

The Halls of the Dwarven Kings



Set 1 in THE COMPLETE DUNGEON MASTER series





Judith Hickling 1994



The Halls of the Dwarven Kings

The Halls of the Dwarven Kings are based on an old cave system, worn down over many centuries by the continual flow of water from the mountains above. The dwarves did not change the shape of the Halls as much as they usually change their dwellings, preferring to keep the natural rough look of the caves as a reminder of their mythological origins. When they needed to build a room in a place that the water had not carved out, they cut new passages into the rock, but on the whole they retained the natural look of the caves. The only major change that they made was to improve the flooring, and to remove many of the stalagmites and stalactites that blocked the rooms and passages. The flooring of the Halls is built over the top of the old stream-beds and in many places the stream still flows underneath the floor (although it has now become weak and is somewhat treacherous to the unwary).

The passages are approximately 5' high and vary between 3' and 12' wide. The walls and ceiling are rough and often damp, many places supporting rudimentary mosses and lichens. The floors are constructed from 1' square paving slabs resting on stone pillars and wooden beams set into the stream-beds. The floors of the room are similarly constructed, though in the larger rooms the paving slabs may be 2' square. Those rooms and passages that were not built over the original stream-cut formations are marked by an asterisk after the title of the room, etc. This means that the floor, although it may consist of paving slabs over a rougher natural base, is not raised on pillars and beams and it has no space underneath it. Rooms (and the widest of the passages) will be 7' or 8' high, the largest of the rooms being even higher (these will be noted where applicable).

The Ledges and Audience Chamber (LEVEL +3)

SUMMARY OF ROOM CONTENTS AND DUNGEON MASTER'S AIDS

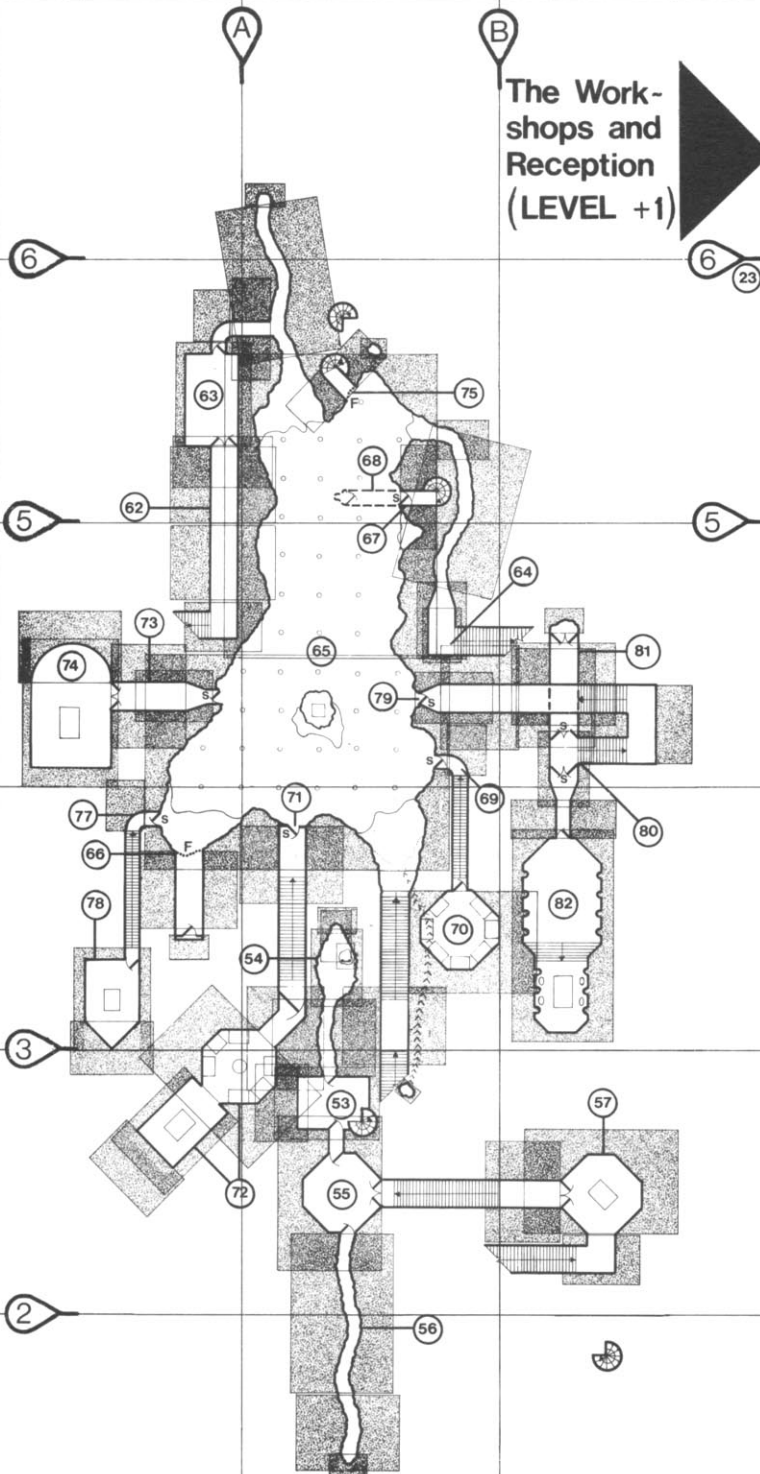
	Artifacts	Illustrations	Special Plans	Traps	River Under	Dwarves Present	Others Present
A	-	-	26 Commander's Quarters	-	-	-	-
-	-	-	27 Hidden Chimney	-	W	-	-
-	-	S	28 Audience Hall	-	-	3-4	-
-	-	-	29 Landing	-	-	-	-
-	-	-	30 Counting Room	T	-	-	-
-	-	-	31 Antechamber	-	-	-	-
-	-	-	32 Guard Room	-	-	2-3	-
AAA	-	S	33 Throne Room	T	-	M	5 statues
-	-	-	34 Queen's Chamber	-	-	-	spirit
-	-	-	35 King's Chamber	-	-	-	-
-	-	-	36 King's Chamber	T	-	-	6 shades
-	-	-	37 Vault Passage	T	-	-	2 salamanders
AAA	-	-	38 Vault	-	-	-	-
-	-	-	39 Guard Room	-	W	-	-
A	I	S	40 Shrine	-	W	-	-
-	-	-	41 Antechamber	-	W	-	-
-	-	S	42 Upper Entrance	-	W	2-3	-
-	-	-	43 Rockfall	-	W	-	-
-	-	-	44 Guard Room	-	W	7-10 (+F)	-
A	-	-	45 Priests' Mess	T	W	-	-
-	-	-	46 Priests' Quarters	-	-	2-3	-
-	-	-	47 Priests' Quarters	-	-	K	-
-	-	-	48 Priests' Quarters	-	-	Y	-
-	-	-	49 Head Priest's Quarters	T	-	-	-
A	-	-	50 Head Priest's Quarters	-	-	-	-
-	-	-	59 Landing	-	-	-	-
-	-	S	60 East Ledge	-	W	-	-
-	-	S	61 West Ledge	-	W	-	-

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The doors are all wooden with iron bindings; as there have been no repairs to them since the invasion of the Henninga, many of them are weakened and rotting. Most, however, are kept locked — the combination of these two factors means that the doors will open as normal doors (i.e. on the standard chance given by the rule system). Where doors are strong or barred a note will be included in the text (you may decide that the dwarves bar certain doors in their defence of the Halls and should treat them appropriately). The direction of opening of the doors should be noted, as they may be relevant, especially in a combat situation.

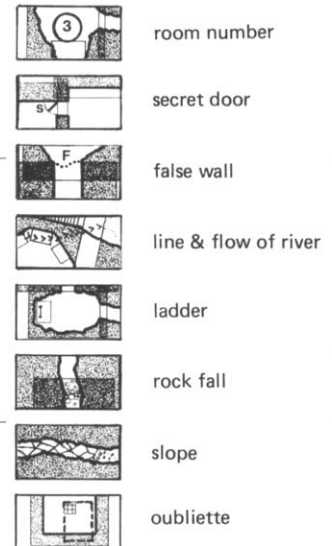
Unless otherwise noted, staircases will be stone and will ascend or descend roughly at a rate of 1:1. The direction of rotation of spiral staircases is indicated on the map and you should pay careful attention as they are of some importance.

Secret doors are made of stone, or of wood faced with paving slabs. Although their presence may be obvious through knocking or searching for cracks (at the normal applicable chances), this does not mean that any form of opening mechanism has been found. Details will be given in the text of the location and activation of the mechanism, and correct activation is the ONLY way to open such doors (though they may of course be smashed through using picks, hammers and brute force). Chances for finding the mechanisms will be based on the usual chance of the character concerned, modified as stated. If the character does not have the required ability (i.e. that for spotting hidden traps), he should be treated as having the minimum possible ability for the purpose of finding secret doors (NOT for finding or disarming traps, etc) — this may be modified at your discretion due to high level or a high ability in similar related skills.



The Workshops and Reception
(LEVEL +1)

KEY TO PLANS



KEY TO TABLES

R = Ruarch Y = Yanni D = Dern
M = Northwaine B = Branck T = Telmar
C = Cranney F = Fardi K = Kadri

W = There is a 5% chance every hour during which characters are in these rooms, that the floor will collapse under one of them.

