 3 x 500 gp, 4 x 1000 gp. **Total Value: 6445 gp.**

### #3. FURNACE ROOM

Just when you thought it couldn't get hotter and more humid, you enter the Furnace room. To one side are four large furnaces powering the steam engine(s) and other mechanisms. They are being tended by a group of three (3) orc workers who are shoveling coal into the furnaces from a large pile. It looks like the room is made to hold much more, so perhaps their supply is dwindling. The orcs are hot and sweaty and complaining.

**"Four months in this shitbox and what do we have to show for it?"** says one.

**"Callouses and pains in my back?"** asks another rhetorically.

**"Perx is running out of coin for outside help,"** interjects the third, **"We should get our pay and get out while the getting's good."**



**"If the Lava Titan returns, he could collapse all the tunnels and we'd be trapped down here,"** another agrees

**"The Goblin King and the Dwarf Prince know secret ways out of the mountain,"** assures the first, **"He will evacuate us if there is real danger."**

The orcs have their weapons nearby but are busy shoveling. *Roll for initiative.*

**(3) Orc Mercenaries (AC: 5, MV: 90 ft, HD: 2, HP:12 each, #AT: 1, D:1d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 2/30 + 2/hp) armed with swords, a scythe and a club**

There is nothing of value here.

#### #4. CONTROL ROOM

You rumble through the switch going straight ahead. The track is still curving towards the left as you barrel through a very tight tunnel lined with leaking steam pipes and smoke. You blast through a wall of soot and ash and pass through an extremely hot section before you feel the cart begin to climb. You slow as the track moves steadily higher continuing its curve. It almost seems as if you will begin rolling backwards, but instead the cart levels suddenly and is brought to a gentle stop next to a platform for unloading. As you get out of the cars they are pulled to one side with some others and locked in a circling track that goes around the side of the room and disappears out of sight. The platform leads to a staircase going

down and another going up. Above you is the switch control room which is perched high to look down over the whole of this level. It's large windows are broken out. A horrible fight must have happened here recently. There is blood and bits and pieces of various creatures everywhere. A dead human is lying on the downward stairs, another against the wall. A dead hobgoblin is strewn about like something was snacking on him.

The dead humans only have a few silver pieces and modest weapons between them.

If the players examine the mine car storage area they will see how to run a car back onto the forward track if they wanted to reenter the system.

Coming up the stairs to the control room, you can hear the sounds of an animal ripping something apart. Moving into the room, you are looking across a long panel of switches, each marked to its place on the track. There is a series of windows that look out over the passing mine car track and a map of the system with the switches indicated.

On the other side of the panel in darkness, you can barely make out a wolf creature tearing at a dead goblin. It looks up and growls before coming forward.

As it passes through the light it begins to change and emerges as a human woman. Even with the blood around her mouth, she is quite beautiful.

If attacked, Gerda will fight to 50% of her hit points before transforming into a werewolf.

**Gerda: Human female Fighter (AC: 5, HD: 7, HP: 50, AL: Chaotic Good, Strength: 12, Dexterity: 18, Constitution: 15, Intelligence: 12, Wisdom: 10, Charisma: 18) Short bow, battle axe, spear, dagger and shield**

**Gerda in Werewolf form (AC: 5, SZ: Medium, MV: 150 ft, HD: 4+3, HP: 30, #AT: 1, D: 2d4, SA: Surprise on a 1-3 in 6, SD: Hit only by silver or magical weapons, MR: Standard, AL: Chaotic Evil, Level/XP: 4/110+4/hp)**

**"Don't attack me,"** she says. You can't tell if she's pleading with you or warning you. She continues, **"I'm Gera Ciar of the Clan Ciar. I'm the last of a doomed expedition. The Dwarven King sent us down here to retrieve a weapon in his vault, but that was weeks ago. They picked us off one at a time. This is now a city of monsters. I only survived because of my...my affliction."** She slowly wipes her mouth with a bit of embarrassment. **"The goblins know I'm here now, so we don't have much time."**

Gerda is a highland woman from nearly the other side of the world. Since being bitten by a werewolf in defense of her city, she has been wandering ever since trying to find a way to end the curse. She will join the party if allowed in service of finding a way out. She is cynical and came to Brundurum with a bit of a death wish. Having found a silver dagger along the way, she may request the players mercy kill her at the end of the adventure.



While the players are looking around or dealing with Gerda, they will hear/see another series of mine cars pull in behind theirs and goblins begin to unload. Their leader is a hobgoblin named **Fornik Hate** and he's brought a special silver sword with him.

**"Fan out and find that werewolf bitch!"** he commands, **"She killed Jugal and Brek... I want her head on a plate, be it wolf or woman."** The goblins obey and begin searching the area.

**Fornik Hate - Hobgoblin Elite:** (AC: 5, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (7 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/ XP: 4/168) wears **Studded Leather Armor +1**, armed with **Silver Sword +2 (+5 against werewolves)**.

(4) **Goblin Soldiers:** (AC: 9, MV: 90 ft, HD: 1, HP:8 each, #AT: 1, D:1d4, SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil, Level/ XP: 1/20 + 1/HP) armed with **shortswords and daggers**.

## #5. GOBLIN OLDTOWN

As your party gets through the giant doors, they begin to close behind you. In the broken wall you can see the pulleys and weights of the door mechanism. The ceiling of this room is much higher, almost sixty feet above and although there is little light, you can make out the rows of columns that curve off into the distance. To the right, the large room ends against a natural rock formation into which multiple levels of goblin dwellings have been carved. The door shuts with a clang and leaves you in an eerie quiet

To your left, a hundred feet or more away is a set of huge slab doors that are opened but a crack, letting in a glow of red. The whole area has been burned and ravaged several times over. Only the ashy remnants of carts and shops indicate that this was once a marketplace of sorts. You cannot make out the other side of the room as it curves off into darkness.