Artifacts			Illustrations		Special Plans		Traps		River Under		Dwarves Present		Others Present	
-	-	S	19	Workshop	-	-	2-3	-	-	-	-	-	-	
-	I	-	20	Workshop Store Room	-	-	1-2	-	-	-	-	-	-	
-	-	-	21	Passageway	T	-	-	-	-	-	-	-	-	
-	-	S	22	Workshop	-	-	-	-	-	-	-	-	-	
-	-	-	23	Workshop Store Room	-	-	-	-	-	-	-	robot	-	
-	-	-	24	Reception Hall	TT	-	-	-	-	-	-	-	-	
-	-	-	25	Guard Room	-	-	1	-	-	-	-	-	-	
-	-	-	53	Guard Room	-	W	-	-	-	-	-	-	-	
-	-	-	54	Antechamber	-	W	-	-	-	-	-	-	-	
-	-	-	55	Vestry	-	W	1	-	-	-	-	-	-	
-	-	-	56	Dead-End Passage	-	W	-	-	-	-	-	-	-	
-	-	(S)	57	Ritual Cleansing Room	T	-	-	-	-	-	-	-	-	
-	-	-	62	Passage	T	-	1-2	-	-	-	-	-	-	
-	-	-	63	Robing Room	-	-	1-2	-	-	-	-	-	-	
A	-	-	64	Passage	T	-	B	-	-	-	-	-	-	
-	I	S(S)	65	Lake (Great Hall)	-	W	1-2(+C)	-	-	-	-	-	-	
-	-	-	66	Tomb Entrance	T	-	-	-	-	-	-	-	-	
-	-	-	67	Tomb Entrance	T	-	-	-	-	-	-	-	-	
-	-	-	68	Passage	T	-	-	-	-	-	-	-	-	
-	-	-	69	Tomb Entrance	T	-	-	-	-	-	-	-	-	
-	-	(S)	70	Small Tomb	-	-	-	-	-	-	-	-	-	
-	-	-	71	Tomb Entrance	T	-	-	-	-	-	-	-	-	
-	-	(S)	72	Hrada's Tomb	-	-	-	-	-	-	-	statue	-	
-	-	-	73	Tomb Entrance	-	-	-	-	-	-	-	elemental	-	
-	-	(S)	74	Fenni's Tomb	-	W	-	-	-	-	-	spirit	-	
-	-	-	75	Tomb Entrance	-	-	-	-	-	-	-	slime	-	
-	-	S	76	Collapsed Tomb	-	W	-	-	-	-	-	-	-	
-	-	-	77	Tomb Entrance	T	-	-	-	-	-	-	-	-	
-	-	(S)	78	Darbli's Tomb	-	-	-	-	-	-	-	-	-	
-	-	-	79	Tomb Entrance	T	-	-	-	-	-	-	40 snakes	-	
-	-	-	80	Passage	-	-	-	-	-	-	-	-	-	
-	-	-	81	Passage	T	-	-	-	-	-	-	-	-	
-	I	S	82	Hargrim's Tomb	TTT	-	-	-	-	-	-	shades, face + 4 statues	-	

The Great Hall (Lake) and Tombs
(LEVEL +2)



USE OF THE PLANS

Endless Plans (Forests) as supplied for the entrances are joined by overlapping the trees at the edge of each sheet, and should be used at the DM's discretion according to the state of the game.

The cave and dungeon floor plans supplied with this set should be used as described in the General Instructions for the use of Endless Plans (see separate sheet). On the maps on this screen all the pieces are shown as they fit together most easily — although DM's may find alternative ways which suit them better. Overlapping pieces are indicated by the darker areas.

All doors are shown half-open — their true condition (open, closed, ajar) is decided by the DM according to the progress of the game. Arrows on stairs always indicate the way up. Arrow heads at landings show stairs coming up from below.

The reference lines form a grid 20 yards square in the game and 10 inches square on the Endless Plans. It is suggested that DM's try to avoid splitting the party. The extra rooms required for this may create a shortage of specific plan pieces. Finally it is recommended that DM's refrain from mentioning 'north', 'south', etc. thus allowing the party to become disoriented.

The Lower Entrance and Gaol Complex (LEVEL -1)

SUMMARY OF ROOM CONTENTS AND DUNGEON MASTER'S AIDS

Artifacts	Illustrations	Special Plans		Traps	River Under	Dwarves Present	Others Present
-	-	S	1 Lower Entrance	-	-	-	-
-	-	-	2 Guard Room	-	-	-	1-3 ghouls
-	-	-	3 Store Room	-	-	-	1+ ghouls
-	-	-	4 Store Room	(T)	-	-	-
-	-	S	5 Steep Slope	-	-	-	-
-	I	S	6 Torture Room	-	-	-	6-9 ghouls
-	-	-	7 Small Gaol	-	-	-	1-2 ghouls
-	-	-	8 Gaol	-	-	-	-
-	-	-	9 Head Priest's Gaol	-	-	-	-
-	-	-	10 Ladder	-	-	-	-
-	I	S	11 Main Entrance	-	W	4-8	-
-	-	-	12 Entrance Hall	-	W	4-	-
-	-	-	13 Cells	-	-	-	goblin (dead)
A	-	-	14 Guards' Quarters	-	W	3-22 (+T)	-
-	-	-	15 Store Room	T	-	-	-
-	I	S	16 Mess Hall	-	W	-	-
-	-	-	17 Kitchen	-	-	-	2 snakes
-	-	-	18 Kitchen Storeroom	-	-	-	-
-	-	-	51 Passage	T	-	-	-
-	-	-	52 Hd Priest's Antechamber	-	-	-	girl
-	I	S	58 Temple	TT	-	-	1 salamander, 4 gargoyles + 9 shades

The Main Entrance and Temple (LEVEL 0)

Box Cover
Scenic Illustrations
Screen Maps
Artifacts
Scenario

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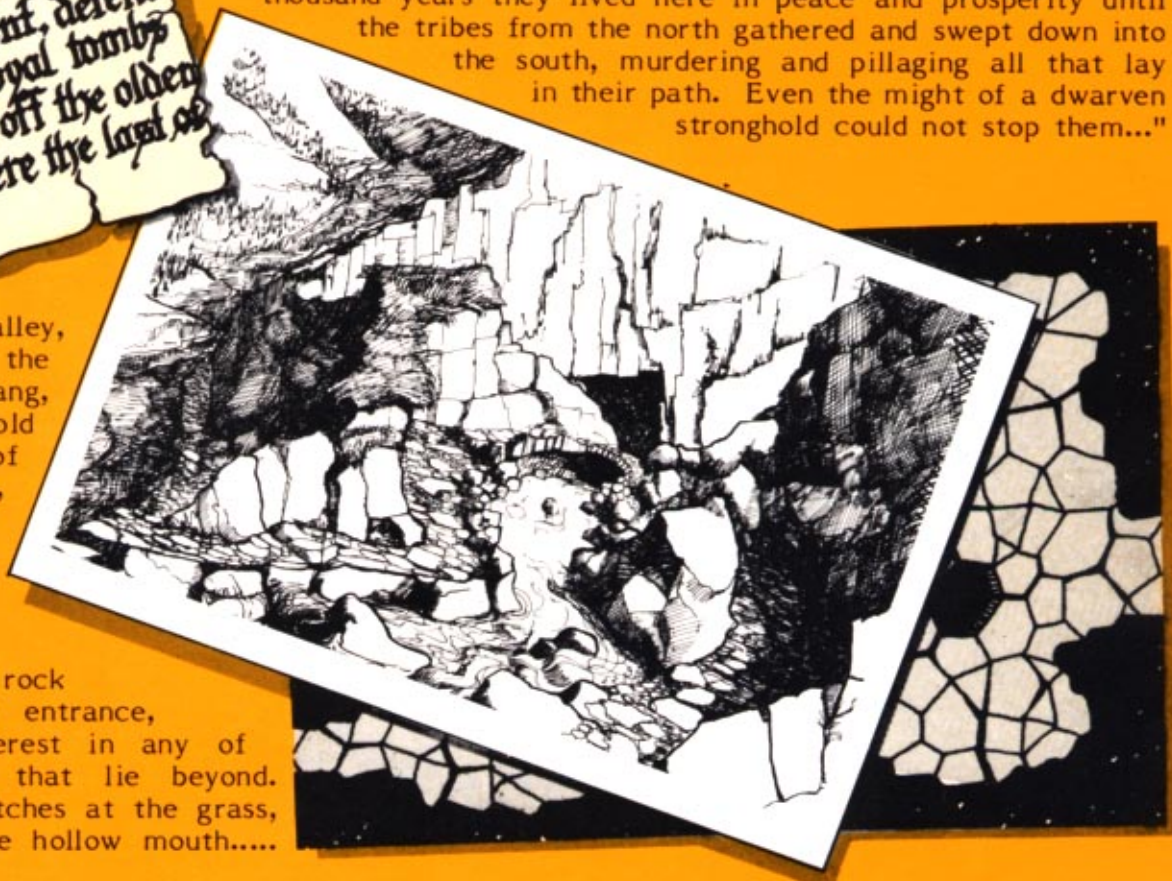
The Halls of the Dwarven Kings

Before the marauders of Henninga could reach the inner chambers of the priests, casting spells of concealment, defence and lead off the older hall where the last of

The old mage quietly began to speak...

"You must have heard the legends of these Halls from the tales told by father to son for many generations. The wealth of the dwarves and the fabulously intricate jewellery that they create must have reached even the uncivilised ears of these regions. In the Kasar mountains, at the foot of triple-peaked Yetzin, there is a wide valley running to the south, a valley that was once holy to the trolls and goblins that inhabit those blasted wastes. In this place the dwarves established their kingdom, mining deep beneath the earth for its treasures which they then crafted and shaped into artifacts rivalling those of the gods themselves. For one thousand years they lived here in peace and prosperity until the tribes from the north gathered and swept down into the south, murdering and pillaging all that lay in their path. Even the might of a dwarven stronghold could not stop them..."

At the head of the valley, partially concealed in the grey shadow of an overhang, is the entrance to the old Halls. From the mouth of the cave flows a narrow, winding stream, coldly trickling down to join those criss-crossing the valley floor. On each side of this cave is a low, rough spur of rock jutting out across the entrance, discouraging casual interest in any of the ancient mysteries that lie beyond. The cold south wind catches at the grass, echoing ominously in the hollow mouth.....



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Set 1 in THE COMPLETE DUNGEON MASTER series

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The Halls of the Dwarven Kings

This module is designed to be playable with all of the major role-playing games systems and should need little or no work on your part to prepare it for play. If you wish to use it with any of the minority systems, you may have to supply some details and figures for yourself but, assuming that you are at least vaguely familiar with the other systems, this should not be any great problem or effort. Throughout the module there are references that give alternatives depending on the system in use - it should always be obvious which of the possibilities is the one that you require for the system you are using. The two sets of alternatives can roughly be divided into those for spell-point and experience-based games and those for memorised spells and level advancement games. If there are no alternatives you should use the figures given for either type of game system. In the case of character descriptions and creature statistics the details given may be fuller than is necessary for any one system and you should use only those parts that are relevant to the system you employ. If you intend to make radical changes to any of the figures given you are advised to bear in mind such factors as game balance - making certain parts of the module far easier or far more difficult than is described here could drastically alter the progress of the game. See below for further details of how to use the game within different systems.

The Halls Of The Dwarven Kings is designed to be played by reasonably experienced players - the sort of player that crashes into every room and mindlessly slaughters all before him is not likely to find this module to his taste (mainly because his character will die quickly!). The characters used should be of medium experience - say of 50%-80% or of around 4th level. Higher level characters will still find the Halls a challenge, but you should be wary of having too much magic-use amongst the player characters (preferably none of the mass death area spells much favoured by the players of some systems). Magical items should be similarly restricted as the module is intended to exercise the players' skill and ingenuity and not merely test their ability to roll dice.