Against the first column facing the door is a dead human warrior. In his right hand he still has his sword, but his left arm is missing entirely and it looks like he bled out here. A slight sound catches everyone's attention and you look up to see a goblin running towards the double doors in the distance. He is looking back and snickering just before slipping through the doors out of sight.

And then you hear it. Something big in the darkness snuffles and coughs and spits. Then it moves and comes into the faint red light. It's a mountain giant in bad condition. It's skin is pale and it's eyes cloudy and weak from darkness. What little hair it hasn't lost from mange lies over it's shoulder in dreaded knots. He is wearing a large metal collar but it's dangling chain indicates he has broken free. He is too large to stand up in here so he shuffles awkwardly on all fours. The giant shifts and with a rattle of chain it comes forward and sticks its head between the columns to sniff around. Poor thing looks really hungry.

The mountain giant was used for mining in lower levels but was forgotten after the war and he's been trying to get out of the mountain ever since. He's sick, his mind is a bit scrambled and he's starving to death. Once he realizes there is meat nearby he will make a mad scramble to find and eat the players.

(1) **Sick Hill Giant:** (AC: 4, MV: 30 ft, HD: 8, HP: 64, #AT: 1, D:2d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/ XP: 8/600 + 12/hp).

**At 50% hitpoints, the giant will go berserk from starvation and rage and gain +2 to his attack rolls.**



## #6. I AM IRON MAN

You emerge into the main inner circle of the level. Across the chasm and amidst falling lava is a central circular platform on which the great anvil rests. You are standing on an outer ring connected to the anvil area by three bridges of stone. The lava from higher levels plunges past you from above in continuous flows that look like glowing curved columns. The heat is very strong here and rushes of steam and hot wind make you realize how small your rail-less platform is and how steep the drop to certain death.

The goblin you saw leaving the scene of the Hill Giant has already crossed the bridge and is approaching what looks like a headless statue of a man with large fists. The goblin climbs inside of it and with the flip of some switches and pull of a cord, the machine's steam engine sputters and engages. With a release of black smoke, the statue of steel comes to life and begins to walk towards you. It's elongated, oversized fists are slowly drawn in over tightening springs with a clack.

**"All right tough guys, come get some."** he says as his machine lumbers forward on it's bulky legs with a hiss of steam. He pounds his over-sized fists together. **"I can't wait to punch you arrogant tronks square in the lip,"** he says turning up his engine. Here he comes. The Goblin's name is **Gozer** and he is riding in his steam powered robot suit.

The suit has special properties and acts as powerful armor. It can shoot twelve (12) arrows one at a time or all at once and it's fists are powerful punching weapons capable of sending players flying. The fists will take one round each to reset.

**Gozer: Goblin Boss (AC: 9 or 0 when wearing Robot Suit, MV: 90 ft, HD: 3, HP:24, #AT: 1 (see Robot Suit), D:(See Robot Suit), SZ: Man sized or smaller, MR: Standard, AL: Chaotic Evil, Level/ XP: 3/30 + 3/HP) Equipment: Staff of Power (Acts as Quarterstaff +2, AC:+2, 11 charges), Dagger**

**Robot Suit (AC: 0, HD: 8, HP: 64) the Robot Suit can fit any Man Sized player.**

**Hand of Gozer:** The right fist of the robot can be worn by itself and is a +2 weapon and will do 2d8 damage to whoever takes a blow. It can take up to 32hp damage before it will break and can only be damaged by magic weapons.

Gozer may have more to say while he fights, such as: **"Is that all you got cowards? I'll fight you all at once!" "Come taste my fists." "You hit like a baby kolbold." "Go back and tell the Dwarven King he can stick it up his ass. He's never getting that hammer!"**

When they have defeated Gozer, they will find only his lunch box in which there is a small apple, a crusty old pot pie and a note from his wife which reads in Goblin: **Dearest Gozer, be careful at work today and come home to us safely. We love and need you. - Mygoga**

## #7. DWARF TOSSING WITH A MONSTROSITY

Before you even get all the way around the lava pit and are able to see through the smashed wall, you can already hear joyous revelry, cheering and clapping. It sounds like a party.

A random assortment of war weary goblins and a mixed-bag of other races form an exotic looking celebration. They have broken open some giant casks of dwarven beer and are all drunk or on their way. Among the goblins are some humans and orcs, either mercenaries or lost members of previous missions. Almost everyone is battered and bruised, bandaged or limping on an impromptu crutch, but they all seem done with fighting. A small band of goblin drummers and one playing what looks like a steam powered bassoon, provide fanfare music as the next contestant comes forward. The far wall has collapsed or been broken down exposing a sharp drop off into the deep cavern with lava far below.

A crude kind of game board is drawn on the floor and it fans out to the open expanse with numbers in each ring and a target in the middle. The numbers get higher as you approach the edge. Before you can figure out what exactly the game is, the crowd parts a bit and you see a hobgoblin preparing to take his turn. He lifts up a live dwarf who has been

hog-tied providing a rope handle at the top for a better grip. The player concentrates and then throws the dwarf as hard as he can. The poor little dwarf lands on his back which has been greased and he slides within inches of the edge but not in the target. Then you notice that the only dwarves in the room are naked in a cage in the corner or being used as game pieces in this mix of curling and shuffleboard.

Then you see him as he rises to take his turn. A hulking humanoid monstrosity that looks like it was put together with pieces from various races and allowed to ferment in tar. He is a neck-less, wild eyed mutant with thick black skin and an abnormally large mouth filled from end to end with huge teeth. He is even bigger than the bugbears and with masses of muscle. He lifts up his dwarf game piece and curls him back like a bowling ball before launching him onto the board. His dwarf slams into the previous one, sending him skidding over the edge with a scream. The hit ricochets his dwarf game-piece into the center ring. The crowd erupts in cheering and the monstrosity returns to his chair to reclaim his goblet of beer. Various characters see you but take no notice before the monstrosity zeros in on you.