In various places in this module reference will be made to 'artifacts' (not necessarily literally identified as such). These are the sheets provided in the box for use by the players. When they find one of these sheets in the course of the game, you should present them with the relevant sheet of paper from the box (you may need to cut some of the sheets included into several smaller pieces). The exception to this is if the artifact concerned is in a language that the player characters are unable to read. In such cases you should only give them the sheet when they find someone that can read it (and is willing to translate it for them) or when a suitable spell is cast to allow the comprehension of a foreign language. Note that there are no artifacts to represent scroll spells nor for many of the very large or entirely irrelevant maps or parchments that they may find. If you wish, you could make these yourself, following the general pattern of those in this box (you could also make copies of those they cannot understand by writing a load of meaningless runic characters over a sheet in roughly the same pattern as appears on the translated version - taking your runes from one of the traditional sources and translating letter by letter would give the players some hope of understanding the artifacts if you were feeling particularly generous towards them and want to spare the time).

The following section is designed to give you some idea of how to control the action in this module. You should read this before reading the main body of the module so that you can see how some of the various parts fit into place. You will of course need to familiarise yourself with the module before play and should spend some time deciding how all of the various characters presented herein will react to certain situations (this will enable you to maintain the flow of play and avoid those awkward silences while you roll on 23 different random reaction tables to determine the non-player character's next move). Do not be ruled by the dice - if you have decided that an NPC will react in a certain way, play him just as you would a PC of your own, making the decisions without using dice.

The Halls are a large underground complex with many interconnecting passages and chimneys. Much of the game will probably be influenced by the mobility that this allows to both sides. The dwarves that are defending the Halls from the players will not want to fight a pitched battle in one room (if the players are able to enter the complex, of course), and will ambush the players from many sides, continually harrying them and using their greater knowledge of their surroundings to the utmost advantage. Remember that dwarves are masters of underground combat and know how to use the various natural features and obstacles that this type of terrain provides. Do not let the dwarves be tied down to a couple of areas, but have them constantly harass the players. The dwarves, however, also have a mission to complete in the Halls and will not want to jeopardise this - they will attempt to direct the players away from the areas that are vital to their success and to keep them otherwise occupied.

Many of the rooms in the Halls have little left in them and many others are only of interest if the players search them and manage to find the secret doors, etc, that they conceal. If the players are given too much time to attempt their mission, the game might turn into a series of rolls to discover hidden parchments and secret catches. You should make sure that the players are always under pressure, both from the dwarves that are already in the Halls and from the threat of more arriving at any moment. Keep the players moving and make sure that they always have to play off time and mobility against the necessity of a detailed search.

The dwarves have in their possession many of the items that the players must gain in order to successfully complete the module. The dwarves are aware of this and will do their best to keep these same documents out of the hands of the players, even if it means sacrificing the documents themselves. If the players are content with blundering around the Halls in a predictable and straightforward manner the dwarves will be able to keep one jump ahead and avoid them - the players must be forced to combine stealth and intelligent foresight with speed and resolution. The dwarves definitely start with the upper hand in this module, but do not let that dissuade you from rewarding stupid play with the full consequences that it brings upon itself.

THE HALLS OF THE DWARVEN KINGS

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Spread old games, but please buy good new ones.

HISTORY

The Halls of the Dwarven Kings stands at the north end of a wide, deep valley in the Kasar mountain range. Behind the Halls rises Mount Yetzin, first as a series of steep hillocks and ridges quickly climbing to the sheer rocky faces and eventually reaching the triple snow-capped peaks. The valley in front of the Halls is criss-crossed by a multitude of small streams flowing from the hillsides and rapidly merging into a narrow, fast and treacherous river. Dotted along the slopes on each side of the valley are the entrances to the old dwarven settlement. Most stand open, broken and scarred by the siege that laid waste to the valley. Ragged gashes in the hillsides still bear witness to the fearsome magics used in the conquest. And the graves of the dead invaders stand in clumsy groups on the valley floor (the dwarven casualties being long since picked clean by the carrion birds that have now moved on, following the fronts of war).

This settlement was established some one thousand years ago. The first settlers were from the large dwarven kingdom situated in the vast southern mountain range. Overpopulation began to force some of the clans to move out of their ancestral homes and find new dwellings in the north, the lands to the south of the mountains being occupied by the young, violent kingdoms of men. The Kasar Mountains were inhabited by goblin and troll-kind, but their unorganised insularity made conquest here far easier than to the south. The dislodged dwarven clans trekked north, slaughtering any and all opposition until they found a place that suited their fastidious requirements. Here they would entrench themselves and repel invaders until they were accepted and left in relative peace to re-establish their broken lifestyle.

The particular clan that settled in the Yetzin valley was lead by the great warrior-king, Hargrim, a dwarf of immense physical strength and outstanding charisma who dragged his followers through apparently insurmountable difficulties to reach the mountains with few casualties and little dissent. The valley that Hargrim chose to settle, below triple-peaked Yetzin, was at that time a place holy to the trolls and their lesser brethren living in the vicinity. The dwarves set their standard in the valley-centre and began to make preparations for mining and burrowing into the hillsides. They had been there little more than a week when a large force of troll-kind, accompanied by goblins and many of the dark creatures that lived amongst the crags and peaks of the mountains, descended from all sides. The dwarves were taken by surprise, having previously found only a few lone scouts, and many of the workers on the outskirts of the valley were killed before any form of effective resistance was mounted. The dwarves were surrounded and contained within the lower ground, hampered in their manoeuvres by the necessity of protecting their possessions and tools, without which they had no hope of successful settlement. The battle continued for several days and nights with the trolls mounting frequent, ragged, but nonetheless effective, charges, crashing through the dwarven lines to regroup again on the hillsides. Despite their superiority of numbers, the dwarves were suffering heavy casualties and seemed to have little or no chance of escaping with their lives let alone winning.

Hargrim, realising that they had no hope fighting a pitched battle in their present location, ordered the dwarves to prepare for retreat down the valley and onto the flatter ground to the south. The wagons were loaded, the oxen placed in harness, and the standard was taken to the front of the column.

At nightfall, however, as the main body of the trolls moved to seal the southern part of the valley, Hargrim ordered the standard to the other end of the column. The wagons were all turned and the dwarven force made all possible speed away from the trolls, up the slopes of Mount Yetzin. The enemy was weak at this point, and the dwarves easily broke through to the higher ground. Raiding parties went out to each side of the valley to attack the under-manned guard-posts that remained, slaughtering or routing the surprised trolls and goblins, and returning as soon as they met the larger groups to the south.

The dwarves now backed up to the sheer rock-faces and formed a defensive ring round their wagons and wounded, presenting a tighter front to the somewhat confused and demoralised enemy. The simple troll tactics were less effective against this defence, their forces foundering as they toiled up the hills or becoming surrounded within the dwarven camp and massacred. Unified while they had the upper hand, the troll bands now began to argue and bicker about tactics, desperately hurling the weaker and ineffectual goblin units to be decimated on the dwarven front, and hanging back rather than charging blindly on. Soon sporadic fighting broke out between the different bands, and gradually the trolls drifted away and the battle faded into an uneasy quiet.

The dwarves joylessly dug in and made camp where they were, waiting for the renewal of the assault. The trolls, however, were not so enamoured of their gods as to risk another costly defeat at the hands of their enemies. Various bands mounted short-lived attacks, but the major battle that the dwarves feared did not materialise.

The dwarves had gained control of the Yetzin valley but the cost was greater than even they had bargained for. Their leader, Hargrim, had been killed during one of the final assaults when he and his bodyguard had been isolated by a troll band and slaughtered before help could reach them. They had been patrolling the hills at the foot of the mountain when the trolls had burst out from inside a hidden cave and fallen on the dwarves from the rear. The force that rushed to Hargrim's aid despatched most of the remaining trolls, although a few made off with grisly mementoes of the fight, but were too late to save their butchered king. They collected the remains of the king and his bodyguard and carried them back to the dwarf camp, laying them in state under the torn battle standard that still flew at the centre of the camp.

When it became obvious that they held the valley, the new leader of the dwarves sent miners into the caves from which the trolls had appeared and a tomb was constructed for the king and his companions. The king was laid to rest and his chamber sealed, the caves being placed under the supervision of the priests and guarded by an elite force of veteran warriors.

In time the dwarves built the settlement that Hargrim had planned, their dwellings spreading down both sides of the valley. Once established, they relentlessly pursued all the troll-kind in the neighbourhood of the valley, rooting out their buried lairs and slaying them with no thought of mercy. Eventually the area knew an uneasy peace and the dwarves began to trade with other colonies in the mountains and with their brothers in the south. The settlement became prosperous and took on an air of permanency, though in no way rivalling the ancient splendour of the halls that the dwarves had left behind them. The kings of Yetzin slowly came and went, and each was buried in the caves at the foot of the mountain, their sealed tombs near to that of their first and greatest monarch, Hargrim. This peace and prosperity lasted, essentially unbroken, for just over nine hundred years, until the arrival of the northmen.

The northmen were from a group of clans, collectively known as the Henninga, that were renowned for their savage violence and ruthlessness even as far south as the Kasar Mountains. Occasionally these clans would gather together and the priestly class would read the omens in the offal of ritually sacrificed enemies. If the omens so dictated the clans would prepare for war and sweep down from the north into the wilderness lands and sometimes even into the civilized countries to the south of the Mountains. They raped and plundered and murdered their way around a slow, wide loop that eventually led them back to their homes and fastnesses among the forested hills of Orsted. They never showed any inclination to settle the lands that they overran, merely resting in them long enough to regain strength for the next battle. This terrible ritual trek only happened once or twice in most warriors' lifetimes, but could last from several months to a few years, and many of those who left never made the return journey.

Just over a century ago, the omens indicated that the Henninga should march almost directly south, following a longer loop than usual, crossing the Kasar range twice in its highest part rather than taking the easier passes away from the centre. They came down from the hills in their thousands and cut a bloody passage through the creatures that occupied the mountains to the east of the dwarven halls.

They made slow progress over the steep mountains and by the time that they reached the plainlands, the more peaceful inhabitants of those regions had been forewarned. The people had left their towns and villages and fled to the cities further south, leaving spare pickings for the impatient Henninga.

The Henninga were in a black mood when they turned north to cross the mountains once more, with only the prospect of treacherous passes and constant harrying by the mountain dwellers ahead, and it was this that led them to seriously consider an assault on the dwarven colony at Yetzin. Normally the strongly entrenched dwarves would have been an unwelcome prospect, the conditions in their caverns not at all suited to the rapid strikes typical of Henninga tactics. But the clans needed something to show for their journey and dwarven wealth was legendary. Omens were read, counsel was taken and the assault was mounted.

The dwarves, although they knew that the Henninga were due to pass somewhere in the vicinity of their halls, felt secure in their valley stronghold and took no special precautions against the possibility of attack. The first that they knew of the Henninga's intentions was the smoke rising from their outposts and the sound of steel ringing not from their forges but from the swords and axes of their opponents. They flew to arms, deserting the buildings dotted around the valley floor, and sealing themselves underground.