**"You there,"** he calls out in common which brings the music and the party to a screeching halt. **"Well**



**looky here. Another batch of mercenary scumbags looking for their pot of gold.**" He laughs and the crowd joins in. Even in his hideousness, he has a certain jovial charm and there appears to be no immediate danger. **"Come inside and have a beer,"** he says, **"There's no one here that wants to fight you."** He motions to his little goblin yes-man, **"Skeeble, get them something to drink."**

**"We've been seeing more and more like you. The Dwarf King's skin must be falling off at this point...ha ha ha! But seriously... I know what you want. What they all want. They want to go through that door and try their luck with the vault!"** The crowd joins in with low whispering boos and hisses. **"Fireheart!"** the monstrosity shouts making the crowd stomp and hoot. **"Well don't worry my friends, the hammer is still there. Perx and the Elite Corp haven't let a soul through yet."** Skeeble comes back over with a tray of beer steins and offers them to the party. The monstrosity holds out his cup. **"To the end of the world!"** The crowd toasts with him and shouts in unison, **"The end of the world!"**. Everyone drinks and the music starts back up.

**"And what's there to do at the end of the world, but toss Dwarves!"** The crowd erupts in agreement. **"I tell you what fellows...we'll play us a little game of dwarf tossing. You have your beer and your best man and I will play best two out of three. If you win, I'll open the door and let you through. If you lose, I get to eat one of you. Then we'll play again for the same stakes until something gives."**

**"Like your stomach,"** Skeeble chimes in making everyone laugh including the monstrosity who motions behind him to the cage of Dwarves. **"Don't feel sorry for these sons of bitches,"** he says. **"They're mass murderers. Sacrificing them to the old gods in fire is more respect than they deserve. If you have a really hard time with it, just don't look them in the eye while throwing them."**

The big monster is a Troblinorc Monstrosity and an abomination to nature. Perx's inclusive society meant he wasn't drown at birth...so thanks for nothing Perx. The crowd just wants to get drunk and the monstrosity just wants to play the game.

If the party refuses to play or attacks anyone, then the entire crowd will turn against them in combat. You can carefully construct an intricate cast of party goers or just factor in twenty average party goers.

If the party wins then the monstrosity will have Skeeble unlock the door and let the party through.

If the party loses then the monstrosity will want to eat one of the players. He has a special taste for elf, so

if there is an elf in the party, he will specify that he's going to eat that player first.

**Troblinorc Monstrosity (AC: 0, HD: 11+1, HP: 88, AL: Lawful Evil, Strength: 18, Dexterity: 18, Constitution: 16, Intelligence: 10, Wisdom: 8, Charisma: 10) Equipment: Morning Star +1, Club**

**(20) Party-Goers: Mixed races (AC: 5, MV: 90 ft, HD: 2, HP:12 each, #AT: 1, D:1d8, SZ: Large, MR: Standard, AL: Neutral, Level/XP: 2/20 + 2/hp) armed with short-swords and Daggers. (or all GM Discretion)**

### How to Play Dwarf Tossing

To determine who throws the Dwarf the farthest take the two competing Players Strength, Dexterity and Constitution and add them together. E.g. Troblinorc's would be (18+18+16) = 52 then add a 1d8 roll to that number for each challenger. Let's say one of the Players challenging him is (16+12+16) = 44 plus 1d8 so whoever has the higher number will win the toss.

if the players win...

The monstrosity takes it well. **"What do you know." he says smiling. That was some good tossing.**" He raises he cup to the crowd, **"A hearty cheer for strength and courage!"** Everyone cheers and drinks.

The Monstrosity stiffens up and gets serious for a moment. **"Skeeble, fetch my key and unlock the door for them. A deal is a deal."** While his little minion is busy he leans in close.

**"Perx is in there you know,"** he says in hushed tones. **"He has the goblin elite, the Kerilsur with him. No one that has gone through the door has come back out."** Skeeble unlatches the stone door and hidden mechanisms pull the slabs apart with a hiss of air. **"What do you want the hammer for anyway? Let the Titan reclaim it or the mountain will die and all of us with it."** He raises his cup again. **"To the end of the world!"**

if the players lose...

**"I guess this just isn't your game."** The monstrosity says after the cheering dies down. **"Can't say I'm disappointed, I'm really hungry. So I'm going to eat one of you now and if you want to play again, I'll give you another shot after my meal."**

The monstrosity will want to eat one of the players immediately. He can open his mouth really wide and will mercy kill the player by taking his head off first and then consuming the rest of him like fat guy eating a hot dog. After eating he will offer you a rematch under the same conditions. If the players lose more than twice, the monstrosity may get full and then require some other form of prize.



## #8. SHRINE TO MORADIN

You enter a large temple like room with decorated floors, columns and brazers. Far out ahead of you is its main feature, a towering golden statue of the Dwarf deity Moradin who's arms are outstretched offering the hammer and the fire of the forge. There are tightening ropes wrapped around the statues and a few steps in you can now see that several hobgoblins are working with ropes, pulleys and levers to topple the statue. As your group is entering, they are beginning to succeed. The statue tips and falls in your direction. It lands on it's outstretched arm which breaks off and the rest of the statue almost collapses from the impact. It is hardly solid gold. A hobgoblin climbs up on the statue's back to survey the damage. **"God damn frauds!"** he screams.

**"What is it Perx?"** someone else calls out.

**"It's not even gold."** the Goblin King replies. **"That soul-less bastard even short-changed his own god."**

**"Good riddance,"** shouts another prompting Perx to spit on the statue in disgust before climbing off.

Behind the broken statue, the facade has cracked and is falling apart revealing what was once a goblin temple. **"We could have used that gold,"** Perx says walking up to the main brazer with the rest of the group. **"There's not enough here to buy the loyalty of Axum."**

All this has given you time to survey the enemy. There are eight (8) **Hobgoblin Elite** soldiers accompanying

the **Goblin King Perx**. They all have unique armor and weapons and pose an unknown threat. Any second they will notice you if they haven't already.