The dwarves were prepared to wait out a long siege, depending on the strength of their fortress-homes and the renowned impatience of the Henninga camped in the valley. This impatience did not manifest itself, however, as the dwarves had hoped, in easy dissuasion, but in the continuous barrage of attacks that the Henninga mounted. Again and again they threw themselves at the barricaded entrances to the underground chambers, and slowly, one by one, they broke into the dwellings and engaged the dwarves who were sheltering there. Not only had the dwarves not expected such tenacious opposition, they had failed to take into account the magical powers that the priests and mages of the Henninga wielded. Although these were little in comparison to the old magics of the dwarves, it was war-magic in which the Henninga specialized, and they brought the full force of their spells to bear on the dwarves and their halls.

The caves containing the tombs of the dwarven kings and heroes were among the last to be entered. The warrior elite that guarded the Halls managed to hold its narrow entrances against the Henninga onslaught, aided by the spells of the priests who lived and studied there. It was only a matter of time, however, before the northmen broke through into the lower cave section. The dwarves blocked all the passages that led to the main quarters and tombs and continued their doomed resistance. The priests, when not casting healing or protective spells, busied themselves with destroying all the records and sealing the tombs magically, hiding them from all but the closest inspection. The passing of these great kings and heroes from history was as nothing compared to the indignities their graves would suffer if the Henninga were to locate them.

The main entrance was eventually breached and the men cut their way into the Halls, mercilessly killing the dwarves and looting the treasures that they found. They were, however, unaware of the nature of the Halls, and did not search for the wealth said to be stored in the tombs of the dwarven kings, merely taking the items that were easily available. The sealed remains and relics were undisturbed and the sanctity of the tombs was maintained.

Once the Henninga had devastated the valley and killed its inhabitants they carried on across the mountains, resting only briefly to bury their dead and bind their wounds. The fight with the dwarves had taken a heavy toll and they moved north swiftly, hardly even stopping to pillage a couple of villages that they passed to the north, and once more reached their homes with many tales of their bravery and the victories that they had achieved.

The few dwarves that had escaped the slaughter returned to the settlement to find all their kinsmen dead and their homes wrecked. Too shocked to even bury any of the bodies that littered the valley and the corridors of the underground halls, they collected the remnants of their possessions and moved south towards the old kingdoms from which their ancestors had come nearly one thousand years before.

The halls under the shadow of Mount Yetzin remained abandoned for many years. The magics used by the men from the north had left the valley with a heavy and forbidding atmosphere that kept away animals and the superstitious mountain creatures. The only sound heard from the valley was an occasional crash of masonry as another part of the halls succumbed to the spells used to break into the caverns and chambers that had, for a short while, protected the dwarves. Most of the badly damaged areas caved in completely leaving only vicious gashes in the hillside to show where the dwellings had been.

Gradually this dark brooding sense departed the valley and the original occupants began to return. The trolls and goblins, and creatures even less civilized, claimed back the land that had been stolen by the dwarves so many centuries before. Caves and chambers that were still intact became the stinking lairs of these odious creatures and many of the Henninga graves were robbed of their inhabitants to feed the new population. The tombs standing at the head of the valley were, for the most part, left well alone by the troll-kind as the old superstitions hinted at the unholy powers that stood on guard. The last few dwarves to leave the valley had resealed the main entrance to the Halls and cast a few simple incantations in a weak attempt to protect their revered leaders. The isolated lower passages, those entered by the Henninga, were not so protected, and on odd occasions the bravest and dimmest of the creatures now living in the valley used these passages as lairs, never venturing, however, into the upper chambers.

BACKGROUND

It is only now, a century after the Henninga destroyed the colony, that dwarves have returned to the valley, and specifically to the Halls concealing the tombs of their kings. But it is not the prospect of resettling the valley that has brought them north. Their quest is to seek Hargrim's Crown, which is said to have been buried with the king when he was placed in his tomb. The Crown is of immense value to the dwarves of the south, although it is not an item of great magical power, nor even of any great intrinsic worth, being merely an old and somewhat battered iron coronet that the king wore into battle to signify his rank. The item's value lies in its historical association with Hargrim and is based on ancient dwarven tradition and ceremony.

Every leader of a dwarven clan, referred to as the king although there may also be a king of several clans at certain times (typically during wars), wears a simple crown or coronet that is the symbol of his rank. There may, of course, also be richly bejewelled ceremonial crowns, but these are only worn on special occasions. The crown that went with the kingship of Hargrim's clan was made from iron, a metal that this clan were experts in working, both decoratively and for practical uses. At the end of each king's reign the crown would be melted down in the furnaces of a master craftsman and remodelled into a new crown containing the insignia and honours of the next king. Thus the monarchy was passed to the new generation with a symbolic reminder of the old traditions and the history of the clan. The ceremony of crafting the crown was presided over by one of the priestly caste, and although educated dwarves did not regard the passage of the crown as especially magical, merely as a custom preserving the memory of their forebears, to most of the clan the crown was the seat of the king's authority. Possession of the crown was believed to bestow the wisdom of the previous kings and ownership in itself was tantamount to kingship (a fact which had been the cause of several civil wars in dwarven history).

Hargrim, in consultation with his priestly advisers, chose a small coronet, delicately engraved by the first master of the ironsmiths of his clan. The coronet was worn over his helm in recognition of the high standing of both himself and the clan as warriors, and it was this helm that the king was wearing when he was slain by the trolls.

When his sons decided to bury him at the foot of Mount Yetzin, they took the unusual, but not unprecedented, step of burying this coronet with Hargrim. Such an act was intended to show that Hargrim could not be followed by another king along the glorious and honourable path that he had taken; passing the crown to a lesser king would be an insult to the memory of Hargrim and would not be suitably respectful. The old crown was also a constant reminder of the old homes that they had left - a new crown would be cast for the next king as a symbol of their fresh start in another land.

There were, however, a few sceptics who said that the original crown had been stolen by the fleeing trolls. Hargrim's sons, the sceptics felt, had no wish to start their reign under the shadow of such an inauspicious omen and therefore concocted this story to demonstrate their magnanimity while disguising their incompetence. These rumours circulated among the camp for sometime, but were put to rest when the king's body was shown in state wearing the coronet. A few maintained that this crown was a mere copy, but in the eyes of the majority of dwarves, the sons' honour was firmly established.

In the dwarven kingdoms to the south, there is much unrest and civil disorder. Several dwarven clans have begun to reinforce the defences of their strongholds, preparing for the war that many feel is about to erupt. The leadership of the clans in the southern mountains has come under dispute because the son of the last king is suspected of patricide in order to achieve the throne at a young age. This new king, Mendri, has a very strong army and is supported by a large number of the clans. These clans, however, are mainly the smaller ones that feel it is time they had a greater say in the running of the dwarven settlements. They resent the older and more established rule of the large clans and saw the accession of Mendri as an ideal chance to assert their own power. Facing these are the major clans, mainly those that have had kings drawn from their ranks in the past. It is rare for the old clans to show such unity as there is often a rivalry amongst them when the throne is in question, but the threat of a break from the traditions of many centuries is enough to cause them to put aside their petty disputes. If they win over Mendri's supporters there is no doubt that this unity will disappear and the competition for the throne will be as intense as ever - in fact, there is every reason to believe that an armed dispute would continue while the various clans were prepared for war.

Each of the sides needs something to give it a moral advantage over the other, something that will rally the undecided clans to its cause. The older clans (who are calling themselves the royalist party, even though the other group are the supporters of the de facto king, Mendri) consulted their sages and historians and came up with a variety of plans. One of these was the recovery of Hargrim's crown - the dwarven mob would see this as a strong persuasion that they were the rightful party to claim the throne. A party was despatched into the Kasar range to recover the crown, and the royalists hoped that Mendri's spies would not bother mentioning such an insignificant number of dwarves, not all of whom were warriors. The size of the party, however, did not fool their enemy's spies, and a report was relayed to the camp of the usurper. As Mendri's generals and advisers had been pondering this same problem, it was not too long before they realised the import of the expedition. They could not afford to commit many men to pursuit, especially as they felt that this would only be one of several attempts, but a reserve unit was called up and sent after them.

Although the royalist expedition was only a few days ahead of the report of their action, they made good time travelling north, their lack of numbers being to their advantage in this respect. Once they reached the Kasar Mountains it did not take them long to discover the old settlement under Yetzin and the Halls at the head of the valley. They entered these Halls, finding them, to their surprise, unoccupied, and began their task of discovering Hargrim's resting place. The elite troops that were assigned to the mission went about setting up a defensive position at the mouth of the cave, and blocking other entrances, while the priests and their historian-adviser searched for records and clues of the tombs.

It has now become a race against time for the dwarves in the Halls as the approaching unit from Mendri's army grows daily closer. The expedition are not aware that they have been followed but they expect such and know that it is only a matter of time before an attack is made. The priests are growing desperate and are beginning to suggest rash measures in their hunt, but are worried about the possible defences left by their predecessors. They know only too well that a mistake might bring the whole complex crashing down around them and bury the tombs for good (though this would be preferable to Mendri recovering the crown).

INTRODUCTION

As it is assumed that this module will be slotted into an already established campaign, no single programmed introduction is given to the scenario. The following contains a variety of suggestions that you can draw upon to provide the players' introduction, depending on the present state of your campaign and the players' inclinations (characters who are 'good' or motivated to pursue ideals above their own interests may need a very different introduction from those who are only self-interested). You should easily be able to provide a suitable scenario from the information given below. It should be noted that in most cases references to places outside the Halls have been kept as vague as possible so that you can replace them with suitable places from your own campaign; however, if the module is used on its own, these references give enough information to provide a good background to the scenario.

There are, broadly, two openings for the players: either they can find some references to the Halls and the crown during a previous expedition or they can be sent to the Halls by some form of patron/employer. Due to the obscure nature of the information necessary to begin the scenario, the second method is the easiest to implement. The first introduction needs a very careful balance to be maintained between the amount of interest that is raised in the party and the amount of information that has to be given away - too much information would make the scenario too easy, too little would not be a sufficient incentive to the players. If this type of opening is desired, the facts that the party are given about the Halls should be presented in a scroll or parchment and should be found in the course of another adventure (among the treasure of a monster or in the possession of some non-player character that the players encounter). The scenario "Between Fire And Stone" in issue 6 of **Tortured Souls!** has been designed to be compatible with this module and contains all the information needed to introduce a party to the Halls.

Having the information presented by another character has many advantages in campaign play, although it makes little difference if the module is to be used on its own. The first consideration is that the character who acts as the players' informant should have access to the details required. This means that he should either be a student of ancient records (a sage, a priest, some type of spell-caster) or should have a source close to the dwarven dispute in the south. It is possible to have the players approach the Halls with no idea that the dwarves are also searching for the crown, but such a coincidence rather stretches the credibility (though it is certainly possible that the party's source did not tell them of this minor problem on purpose). The best solution, then, is to have the informant aware of the disorder amongst the dwarves and additionally aware of their plans concerning the crown.

This leaves the question of the motive of this patron. For those with a kindly inclination, he could be some third party that does not wish to see strife between the dwarves and so wishes to deprive them of such a highly potent weapon. For those with a more devious inclination, the patron could want the crown in order to profit from the dispute himself, either by ingratiating himself with one side or by selling it to the highest bidder - he could, indeed, be of one of the two parties involved in the dispute, who wishes to employ the players as an insurance against the failure of the official expedition. The exact nature of his role will depend on how you wish to continue your game after the completion of this module.

Having established the possible range of introductions for the players, it is necessary to detail the nature of the information that should be available to them, a factor that will be constant whatever the introduction chosen. The first thing that must be emphasised is the vagueness of this information - if the players are given too much to work on the scenario will become very much simpler. A great deal of its challenge is due to the players' dependence on their enemies and the knowledge that they have of the Halls - wholesale slaughter of the dwarves by the party will be highly detrimental to their chances of success (not that this will deter the dwarves from attempting to kill the players, of course).

The players may be told something of the history of the Halls, but should not be given specifics such as the exact happenings at the time of Hargrim's death. They will know that the settlement was destroyed by the men from the north about a century ago and that it has not since been inhabited by anything but a few of the local creatures. They will know that the Halls at the north end of the valley are their destination and that these were the burial place of the dwarven kings and heroes. In these, they will be told, is an item of great power and worth sought by the dwarves of the south, but they will not be told just what it is that they actually seek (this piece of information should be quite easy to pick up, so if you want to be soft on your players you could tell them that they are seeking a crown, but should NOT tell them of the nature of this crown - let them think it is a hugely resplendent and bejewelled if they so choose). More importantly they will have no information on the whereabouts of the crown, except to know that it is somewhere in the Halls. If they have been told what it is they seek, then more details of Hargrim's death may be revealed, especially the doubts of some of the dwarves that the crown is not there at all (introduce this subtly, and apparently off-hand, to sow the seeds of suspicion without being too obvious about it). You should give the players the following pieces from the box: fragment Y and map Z.

The only way that the party will be able to accomplish their mission is to capture some of the dwarves and any relevant papers (particularly Morthwaine and his varied documents on the subject). If they eliminate all of the dwarves, the second force will arrive before they can discover the crown all by themselves. If they wait for the first expedition to find the crown, hoping to ambush them as they leave, the second force will again have arrived. This second dwarven unit is too large to be successfully challenged by the players (unless they can somehow hire a small army themselves!) - if the two dwarven units meet in open combat, Mendri's dwarves will win, although the royalists have more of a chance if they are still in the Halls and can hold out against the others from their defensive position. Either way, the party will always lose in any form of pitched battle versus the dwarves (who may even join forces for a short while to rid themselves of the players - they would prefer the crown to stay in dwarven hands, even if it was the opposition that had it).

It would be unfair to the players to conceal from them the movements of the second dwarven force (unless, as noted above, this formed an integral part of your plans for the campaign in the long run) as it would penalise those players who intelligently took their time, making careful assessments of the dwarven strength and waiting for a good opening. The second unit puts time pressure on the players and forces them to act with reasonable swiftness (although the time constraint should not be so great as to necessitate foolishly reckless play - an opportunity for some planning should be left open). See the relevant sheet for details of the second dwarven force and the time of their arrival.

This page discusses the mechanics of playing this module, and specifically those problems involved in its use with different systems. As has been mentioned, the statistics given in this booklet are designed to take as much of the burden from your shoulders as is possible, but there must inevitably be some work on your part. In many cases this will only be to locate within the statistics the relevant information for your rule system; but in others it will demand some thought and will usually require that you know what strength party will be playing the module. In a campaign this is no problem as you will be aware of the strength of the party. If, however, you are using a party that is to be created for this scenario, you should ensure that you know what characters are going to be used (even if it only the rough balance of magic-using and non-magic-using characters or the levels or average experiences of the players involved). This will allow you to decide which of several alternatives you will use in some cases, such as the various possible locations of the dwarves (though these are suggested in the text, it would be better for you to position them as necessary).

The traps in this module are balanced to be difficult (but not too deadly in most cases) for a party whose combat members (fighters or whatever) have hit points averaging around 36. For those parties that are weaker than this, and for those systems that have lower average hit points, it is suggested that you decrease the amount of damage that the traps do (the simplest way is to do so proportionally to the difference in hit point averages, rounding the dice up to the nearest type). Either in addition to this, or as an alternative, you could increase the chances of spotting any trap prior to setting it off (including, if you are feeling really generous, allowing the players some chance to spot some of the magically hidden traps without recourse to detection spells). A further possible alleviation (though these should not ALL be applied together) is to give the older traps a chance of failing due to rot and decay: traps that have been reset could fail 10%-15% of the time, and those unrenewed that are older than 100 years could fail as much as 50% of the time. This course of action is not recommended unless you are very worried about the trap damage, and a constant assault by minor traps is preferable. You might also consider equipping the players with some item to aid in their search for traps, either magical or mechanical (although the latter is less likely). It should, however, be limited in its functions.

Armour types in this module are all based on the system of reducing damage - for games not using this system, you should simply convert the numbers to those needed (ie you could take the figure given from 10 to arrive at the armour class). If alternative figures are given for the same thing (eg hit points or spells) those given first are for level advancement games, and those second for experience-based games. As noted above, some of the figures may be of no use to you in certain systems. Where statistics are standard and easily available from the rule books they may not have been included. Similarly, you may sometimes be referred to the 'applicable' rules - this indicates that all systems have some well-known way of calculating the result concerned and you should consult your rules. If your world is particularly poor in certain items, and these occur regularly (eg iron or gold, etc) you should translate references to that material to a suitable material common to your campaign world (ie iron could be read as bronze, although some items, such as the crown of Hargrim, would still be made from iron). Note that two of the artifacts (RC and RM) are not given locations. This is so that you can place them somewhere that the players will be likely to find them, based on the route that they take. If you do not wish to do this they will be with Cranneg and Morthwaine respectively (on their persons or in their rooms).

1. Lower Entrance:

To the west of the main entrance, and some 100' below it, is the smaller entrance that was originally used to bring supplies into the Halls for the priests and the garrison that were stationed there. The cave is about 5' wide and 7' high and is now partially covered by the intruding vegetation. This vegetation makes discovery of the cave a little difficult, but will not impede the entry of a character. During the Henninga's attack, the entrance was blocked by rocks that the dwarves used as cover. These rocks remain across the passage that leads east from the entrance cave, and reach to within a couple of feet of the ceiling.

2. Guard Room:

This was used as a guard room by the dwarves, and still serves that purpose now for the current occupants of the lower levels. There is an 80% chance that the room contains 1-3 ghouls waiting to ambush any intruders (it is 60% likely that one or more of these ghouls was in room 3 at the time of the party's entry and that one of the characters may have heard them moving to this room if a suitable skill was successfully exercised). If the party are particularly noisy in their entrance, the chance of the ghouls being in the room increases to 100%. They will wait round the corner of the room and attempt to gain surprise on the party's entry. Though not of great intelligence, these creatures have sufficient cunning to use all the natural advantages of the cave system that they inhabit.

3. Store Room:

This room still contains some remnants of its former use (ie some old crates and boxes, mostly rotten, a few scraps of sacking, etc). The ghouls occasionally store some of their captured food in this room, then usually forget that they have done so. Consequently, several of the broken boxes will contain disgustingly fetid and entirely inedible lumps of meat. Any character who is foolish enough to rummage around in these remains must make a saving throw against poison (treat it as one of about one-third maximum possible strength, or normal saving throw, as applicable) or contract the effects of a successful ghoul attack (paralysis, etc) due to the contamination - the effects becoming apparent in 5-30 minutes. If someone decides to eat some of this meat, treat the poison as far stronger (full strength or save at -8, as applicable). Anyone this stupid deserves all they get!

4. Store Room:

In the roof of the room there is a chimney that leads up to room 15 above. During the Henninga attack, the men attempted to climb up this chimney to gain entry to the dwarven chambers above, so the dwarves blocked the top with many stout timbers. Since then the wood has begun to rot and access is possible, if not especially safe - see room 15 for further details.

5. Steep Slope:

This slope leads from the store rooms in the south part of the lower level to the dungeon area in the north. A close inspection of the slope will reveal that there was once some form of wooden stairway attached to the walls and floor, although only the holes for the beams and some large splinters remain. The passage in this section still shows signs of fire from the burning of the stairs. The floor here is very broken and jagged, and there are quite a large number of loose rocks on the slope. At the upper end is a pile of largish rocks which have been placed here by the ghouls in case their lair is entered by some marauding beast that has fought its way past the earlier guards. Characters attempting to climb the slope without rope or similar aids will have to roll under their dexterity to succeed. Such a roll must be made each 20' if climbing hurriedly and every 10' if under attack from above. A failure means that the character has fallen, sustaining usual damage.

6. Torture Room:

This chamber is still very rough and, despite its size, has only the normal 7' high ceiling. There are several stalagmites and stalactites around the room, especially in the eastern part, near the wall. The chamber still contains the larger pieces of torture equipment used by the priests to extract information from the most unwilling of their guests. These stand jumbled around the room, having been moved and knocked over by both the Henninga during their assault and by the room's present occupants, the ghouls. The various torturer's tools include (although you may feel free to add any of your own favourites): a rack, stocks, several sets of manacles set into the wall (dwarven size), an iron boot, a brazier still half-full of coals, and a small iron cage (the key hangs in the west recess).

The original exit to the west was blocked by a rockfall caused by the dwarves during the Henninga attack - this prevented the northmen from reaching the upper levels via the lower entrance. Although the rocks seem to be fairly loose at the wall, they are solidly packed further west and any attempt to enter this way must be treated as if the party were mining through reasonably soft rock (ie it will take a long time as far as most parties are concerned).

The chamber now forms the central lair of the ghouls that inhabit the lower level. It is to here that any surviving will retreat and make a final defence. They will use the supply of rocks at the top of the slope to the north to hurl down on any intruders, and will then wait in this room, using the limited cover offered by the remains of the torture equipment and trying to attack from surprise as the party enter the room (in as much as the party will not know where they are in the room, although they will be aware that the ghouls may well be somewhere nearby).