At the first opportunity, the Elite will push over the main brazer which effectively turns out the light and creates a wall of smoke and soot that diminishes vision completely for three rounds. During these rounds, each of the eight (8) Elite will pick an individual player (*this can be random or by GM choice*) and attack them one on one for two turns. The player can only respond to the goblin attacking them and no others. The other players who are not being attacked cannot see or act quickly enough to help. After three rounds, the smoke clears and if the players have torches or have otherwise lit the room, they will then be able to see and it will become a more traditional fight.

1) Ripper - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/ HP) Special Weapon: Chainsaw with Teeth (1d10 damage)

2) Blaster - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Canon Firing Metal Balls (1d20 damage)

3) Shredder - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Chain Gun (2d10 damage)

4) Slicer - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/ HP) Special Weapon: Double Blade Sword (2d8 damage)

5) Basher - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Spiked Club (1d12 damage)

6) Smasher - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Spiked Club (1d12 damage)

7) Cutter (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Samurai Sword (2d6 damage)

8) Blowout - Hobgoblin (AC: 8, MV: 90 ft, HD: 4+1, HP: 32 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 4/40 + 4/ HP) Special Weapon: Dynamite Sticks (2d6 damage)

When several of the elite have been killed, the Goblin King himself will join the battle.

**Goblin King Perx: Hobgoblin, 6th Level Fighter and his stats are (AC: -5, HD: 6+2, HP: 50, STR: 18, DEX: 18, CON: 16, INT: 8, WIS: 9, CHA: 12, AL: Lawful Neutral, Level/XP: 6/500) He carries a Sword +3 and a Shield +3 and wears Chain Mail +2 giving him an AC of -5. He also wears a Ring of Protection +3.**

When Perx only has a few hit points left, or if he is effectively killed by the party read the following:

The Goblin King stumbles backward and almost falls but manages to steady himself and hobble off to the far end of the temple. You are blocked from following by the remaining Elite and you can barely see him disappear behind a door into the next room.

## #9. THE GOBLIN KING

You enter a small rectangular room that has been used as living quarters for the King and several of his elite guards. There are several bed mats, a shit bucket in the corner and a thin layer of straw on the floor that has lost its purpose and is now a mix of mud and filth. The Goblin King left a thick trail of blood over to his bed where he has laid back and prepared to die. He doesn't have the strength to raise his sword as you approach and instead coughs up blood that rolls down his chin and mixes with whatever's coming from his stomach.

**"There's no dignity in death. Not for heroes...not for villains."** Perx sputters out. **"Amon Brund lied to you. The same as he lied to all of us. You think you're assassins? You're errand boys...sent by grocery clerks, to collect a bill. You can't give him the hammer... please. You don't understand the horror."** With that he convulses and spits up copious amounts of green blood which is splattered on you as he continues, fighting for breath.

**"If you use the secret pass and take the hammer from the mountain...then don't look back. Don't look at what you've done. The horror. The horror..."** And with that he dies, spewing up a black and green mixture before laying back and releasing his bowels. And you thought they smelled bad on the outside.

If they search the room players will discover:

Perx's bed is a straw mattress on top of three (3) crates of healing potions for a total of thirty-six (36).

There is a locked chest that when opened reveals a bunch of worthless goblin keepsakes and a crudely drawn map showing a secret passage leading out of the mountain from **E3.01**. Without this information, the

passage is virtually impossible to find. It also shows the location of a secret stair further in that leads straight up and back to an unmarked, one-way trap door in **E1.02**. The players now have the information they need to leave the mountain or return to the King's throne room once they reach **E3.05**.

Also in the chest: 4000 ep, Jewelry (16): 800 gp, 4 x 1000 gp, 1100 gp, 1300 gp, 1400 gp, 1500 gp, 1700 gp, 1900 gp, 3000 gp, 4000 gp, 5000 gp, 6300 gp, 8000 gp. **Total Value: 40000 gp.**, Mace +2, Sword +1 (+2 vs. magic-using and enchanted creatures), and a Sword +2

## #10. THE WAY DOWN

You descend a small flight of stairs and open the unlocked door into another large ceremonial chamber with decorative columns and fresco paintings on every wall.

There is a stairwell up ahead, surrounded by a carved railing and having an arched entrance. The brazers are all lit and you can see everything including a Dwarf in silver armor sitting with his back to you. He is writing into his journal which he snaps shut as you approach.

**"So now you know,"** he says without turning around. It is the dwarf **Prince Waark Brund**, who when last you saw him was a homeless drunk.

**"My father has turned to evil. All this misery, all the suffering and all the dead...it's all his fault. If you promise me that you will not return the hammer to him, then I will help you the rest of the way. No one else has come this far, so perhaps we have a chance. I only want the codex."**

**"It is a sacred dwarf text of no interest to you, but for me it is my culture, and my birthright. Pledge it to me and you will have my sword against the terrible monster that lies within."**

Prince Waark is true to his word and will help the party if he is allowed to take the Codex. If the party did not acquire the fire-retardant bombs in **1.15D**, then Waark could be in possession of some.

If you refuse his request or otherwise insult him, he may attack with a focus on that particular player or simply flee. If he doesn't join the party, you can either forget about him or have him show up later to try to steal back the Codex.

**Prince Waark Brund: Dwarf, 8th Level Fighter and his stats are (AC: 1, HP: 45, STR: 12, DEX: 14, CON: 13, INT: 16, WIS: 14, CHA: 16, AL: Neutral) He carries a Dagger +3 and wears Banded Mail +3. He is also armed with a Shortsword +2 and has a Cloak of Invisibility.**

## LEVEL 3 - THE VAULT

### #1. THE COLLAPSED DOORWAY

You go down the stairs into darkness and come out in a completely dark unfinished room. The walls are uneven and carry the marks of digging tools. There are no brazers or light from anywhere. The far wall looks the most complete though it's passage into the Vault Room has completely collapsed and its intended archway just a curved line above a hill of boulders and dirt blocking your way.