7. Small Gaol:

This was used originally to house the prisoners being interrogated and has chains and manacles attached to the walls. The ghouls now keep their paltry treasure in here. This is made up of a few rusted swords, axes, spears, several rent shirts of ring mail and a grisly collection of bones and skulls from the meals brought back to the lair.

8. Gaol: *

There are a large number of manacles around the walls of this room, most of which are designed for prisoners of dwarven stature. In the north-east corner there is a hole through to the oubliette below. This hole is covered by an iron grill and is currently locked - the key is missing but the lock, being old, should be easy to pick (allow a +10% chance) or break open.

9. Head Priest's Gaol:

This chamber was once the gaol used to keep those who had especially offended the priests and were considered as particularly valuable by them. There are two oubliettes under the room, one having a grille covering the entrance hole, the other a wooden trapdoor. Both are locked (the keys are again missing) and will open at the same chances as that in the main gaol room. The northern oubliette (that with the grille) contains the skeleton of a dwarf that was held here when the northmen attacked - they never found the secret entrance to this area and could not hear his frenzied yells.

The secret door to the main gaol is opened from this side by a simple sliding panel that is obvious to even the most casual of inspections. On the other side of the door is another sliding panel, but this one appears to be part of the wall. Even if it is found it can only be operated if the panel on this side is in the open position (ie if someone has entered the gaol from the east and not come back to close the panel).

10. Ladder:

The iron ladder fixed to the northern wall of this room leads up to room 54. The ladder is angled slightly. It is still in good condition - give any character who weighs over 200 pounds (including equipment) a 1% chance per lb over 200 to break one of the rungs (roll randomly for his height at the breakage and apply the normal falling and falling damage rules for the system that you are using).

THE GHOULS:

The lower level of the Halls of the Dwarven Kings are now occupied by ghouls. These ghouls were originally goblins, but became cursed with their affliction due to consuming the rotting flesh of the buried Henninga. The magic that had been expended during the battle for the valley, and specifically that which was used in the defence of the Halls, still lingered in the region of this lower level and acted upon these goblins when they entered the Halls. They were delirious with the fever that they had contracted because of the flesh they had eaten, and wandered into the Halls without knowing just where they were headed. The remaining magical defences of the dwarves were not enough to repel the goblins but they did have an unpredictable effect upon them as they became close to death. Rather than actually dying, the goblins passed into a damned half-life and began to prey on the other graves that are dotted about the valley, occasionally killing creatures that came near to their lair. They now have the statistics and normal abilities of ghouls, although they possess an unusually high degree of cunning. They will act in a relatively organised fashion when under attack, and use the most basic of weapons (ie the rocks at the top of the steep slope to the south of their lair which will be thrown down at approaching players).

There are currently a dozen of these ghouls (although you may wish to alter this number depending upon the precise number and type of characters in the party). A few of these may be found wandering about outside of the caves, especially at night: there is a 20% chance that 1-2 will be abroad in the day, and a 40% chance of 2-5 when it is dark. They will generally attack anyone they meet, although large parties will be shunned. If it is obvious that they are losing they will retreat to the cover of the lower level and regroup. They will of course fight without surrender in defence of their lair itself (ie the old torture chamber).

Ghouls: HD 2; hit points: as below; move 8.

Note that none of the ghouls are wearing any armour (if you wish, as an alternative you may have some of the ghouls using the armour from their store room, the small gaol, and possibly even employing the weapons in a very crude fashion - mainly by throwing them down at enemies from the top of the steep slope in the passage to the south of their lair).

Claw	9	30%	1d6	-	-
Bite	9	30%	1d6	-	-
Howl	3	(as demoralize spell)			

Note: the damage for the claw attack is in addition to the poison attack (ie the attack that causes paralysis unless the save is successful).

	1	2	3	4	5	6	7	8	9	10	11	12
H pts:	9	12	10	10	5	13	6	10	13	16	5	9
Legs:	3	4	4	4	2	5	2	4	5	6	2	4
Abd:	3	4	4	4	2	5	2	4	5	6	2	4
Chest:	4	5	5	5	3	6	3	5	6	7	3	5
Arms:	2	3	3	3	1	4	1	3	4	5	1	3
Head:	3	4	4	4	2	5	2	4	5	6	2	4
DEX	11	9	7	4	14	15	12	10	15	17	11	12
CON	8	12	10	11	4	13	6	10	12	16	5	9
POW	13	7	12	14	15	13	9	10	16	17	15	10

11. Main Entrance:

The main entrance to the halls is in a low cliff-face. In front of the entrance the ground drops away to the west and, less steeply, to the south. Small rocky spurs jut out from each side of the entrance; between them flows the stream that cut many of the original passages in the Halls. Behind the spurs are piles of rock that allow the dwarves to climb up to the ridges and observe the valley stretching out before them. The spurs vary between 10' and 15' high, getting higher as they rejoin the main cliff-face to each side. The stream appears from under the jagged broken end of the Halls flooring and flows south. There is about 6" clearance under the flooring between it and the surface of the water - the stream is about 2' deep although this varies by 1' each way. It is possible to enter the Halls by swimming up the stream underneath the floor. It should not be suggested to players, and they should not be given any hints as to how far they are likely to progress. There is enough air trapped above the surface of the water to allow safe movement, but there are places where the stream reaches the flooring above. It is unnecessary to give complex drowning rules here as most characters will either persevere and reach the next patch of air or turn back. However, it is possible that a character may become stuck in the stream - only heavily armoured characters or very stout characters (including dwarves) will run any risk of this - allow a 1% chance for each pound the character weighs over 200 lbs. If a player should become stuck he will drown unless magical aid is forthcoming or his companions manage to reach him and pull him clear. To use this entry, then, characters may well have to strip of much of their equipment and armour (though they could bring this through separately and dress again once out of the stream) and trust to stealth rather than sheer force of arms. Appropriate measures should be taken in those cases where items are soaked due to submersion in the stream (especially any item that is easily harmed by water, such as scrolls, torches, etc).

The main entrance is always guarded by the dwarves now in the Halls. There will always be 2-4 on watch with another 2-4 behind the spurs on the ground. Half of these dwarves will be armed with heavy crossbows, the other half with light crossbows. They will alert the dwarves inside the complex whenever anyone appears in the valley, but will remain hidden until the intentions of any intruders become clear.

12. Entrance Hall:

This room is 12' high. There will be 4-7 dwarves in here on guard - though these do not keep watch like the dwarves outside, but lounge around playing dice and talking, their function being as a secondary defence if the entrance is taken by surprise and messengers when someone is spotted in the valley. When the alert is given, one of these will run for the leaders, another will rouse the dwarves in the rooms to the north and the remainder will stand by the gate in case the main entrance falls before support arrives. This gate (that to the south of this room) has been repaired by these dwarves, and once barred cannot be opened by normal means (barging, kicking, etc). It should be treated as magically sealed or as needing some form of siege-type attack to open it (as applicable to the system concerned).

13. Cell:

This low room (6' high) has several sets of manacles around the walls. It was originally used to hold any prisoners that were not likely to be long-term guests in the gaol below. During the Henninga conflict it was used to hold those men taken in the battle for the main entrance. They would be briefly questioned in here and then despatched. It serves a similar purpose now, the dwarves having replaced the old rusted manacles. One set contain a severely mutilated goblin.

14. Guard Quarters:

These two caverns are between 10' and 15' high, the walls still fairly rough and damp. Carved into the walls are many niches and cracks that were used by the old occupants to store their personal belongings and are once again being used for a similar purpose. Many of these have crude, and often obscene, drawings cut in the wall next to them, some by the original occupants and others by the Henninga mocking the dwarves. Attached to the wall by the south door is a copy of the artifact to be found in Raurch's quarters (26A), posted to warn the dwarves of possible trapped areas.

The caves are being used to house the military faction of the expedition searching the Halls, and all but the commander live here when not on duty. Due to the harsh conditions and the hours each must stand on duty, the caves will usually be filled with sleeping dwarves, although a few may be found talking quietly or gaming.

The dwarves sleep on coarse blankets, under which have been placed grass and leaves from outside to provide a semblance of a mattress. Each has a pack containing his personal items by his bed, though some have used niches by them to store their goods. Weapons and armour are kept close to hand, and almost all the dwarves sleep in their leather jerkins, only removing the ring or chain outer garment, boots and helm.

15. Store Room: *

Used to bring the stores up from room 4 below, this room now contains most of the stores for the dwarves. These are in packs and sacks placed around the walls of the room, although there are none near the hole to the lower level (the dwarves sensed some unpleasantness from that area and do not wish their food to be contaminated). These stores are almost entirely salted and preserved meats and vegetables as anything fresh was eaten on the journey up from the south.

The chimney to the lower level is about 3' wide and is surrounded by a low stone lip, 3' wide and 1' high. To the top of this lip is now attached a wood and stone construction that prevents access from the lower level. This is basically a large number of once-stout planks supporting a pile of rock and stone to stop the planks being lifted. Since the dwarves were beaten the wood has begun to rot and is now very much weakened. There is still no way that the stone could be raised (due to the constriction of the space below), but it would now be possible to pull the whole thing down through the chimney. Any serious effort to push the blockage up will stand a 50% chance of dislodging it, any effort to pull it down having a 100% chance of doing so. Though this means that the players may be able to enter the upper levels via this chimney, whoever is underneath the blockage at the time of its release is almost certain to be killed. Anyone in the chimney will take 20%-200% of their maximum possible damage from falling debris (plus the appropriate amount of falling damage from their own impetus!). People in the chimney at the very bottom have a percentage chance equal to their dexterity of avoiding the rocks; those under the chimney on the floor of the level below have a chance equal to five times their dexterity. The noise will of course alert the dwarves (unless the requisite magical precautions have been taken).

16. Mess Hall:

This hall was used to feed the dwarves that guarded the tombs and as a place of recreation. The south door now stands locked (reduce chances of opening - picking will be at normal chances) because of the atrocities that the dwarven expedition found here. When the northmen had taken the Halls, they rounded up all the dwarves left alive and strung them up to the ceiling. The Henninga then held a celebratory feast in the room, using the dwarves for target practice as an amusement.

When the expedition arrived many of the dead dwarves were still hanging from the ceiling, their armour and clothing keeping the skeletons in one piece. Others had fallen to the floor and it was obvious from the spreading of the bones that scavenging animals had been into the Halls and feasted themselves on the remains that could be found. Despite the disgust that was felt at this sight, the expedition's leader, Craneg, gave the order to lock the door as there was not the time to bury the dead (the dwarves had little trouble in making a key to fit the lock - Craneg now holds this key).