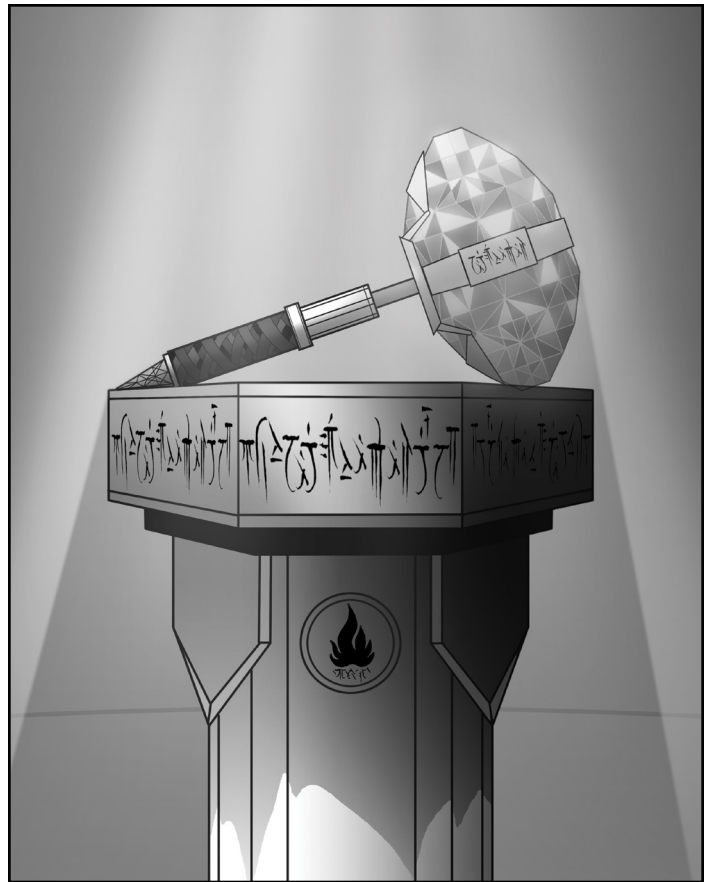
Their way is blocked by thirty (30) feet of rock and earth.

### #2. THE KING'S VAULT

Once through the rubble you find yourself in an unexpectedly high domed room filled with lava. This must have been a natural cave structure as the ceiling is covered in stalagmites and the outer walls are unfinished natural stone. Down a wide ramp of rock and earth and across a thin bridge of stone lies the king's vault surrounded by a sea of lava. Once the center of his treasure hoard, the vault now rests on a fine cushion of stone at the end of a tiny peninsula of land. The molten flows that already destroyed the lower levels is on the rise and look like they will soon consume this entire structure. The tremendous heat and thermal winds make it difficult to breathe as your party cautiously crosses the stone bridge. The Vault itself is perfectly smooth, polished steel; a disk of mirrored chrome in the red light. The front of the vault has a horizontal chrome cylinder attached to it like a giant silver log. Spaced equally within the metal tube are nine numbered wheels. The earth rumbles beneath your feet and a fine dust rains down from the ceiling, you might not have much time.

The numbered wheels are the combination lock of the King's Vault. To spite possible doubt, the party was given the actual combination at the outset. Once they open the lock read the following:

When the final number is properly entered there is a deep clang and the churning of hidden mechanics. You hear the turning of gears and the strain of metal before the a seam appears in the front of the vault, splitting the lock mechanism in half with each part of it opening with one of the now emerging doors. It takes several seconds for the slabs of steel to lumber open revealing a circular room of decorated stone. In the center of the room is a raised column holding the **FireHeart Sledge Hammer**. Around the outside of the room are three decorative alcoves but only one of them contains a large book bound in wood and metal. This must be the **Codex of Moradin**.



During this time (as soon as the doors are open even a crack), select players will begin to hear the voice of FireHeart projected into their minds. Such as:

**“It is you who should be a King. Why waste your time with the others? Claim me, I’m meant for you.”**

**“Where are your gods as you suffer in this plane? What is it to be good if you are too weak to fight the forces of evil? Take me up and avenge what’s right.”**

**“They don’t fear you, They aren’t watching you. Now is your chance to surprise them and take me for yourself.”**

**“This isn’t the end of the world, it is the beginning of a new you. Take me up and you will be changed into the greatest warrior to have ever lived!”**

FireHeart knows what they want and it has the power to change them. The first person to pick up the hammer *with intent* will be claiming it as his own.

Prince Waark pushes past you, not to get to the hammer but to pick up the Codex and go. He stops briefly at the door and sees the party gathered around the hammer. **“Leave it for the Lava Titan!”** he shouts before disappearing out of the door.

The moment the hammer is lifted from its pedestal, the earth begins to shake again. It gets more and more violent until it seems that the entire vault may collapse. There is a sound of crushing rock and twisting metal. This might be a good time for them to leave.

### #3. THE LAVA TITAN

You emerge from the Vault as the shaking continues to escalate. Dust and small rocks fall from the high cavern ceiling which threatens to give way. The lava on either side of the rock bridge sloshes and splatters and seems to swell.

Behind you the vault dips to one side as the earth beneath it gives way. It is rotated and tipped on an end before being sucked beneath the glowing red waves of molten rock.

The shaking and rumbling subside and a sudden calm fills the cavern. The lava flows slow and begin to even out and the ground beneath your feet stops moving. Without warning something large emerges from the pool of lava, crests high above the rock bridge and comes smashing down before you in a fiery explosion of energy. It is the arm of something monstrously huge and as it slowly lifts itself from the pool of molten rock, you are hit by a blast of heat.

It is the Lava Titan. It's enormous body is a hardened crust of stone and gems encasing living magma and bound by the power of elemental fire. From it's head and back streams a red hot blaze. Through eyes made of weeping lava it perceives you and through a vortex of heat in it's cavernous mouth it roars at you.

The only way out of the room is now blocked by a **Lava Titan (AC: 1, MV: 90 ft, HD: 20, HP: 160, #AT: 1, D: 3d12, SZ: Large (30 ft tall), MR: 50% overall, 100% Fire, 90% cold, SA: Breath Fire for 2d12 damage, SD: Immune to all heat and fire magic/weapons AL: Chaotic Evil, Level/XP: 20/12500)** for more see page 43

If you use the fire retardant bombs against the Lava Titan, they will do 3d6 blast damage and cause part of the monster to instantly harden.

### #4. GOBLIN REMNANT

When the party defeats the lava titan, it's fire will go out, it will harden and finally break apart and fall into the lava. After the party has a chance to take a breath, read the following:

Everything is now quiet as the last of the lava titan succumbs and disappears into the molten flows. You take a moment to gather your strength, but you know you don't have long. The goblin drums are sounding in the distance.

At the end of the stone bridge at the top of the ramp is the door you made in the rubble. It is your only way out. The lava is still rising slowly and will surely overtake the bridge in time. Through the rubble door you can see the light of many approaching torches. The drums are getting louder and you can now hear the sound of many angry voices.

**"Murders!"** you can hear. **"This way!"** screams another. **"They killed Perx...they killed our King!"**

The angry voices become a swell of animal rage as the first goblin comes through the door and spots your group. He is followed by another and another until they become a flood of green flesh entering the room as many and as fast as they can squeeze through the opening. These are a lower class of civilian goblins with knives and wooden weapons but they make up for it in sheer numbers. They just keep coming forming rows and rows as wide as the ramp and rock bridge. The Goblin caves have been emptied and you're facing down a ragtag army of a thousand.

(1000) - **Goblin Civilians (AC: 10, MV: 90 ft, HD: 1/2, HP: 1 each, #AT: 1, D: 1hp claws, SZ: Small, MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 1/2 + 1/2 per HP)**



The goblins will attack in waves as large as the bridge or ten (10) at a time. As one is killed another will move into his place, so the attacks are always at least ten goblins strong. Area spells or group spells can effect the entire attacking army.

It will take 2 rounds for the goblins to reach the party, after which they will attempt to swarm. If the party cannot destroy the rows of goblins fast enough, then the goblins will get behind and around all of the party and the attack goes up to thirty (30) goblins at a time and will effect all players in the party, not just the forward blockers.

With a choking cry, the final Goblin falls dead. He collapses to the ground, the last of layers and layers of eviscerated and burnt bodies. There is so much blood it is spilling over the edges of the walkway and into lava with a hiss.

When the party goes back up the ramp, they can now discover the secret door in E3.01 which leads to E3.05

## #5. RETURNING THE HAMMER...OR?

This is another unfinished room that looks like a natural cave. There is a secret stair that leads back to the King and a small passage that leads out of the mountain. Decisions...decisions.

The party is left with a dilemma. They should take their time, rest up, and based on what happened with the hammer, they need to decide whether to take the stairs and return to the Dwarven King to collect their treasure or to slip out through the secret passage with what they have.

If Waark hasn't already fled with the Codex, he will insist that the party take FireHeart and go out through the secret passage. If he suspects the party may give the hammer back to his father then he will attack.

**IF** the party returns to the King *without* bonding to the hammer and with it in it's special bag:

You are welcomed back into the throne room with cheers and laughing. The King is anxious to hold his hammer again and he begins to openly weep at it's touch. They all seem surprised that you made it back alive.

The King is coddling FireHeart. **"I don't know how you did it, but thank the Gods for you."**

Aconjus comes forward, **"There are no words in Dwarvish or Common to express how grateful we are. Here is all the treasure you have been promised. Take it and use it in good health. You deserve it."**

His assistants have made the calculations and bags upon bags of treasure are placed before you.

The King snuffles, **"Everyone will know about you... all of you!. You will be heroes now and forever in Brundurum. Should you ever need a favor, you may call on me. You made a powerful ally today."**

If the the party has Perx's head then they will be allotted extra treasure and the King will mount the head on a spike next to his throne.

You are invited to stay for a celebration in your honor or you are free to take your treasure and head out to the next adventure. The King provides you with a cart and a team of horses to help transport the loot.

Thronges of joyous Dwarves pour out of the mountain to see you off. They will be able to return to their homes now and continue with their lives. You've done a good thing, as long as you don't think about it too hard. Just a snap of the reins and your little caravan will start back down the Dwarf road and onwards to unknown adventures. **The End.**

**IF** the party returns to the King after a player bonds with the hammer:

You are welcomed back into the throne room with cheers from the King and General Turkwood. Aconjus even seems pleasantly surprised to see you alive. There is a lot of commotion with Dwarf soldiers moving out the last of the treasure. The cavern and throne room are now stark and empty. The treasure hoard has been moved somewhere else in your absence.

Set off to the side are a number of bags that must hold your reward. The King, his general, sorcerer and six guards are all that remain as the last of the pages and movers clear out.

The King is anxious to hold his hammer again, but when he picks it up, something is wrong. He looks like he is swelling with anger and is going to pop a blood vessel. **"Who the farquat bonded with my hammer?!"** He screams. His guards all prepare to attack and Aconjus comes from around the throne. **"You should have followed the instructions,"** he says woefully.

The King hops off his throne with FireHeart pulsating with light. **"Now I have to kill all of you,"** he says before attacking the nearest player.

See page 42 for stats and fight details.