The room is 15' high and the walls are decorated with a number of relief carvings, mainly representing actions of the kings that are buried in the tombs. Many of the carvings have been defaced by the Henninga. In the roof of the chamber are many spikes, most with pieces of rope hanging from them. Some of the pieces of rope are broken, others still have dwarven skeletons attached to them. There are other skeletons on the floor, many of which have been worried by the intruding animals. Most of the room's furnishings were removed by the dwarves to be used as barricades against the Henninga; those that remain are the larger tables (one of which stands against the east wall, having had crude rungs carved into it) and the three stone thrones in the north alcove. The tables still bear the rotted remnants of the Henninga feast. The thrones stand on their own small plinths, the outer two 18" high, the central one 2' high. On the central throne a dwarf has been placed with a spear in one hand and the head of one of his companions spiked to the other. One of this skeleton's legs lies gnawed several feet away from him.

17. Kitchen: *

The couple of large cutting tables in this room show a sight as gruesome as that in the mess hall above. The Henninga used the butchers' knives and cleavers to hack several dwarves into small pieces which they then skewered with assorted vegetables - only the bones now remain of these unfortunates.

Protruding from the eastern wall of the kitchen is the oven. The old iron gates have been pulled away from this, leaving the oven open. Inside are the partly charred skeletons of three more dwarves, another of the Henninga's amusements. There are also a couple of viciously fanged poisonous snakes using the oven as a lair, having fled from the upper levels when the expedition arrived. They will be coiled inside the skeletons and will attack anyone poking about in the oven with surprise - they also are 60% likely to attack any character that comes close to the oven, and 25% likely to attack anyone in the room.

Fanged snakes: Hit points: 10, 9; move 4; 4 point venom.
 Bite 10 25% 1d4+venom.
 1: Tail: 0 / 5 Body: 0 / 6 Head: 0 / 5
 2: Tail: 0 / 5 Body: 0 / 6 Head: 0 / 5

18. Kitchen Store Room: *

This room is now empty, other than for a few old crates and boxes (being out of the natural flow of water these are in a reasonably good state, considering they are a century old). The secret door is opened by means of a panel that may be depressed - this is 3' up the south end of the west wall and can be found at normal chances if a search is made. It will not open, however, unless the paving slab directly before the door has someone on it (or a similar weight); this too may be found at the normal chances - anyone listening in the correct part of the room may hear a slight click from the panel as weight is placed upon the paving stone.

The secret door leading to the rough passage to the west is opened by pushing in a stud at the west side of the base of the first step down (find at -10% from normal chances). There is a handle on the other side.

19. Workshop: *

Although the Henninga ransacked this room after their attack, it now looks much the same as it did a century ago. The dwarven artificers who accompany the expedition have set up their workshop here, using the few remains that were worth salvaging. The heavy stone-bed table that stands against the east wall is covered with fine and delicate tools that they use in their craft, and on the west wall, to the north of the entrance, are several quickly constructed shelves holding the larger tools. The furnace in the north wall has been filled with wood, and there is a pile of more fuel reaching up to the ceiling to the west of the furnace. Scattered around the floor are odd sacks and packs containing a wide variety of tools and items that the ironsmiths thought might be useful. The exact details of all the tools would be both unnecessary and tedious; suffice it to say that anything a dwarven craftsman might reasonably be expected to have brought with him (remembering that someone had to carry it on their back from the south) will be found in this room. You could either ad lib the contents when asked, or get the players to tell you what they want and decide if it is present (maybe by use of a die roll).

There will be 2-3 of the craftsmen working in this room at any time. Their main jobs are to make the special tools that the head craftsman, Morthwaine, requires of them to continue his investigations and to discover the workings of the traps that he has found so that he can avoid similar ones in the future. They also attempt to decipher the various cryptic remains that are found, all of these craftsmen being learned in the old runic tongues and writings (which are, of course, still used in ceremonial and ritual inscriptions - dwarven ironsmiths are versed not only in the mechanical knowledge required to construct tools and the like, but in the more artistic skills of the engraver and jeweller).

20. Workshop Store Room: *

In the centre of the room are several more packs containing tools and materials. Against the walls are the bedrolls of the craftsmen who work in the room to the north. They have beds like those of the soldiers downstairs, although the packs of these dwarves are likely to contain some very odd and intricate items - personal tools that they are especially fond of and will not let their companions use.

There are five of these craftsmen, of which 1-2 will be in here asleep at any time (unless the dwarves are on the brink of something important, when all of them are called to observe and help as necessary). Those not in this room, and not in the workshop, will be with one of the priests or with Morthwaine, helping with the search for the tombs, their various expertises vital if the expedition is to succeed.

21. Passageway: *

This passage leads to a spiral staircase that emerges in room 32, near to the royal quarters. As it provides an easy route to the upper levels, the dwarves trapped it during the Henninga assault. The trap was set off and killed several Henninga, but has now been rearmed by the craftsmen (the dead Henninga were removed by their comrades and buried outside - they have since become food for the ghouls in the lower levels). The priests and craftsmen know of the trap and will avoid it, but the normal soldiers have no idea that it is here and will run straight into it if they use the corridor. It is set in the middle 5' of the passage running north-east to south-west, and is triggered by any weight over 50 lbs on the floor area below it. The ceiling at this point is only made of thin plaster and above this are a large number of weighted spikes. Anyone below will be hit by 2-5 of these, unless a roll under DEX is made. Each spike attacks as if a dagger with a 35% chance of hitting (armour counts as usual).

22. Workshop: *

This room was uncharacteristically left intact by the Henninga, and many of the tools and materials that were kept here are still present. The dwarves, seeing that the northmen had left the room alone, were suspicious, and have taken little from it themselves. Those items that they did not bring from the south but found they needed have been removed; otherwise the room is much as it was a century ago. There are a couple of large work-benches and a brazier, still half-full of coal and wood. The benches are covered with small drills, files, rasps, saws, awls, etc and a lot of old shavings and filings. Various moulds and castes lie around the floor, and some tongs and pokers are stacked at the side of the brazier. Because of the dampness in the room, caused by the open vent to the stream, many of the tools are rusted and fairly useless - all are weak and will break if used for any strenuous work or if used carelessly.

At the east end of the room is a pair of low cots, the cause of much ridicule for the owners (dwarves usually sleeping on a thin mattress on the bare stone, feeling no particular discomfort from being so close to their origins). These two craftsmen were considered somewhat crazy by their fellows, their interest in strange and unlikely mechanical devices bringing into question the matter of their sanity. Evidence of their obsession can be found under the north cot, in a small locked box (the key for which is on one of the benches - this will break in the lock unless a successful open locks attempt is made at twice the normal chances, jamming the already rusted lock). In here are a selection of parchments and fragments of parchments that outline the plans for all manner of mechanical items, from fairly simple locks and traps to unearthly siege engines of enormous size and improbability.

The narrow opening to the hole down which the stream flows originally allowed the smiths to cool items that they had been heating or melting in their brazier. The present expedition are not aware that there is any form of possible access via the stream and are therefore not guarding this opening. It is possible that characters could climb up or down the hole from the main entrance level or the lake level and enter the workshop. Any attempt to do this, in addition to the normal width (ie weight or encumbrance) restrictions, runs the risk of slipping and falling. Although there are many good and secure handholds in these holes, they are very slippery and difficult to negotiate. Any character attempting the ascent or descent must roll, using percentage dice, under a total of twice his dexterity plus his strength. If he fails the character will fall for 3'-30', taking normal falling damage, plus 1 point of damage per die.

23. Workshop Store Room: *

5' down the stairs there is a skeleton pinned to the north wall of the passage by an iron rod that is set into the wall at both sides (a spear trap with a recess in the receiving wall to lock it in place). The skeleton is only partially attached to the iron spear, the rest of it having rolled down the stairs as the unfortunate Henninga decayed. If the players study the corpse with some care (ie if they ask for the correct details) they will notice that it was moving away from the room below, rather than towards it.

A similar spectacle is to be found at the bottom of the stairs, a few feet inside the room. A long iron spike, supported by a pivoting rod from the ceiling, supports a second skeleton (this one entering the room). The room is devoid of furnishings, its function as a store room having been abandoned even before the arrival of the Henninga. The floor, walls and ceiling are scarred and blackened and appear to have suffered from some form of explosion or similar destructive force. The room is also slightly colder than those around it.

Standing in the recess in the north wall is a vaguely humanoid metallic object. It is 6' tall and made from iron and copper; the latter was primarily used to cover the iron framework and is now tarnished, giving it an unpleasant greenish exterior. The thing has two rather stubby legs and a pair of longish arms. The trunk is somewhat barrelled and has a number of engravings and runes upon it. The overlarge head is unfinished - it is shaped as a hemisphere, open to the front, with two pieces of dark rock wired to the back. Round the rocks are a multitude of intricate devices, mostly smashed.

The thing is the brainchild of the two crazed dwarven craftsmen from the room above. They thought that they could develop some sort of automaton from their limited knowledge of things mechanical and proceeded to build this ridiculous structure. Inside the iron framework is a confusion of wires and pulleys that were meant to move the arms and legs. Needless to say, the creature merely stood there in the recess and refused to reward them with even the slightest indication of life.

The priests had taken some interest in this project, mainly for their own amusement, and when the Henninga attacked it was suggested, as a last desperate measure, that they try to use their magic to bring life to the creature. They were not foolish enough to suppose that it would win the battle for them, but they did hope to place it between the northmen and the tombs of the kings. The combination of its invulnerable skin, and its grotesque appearance, it was hoped, would scare the superstitious Henninga and divert them from raiding the tombs. The priests made various attempts to call some form of magical life into the being, invoking the elemental powers to instill it with their energy, but to no avail. They were trying for one last time, when the Henninga finally broke into the Halls and everyone was summoned to the hopeless defence of the upper levels. Unfortunately the priests never knew that they had at least partially succeeded in their task. When the Henninga entered this room, the first of them died on the trap that the craftsmen had left set. Unnerved by this they saw the strange creature in the flickering light of their torches and thought that they saw some signs of life. They panicked and fled, a second dying on another trap, and left this part of the Halls alone.

The lines of force opened by the priests were not very strong, but they lasted long enough for some life to slowly flow into the iron and copper monster. As they never finished their incantations, the creature has no instructions to follow and no purpose to fulfil. The energies called, however, were those of death and destruction, and these still linger in the creature. It will not act until someone comes close to it and it can sense them. It will then gather its rather limited resources and lurch into the attack. Once it has been brought to life it will continue to search for victims, its sole aim to kill anything that it comes across. If the head is destroyed it will lose the ability to sense further than 10'; causing it to move randomly, only moving directly if something is very close.

Treat the creature as armoured in plate all over; movement is 6; it has 2 attacks, each striking as a double-handed sword (though its fists are smashing and not cutting weapons) - remember to add strength bonuses to damage. It is obviously resistant to mind-affecting spells (and any other that you determine irrelevant).