IF the party decides to take the secret passage and sneak out past the King:

The secret passage is very narrow requiring that the party awkwardly crawl for fifty feet or more before being able to stand. As the tunnel opens out into a larger cavern you suddenly don't feel alone. Someone in the dark snaps their fingers and by magic a series of torches light up all at once revealing **King Amon Brund, Aconjus, General Turkwood** and six (6) **Dwarf Elite Guard** with polearms. The King doesn't look happy.

**"You see your majesty,"** says Aconjus, **"You can't trust these sell swords and criminals to follow directions."**

**"There's no reason you all have to die,"** the King says ominously. **"Look here,"** he says stepping to one side as he and the guards motion to several bags that must hold gold and jewels. **"I still brought you some gold so you won't have to leave empty handed, but I'll need my hammer, and I'll only kill the one who bonded with it. The fire can only have one master."**

**"The rest of you step aside,"** says the sorcerer as he begins to form a ball of energy between his hands.

The King will attempt to kill the player that wields **FireHeart**, attacking personally in one on one combat. If the other players choose not to attack or interfere then they will not be attacked and after the said player is dead, the King will take his hammer and give the rest of the party only half of the treasure they were promised (*since they were such cowards*). If they attack to defend their friend, then it becomes an all out brawl involving everyone.

Whether or not **Amon** has **FireHeart**, or however the fight starts, **Aconjus** is continuously casting a protection spell around him, making the King *100% immune to all magic*. This will be true throughout the fight until **Aconjus** is killed. If **Prince Waark** is with you the King will want to kill him out of spite.

**King Amon Brund: 10th Level Dwarf Fighter (S: 18/00, I:16, W:10, D:14, C:18, CH: 12, AC: 0, MV: 90 ft, HD: 10, HP: 80, #AT: 1, D: 1d8 or by weapon type, SZ: Small to Man Size (3' to 5' feet), MR: 50%, AL: Chaotic Evil, Level/XP: 10/2620. Amon is armed with a Shortsword +3. He wears Dwarven Plate +3 as well as Gauntlets of Orge Strength.**

**General Turkwood: Dwarf (AC: 0, MV: 90 ft, HD: 5, HP: 40, #AT: 1, D: 1d8 or by weapon type, SZ: Small (5' feet), MR: 50%, AL: Neutral, Level/XP: 5/630) He wears Dwarven Plate +3 and is armed with a Broadsword +1**

**Aconjus, 8th Level Human Wizard (S: 12, I:18, W:18, D: 10, C: 12, CH: 16, AC: 0, MV: 90 ft, HD: 8, HP: 32, #AT: 1, D: 1d8 or by weapon type, SZ: Small to Man Size (3' to 5' feet), MR: 50%, AL: Neutral Evil, Level/XP: 8/800 + 10/HP. He is wearing a Ring of Protection +3, and a Dagger +3.**

His spells are:

**First Level: Shocking Grasp, Magic Missile, Charm Person, Shield**

**Second Level: Darkness 15 foot Radius, Ray of Enfeeblement, Levitate**

**Third Level: Lightning Bolt, Fireball, Hold Person**

**Fourth Level: Polymorph Other, Wall of Ice**

**(6) Dwarf Elite Guards: Dwarf (AC: 4, MV: 90 ft, HD: 5, HP: 32 each, #AT: 1, D: 1d8 or by weapon type, SZ: Small to Man Size (3' to 5' feet), MR: 50%, AL: Neutral, Level/XP: 5/400. They are armed with a polearm +1 and wear Banded Mail.**

IF the players leave the mountain with **FireHeart**:

The secret pass lets out on the west side of the mountain. You feel better immediately as your lungs fill with fresh, cool air. It doesn't take long to put a little distance between you and Brundurum. Looking back at it now, you wonder if all the proclamations by **Perx** and the others weren't overblown.

You hear a rumbling and then feel the earth shake beneath your feet. There is a terrific boom and with the the roar of the very earth herself, the **Smokey Mountain** begins to collapse.

You see the plateau fall in on itself like a sand castle and into sloshing lava and black rock, it vanishes. The surrounding rocky peaks sway and crack, falling in on top and sealing the entire mess like a closing flower of stone. Your party is hit by a wave of dust and smoke and you are left standing on the edge smoldering crater.

Looks like another successful adventure.

**THE END**

## NEW MONSTERS (OPEN GAMING CONTENT)

### BLUE TROLL



Frequency: Rare

Size: Man Sized and larger

Move: 20 ft

Armor Class: 2

Hit Dice: 10

Attacks: 2 (claw, claw) or by weapon type

Damage: 2d8, 2d8

Special Attacks: Paralyzation on touch

Special Defenses: Regeneration 6hp/round

Magic Resistance: 50% overall (see below)

Alignment: Neutral Evil

Level/XP: 10/2520

The Blue Troll is named obviously for its blue skin. They are half again as tall as a man, with odd, pear shaped bodies, bulbous heads and stubby legs. Though they prefer dark spaces, Blue Trolls are unaffected by sunlight. They have amazing regenerative abilities and can heal most wounds within a few seconds (6hp/round) while cut-off parts can be reattached or regrown in hours. They have an overall magic resistance of 50%, a 90% resistance to sleep and charm spells, and they cannot be polymorphed.

The Blue Troll's sweat is a noxious poison to most species and can cause sudden toxic shock. Players that are touched by the troll must *Save vs. Paralyzation* or be paralyzed for 1d4 rounds.

Blue Trolls are very intelligent and industrious but only when constructing a good con. They will appear at times and places of great suffering and despair in order to capitalize on the misery in some way.

### LAVA TITAN

Frequency: Very Rare

No. Encountered: 1

Size: Large 30' tall

Move: 90 ft

Armor Class: 1

Hit Dice: 20

Attacks: 2 (claw, claw)

Damage: 2d10, 2d10

Special Attacks: Fire Breath, 1/5R - 2d20 dmg

Special Defenses: (See Below)

Magic Resistance: 50% overall (see below)

Alignment: Chaotic Evil

Level/XP: 20/12500

Lava Titans are huge magical beasts that live deep inside the furthest depths of volcanoes. Usually they remain dormant and never surface unless a large earthquake or some other magical-geological event happens. When they surface they will not leave until they are defeated in battle and absorbed back into the earth.

They can attack with broad swipes of their red hot hands and can do a Special Attack of Breath Fire for 2d20 damage to all players once every 5 rounds. They have an overall 50% Magic Resistance, 90% Resistance to Cold and Frost Spells, 100% Resistance to all Fire or Heat spells, and 100% Resistance to Sleep, Charm and Polymorph Spells.



## TROBLINORC MONSTROSITY

Frequency: Rare  
No. Encountered: 1  
Size: L (10' Tall)  
Move: 60 ft  
Armor Class: 1  
Hit Dice: 11 +1  
Attacks: 3 (Claw/Claw/Bite)  
Damage: 2d10, 2d10, 2d10  
Special Attacks: None  
Special Defenses: Berserk at 50% hit points  
+2 to attack  
Magic Resistance: 30%, 90% against charm, sleep,  
and polymorph  
Alignment: Neutral  
Level/XP: 11/1200 + 16 per hp + 400 (*special*)

As far as we know the monstrosity is unique to Brundurum, though it is possible such a mutation could arise elsewhere.

## LAVA WORM

Frequency: Common  
No. Encountered: 1d20  
Size: Small (1-3 ft long)  
Move: 10 ft  
Armor Class: 5  
Hit Dice: 1  
Attacks: 1 (Bite / Burrow)  
Damage: 1d8, 2d8  
Special Attacks: See below  
Special Defenses: None  
Magic Resistance: 10% General, 100% All Fire  
Alignment: Neutral  
Level/XP: 1/100 + 1 per hp

Lava Worms burrow through volcanic mountains consuming minerals contained within the rock. They produce a caustic, hot acid capable of melting stone and they are known to "spit lava" (for 1d4 damage) when encountered usually because they cool off rapidly and the difference in pressure causes the contents of their stomach to begin squirting out.

Killing the lava worm with brute force may cause the attacker to be sprayed by scalding liquid for 2d4 damage.

## NEW ITEMS AND WEAPONS

### DYNAMITE

One stick of dynamite will do 3d6 blast damage to anyone within a 20' radius of the explosion. A fumble with this item will mean certain death to any characters with low hit points.

### RING OF FIRE ESSENCE

The Ring of Fire Essence was created by the evil sorcerer Tekitus in the fires of the Smokey Mountain. It grants +3 on all fire spells, 50% immunity to fire magic, (*fire, heat, lava, etc.*) and it can recharge a wand of fireballs once every round for 20 charges per day.

### FIRE RETARDANT BOMBS

These spherical bombs do 3d6 blast damage to any fire based creatures. Its chemical contents instantly stop any fire reaction and will cool lava into stone. The Fire Retardant Bombs are manufactured by Erwin Sootskin, the Vulcanologist in **E1.15D**.

### KEAROMUNN'S GRIMOIRE

Spell book of Kearomunn's Spells (in his Bag of Holding):

**Level 1:** Burning Hands, Charm Person, Comprehend Languages, Detect Magic, Enlarge, Floating Disk, Hold Portal, Identify, Light, Magic Missile, Mending, Message, Read Magic, Shield, Shocking Grasp, Sleep, Write.

**Level 2:** Audible Glamour, Continual Light, Darkness 15 ft Radius, Detect Invisibility, ESP, Forget, Invisibility, Knock, Levitate, Locate Object, Mirror Image, Ray of Enfeeblement, Rope Trick, Scare, Strength, Web, Wizard Lock.

**Level 3:** Blink, Clairaudience, Clairvoyance, Dispel Magic, Explosive Runes, Feign Death, Fireball, Flame Arrow, Haste, Hold Person, Infravision, Lightning Bolt, Phantasmal Force, Protection From Normal Missiles, Slow, Suggestion, Tiny Hut, Tongues.

**Level 4:** Charm Monster, Confusion, Dig, Dimension Door, Enchanted Weapon, Fear, Fire Charm, Fire Shield, Fire Trap, Ice Storm, Polymorph Other, Polymorph Self, Remove Curse, Wall of Fire, Wall of Ice, Wizard Eye.

**Level 5:** Animate Dead, Cone of Cold, Conjure Elemental, Contact Other Plane, Feeblemind, Hold Monster, Passwall, Secret Chest, Stone Shape, Telekinesis, Teleport, Transmute Rock to Mud, Wall of Force, Wall of Iron, Wall of Stone.

**Level 6:** Disintegrate, Enchant an Item, Geas, Globe of Invulnerability, Guards and Wards, Move Earth, Project Image, Reincarnation, Spirit-rack, Stone to Flesh.


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This module is designed for 6-8 characters of levels 4 to 7. The party should consist of Fighters, Clerics, Magic Users, and a Thief or two. Of course feel free to work with the Players to figure out whatever you and your group feel is best.

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Quotes from the Vault of the Dwarven King:

*"I couldn't believe those hundreds of red candles were actually something that not only lights up but eventually goes boom! Too bad for the rest of my party: Solvan, Finn, Duncan, Burbuckle and Martin may they rest in pieces! Now I have to find new friends to adventure with next time." - Dimitrius Ironfist*

*"Can you believe we lost that Dwarf-tossing game? We even had our best fighter, Koraf the Minotour playing. I mean seriously I think we need to go back and ask for two out of three as long he doesn't eat the dwarves before he throws them again yes?" - Damien Wraithbane the Mage*

*"The Mine Car roller coaster was awesome! Except for the part where we were attacked by Goblin arrows when Shinatus and Ingolfyr got one right in the eyeball and when Smith and Jaspur fell into the lava and melted and when..." - Justice Pureheart the Paladin*

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