HD 6;	hit points: 41;	19;	move 4;	2 attacks, no parry.
STR	18:00%;	22		Legs (right/left): 6/9
DEX	6			Abdomen: 6/9
CON	18			Chest: 6/10
SIZ	16			Arms (right/left): 6/7
POW	12			Head: 6/6

Fists 9 30% 1d3+2+2d6 - -

26. Commander's Quarters: *

This is another room that the dwarves have returned to its former use - that of the quarters for the commander of the military forces guarding the Halls, in this case Raurch. The earlier furnishings have long since been burnt or carried north to line the walls of a Henninga stronghold and it now presents a much more spartan and unwelcoming appearance. Against the south wall is the standard blanket on vegetation mattress. Next to this, lined out in neat order, are Raurch's belongings (the dwarf commander does not have too many of these - most of his equipment is military issue and he brings little enough of this with him on campaigns). Furled on its pole in the north-west corner is the unit's standard. Attached to the door (not the secret door) by a dagger are Craneg's orders to Raurch concerning the latest traps discovered - artifact 26A.

27. Hidden Chimney:

There is a double mechanism to open the secret door to this cave. 2' up on the north side of the door is a panel that can be slid very slightly away from the door (this can be found at normal chances). 4' up on the south side of the door is a small hollow that must be pushed (this can be found at half normal chances). The door will only open if both of these are activated at the same time. The dwarves do NOT know of the door nor of the chimney it conceals (they obviously do not know about the secret door at the top either) - anyone entering through the door will gain full surprise on all those in the room. From the inside the door can be opened by a simple handle.

The ladder in the chimney leads to the upper level. It is an iron ladder and is still in good condition; there is no chance of it giving way when someone climbs it - unless, of course, it has been weakened during play.

28. Audience Hall: *

All that remains of the former splendour of this hall are the three mutilated thrones at the west end. The room is 15' high, and there are signs that there were once hangings and tapestries on the walls. The floor still shows the very slightest marks where there used to be a number of paintings, but the scraping of knees over the past millenium have removed most of these. A curtain once hung before the thrones and the fixtures for the rails can be seen, even though the rails themselves were torn down with the curtain by northmen. The three thrones resemble those in the mess hall below although these are not set upon pedestals. The one in the middle is slightly larger than the other two, and, even through the crude Henninga disfigurements, it can be seen that this was the grandest.

The room is currently being used by the dwarves who are conducting the search for the crown (ie the experts who are doing the actual deciphering and digging) - their leader, Morthwaine, does not reside here, living in the throne room on the upper level. There are half-a-dozen of the simple dwarven beds around the walls, each with its owner's personal goods in a pack near the bed. The packs contain an odd collection of tools and mementoes from earlier investigations (most of the tools are for very specific jobs and only an expert could fathom out their use - players are likely to find them confusing and intriguing but not particularly useful!). There will usually be a couple of the dwarves in here asleep, and 1-2 others working quietly.

The floor of the room is covered with all manner of old and fragmented parchments, pieces of masonry, small and faded paintings, worn engravings, etc. None of these will be of any great use to the players as all the most important documents are with Morthwaine, and those that are remaining are so obscure that the players will have no chance of making anything out of them (even if magic is used to read them they will not make much sense).

24. Reception Hall: *

This room was originally used to receive visitors and guests of the royal family (or, less frequently, of the priests). They were kept waiting here if the king was not ready in the throne room, or if he wanted to make them feel anxious and put them off-balance. It is also served as a place to vet the possible visitors, and to stop those who were unwanted from barging in upstairs.

The room is 10' high. The walls show signs that they were once hung with tapestries, but these have, of course, been removed by the Henninga. The room now contains the office of the military commander for the expedition, Raurch. It is here that the guards report when they fear some form of attack or other disturbance and receive their orders. There is a reasonably large table in the centre of the room that has been made with various remnants of the earlier furnishings (it was made by the soldiers, not the craftsmen, and is not the most stable of constructions). On the table are spread the maps that the dwarves used to locate the Halls, and a rough large-scale map of the valley that they have made since their arrival. There is not a map of the Halls themselves. Additionally, there are a number of documents relating to the logistics of the expedition: the quantity and type of their supplies, how many bolts for the crossbows there are in stock, etc. Amongst the parchments are also a couple of scrolls that make vague references to the positions and strengths of the armies in the south - these may be of some value to the other side if the players wish to try to sell them (in fact, they could be worth something on sale to their owners, to prevent the enemy from gaining them).

25. Guard Room: *

The mechanism for opening the secret door is fairly obvious (triple normal chances) as the door was hidden behind a hanging and did not need great concealment. A small stud to the north of the door, about 3' off the ground, must be depressed to open it. Inside there is a large handle attached to the door that opens and closes it. If this is in the closed position, the door cannot be opened from the outside (ie if someone is in the room and they have locked the door, they must be the ones to open it). When this handle is locking the door, iron bars protrude into holes around the frame, thus making it secure from any but the most violent of assaults (only magical means, or actually destroying the door, will be effective).

About 4' from the ground there is a peep-hole through the door (this is again quite easy to see as it should be covered by a hanging with a far more subtle hole in it). This is used to observe the people in the room outside. If there were any undesirables in the room, a trap could be activated from here that prevented easy access to the upper levels. The dwarven expedition are aware of this, and if the Halls are under attack, the room will be occupied and locked. If any strangers are seen in the room, the trap will be activated, and the guard will sound a horn to alert those above. The trap is activated and deactivated by a lever set into the southern end of the west wall (pulled down to set the trap, up to release it again).

When the trap is set, the door leading to the stairs is locked in a manner similar to that of the guard room. Additionally, the area 3' square between the stairs and the door will now activate a second trap if more than 25 lbs weight is put upon it. From the ceiling a dozen spears (weighted from above) will drop onto the 3' area, inflicting 3-36 damage (less armour reductions). Any character (or characters) on this area must roll under three times their DEX on percentage dice or they will be caught by the spears. If they have stated that they are cautious, make the roll under five times DEX. The pulleys for setting this trap run under the paving stones of the reception hall (if anyone looks!).

29. Landing: *

The landing itself is empty, merely a break in the stairway between the audience hall and the upper chambers. In the middle of the north wall, however, is a secret door that leads to the west ledge above the lake. Hidden in the vertical face of the last stair up from the level below is a sliding panel. If this is pushed to one side, a small lever is revealed - moving the lever unlocks the secret door. The chances for finding the panel are twice normal if that part of the stairs are searched. The dwarves know of the door.

30. Counting Room: *

This room was used by the scribes and chamberlains who handled the tithes that were payable for the upkeep of the Halls. Although the room is now empty and contains neither the money nor the records that it once held, the expedition has reset the trap that guarded the room from unexpected attack (this was designed to stop the occasional thief, not the northern hordes who entered the room despite their losses).

The middle section of the passage to the south has a number of weight-released mechanisms set into the floor that activate the trap when more than 40 pounds is put on them (ie whenever anyone steps on them). They are arranged so that there is no chance of avoiding them unless the victim is aware of their presence (they can be found as normal if the area is searched - note that if only the first few are detected, the players are likely to step on the later ones). On the depression of these stones a pair of portcullises drop, one at each end of the north-south part of the passage. These are weighted with stone from above and weigh about half a ton each so there is little hope of lifting them. The dwarves have repaired the badly rusted parts ensuring that they will not be broken through with any great ease (the grating is fairly close and it will take a lot of bending and breaking to get through - use the tables applicable at normal chances but make sure that players must succeed on several attempts to break out). When the gates fall a bell is rung, alerting anyone within hearing distance. The slots through which the gates fall are disguised, but the chance of spotting them is treble usual if the relevant area is searched.

There is a stone trapdoor in the centre of the roof of the room (easily found if the roof is inspected) that opens onto a narrow passage above the main passage. It allows access to the gate raising mechanism - the weights can be removed one by one from the top of the portcullises and the gates then lifted and the trap reset. The dwarves obviously know of this passage and used it to put the trap once more into operation.

31. Antechamber:

This room was used to meet people when the formality of the throne room was unnecessary. It is currently empty and only used for access. The dwarves do not know of the secret door that leads to the ladder to the lower level. It is opened by depressing a small stud in the centre of the door - this can be found at the normal chances. From the inside there is a handle that is simply pushed down to open the door. The trapdoor has no lock and can be lifted easily from above or pushed up from below.

32. Guardroom:

This was the last guarded room between any intruders and the royal family (if in residence). The king's own elite guard would stand ready in here, not trusting the position to the normal Halls guards. It is currently occupied by 2-3 of the soldiers from the expedition who are acting as guards and messengers for the priests and the searching craftsmen. Unless they have been warned of an imminent attack these guards are not likely to be very alert, preferring gaming and dozing to standing to attention by the doors and stairs.

33. Throne Room:

The throne room is 12' high, and again there are signs that there were once tapestries and hangings around the walls. The north 10' of the room is raised 18" above the rest, reached by a couple of worn steps, and on this dais stand three thrones. The central throne is the largest and most finely decorated, the back being covered with engravings of the symbols of the various kings who have sat in it. The two smaller thrones are simpler affairs with only a slight amount of decorative engraving on the backs and sides. Behind the thrones, along the back wall, are five statues of dwarves. Each is fully armoured and bears the device of Hargrim on its shield. They rest large, double-bladed axes on the dais before them.

At the moment the room is being used by Morthwaine, as both his quarters and his workroom. The standard dwarf bed is in the south-east corner of the room and next to it there is a crate being used as a table. On this are several documents relating what is known of the attack by the Henninga on the settlement (they contain nothing that the players should not already know). The main part of his work is spread across the floor of the room (although it does not go up onto the dais) in a jumble of parchments and items already found in the tombs. It is 35% likely that Morthwaine will be in this room (if the players are known to be in the Halls and close by, he will obviously have been alerted and may have moved out, probably taking his work with him). If the party do come across this room with its contents intact and decide to search the materials on the floor, they may find the following artifacts (give each character a 10% chance per minute of searching - or a chance equal to his skill in the relevant ability if it is higher - of finding one of the artifacts): 33A, 33B, 33C.

The dais is enchanted with a defensive trap designed to protect the king; if a suitable detection spell is cast it will reveal that the dais has some form of magical force stored in it. When the king first mounted the dais, he would speak a phrase known only to him (though some of the priests learnt this over the years) and passed from king to king - this would prevent the activation of the trap. Once seated in the throne, he had to utter a different phrase to allow any others to come up onto the dais. If this phrase was not uttered, the trap would be activated. The dwarves in the expedition know of this trap but do not know either of the phrases necessary to disarm it.

When the trap is activated (ie when anyone steps onto the dais) the five statues behind the thrones will seem to shudder and change shape. Within seconds five gargoyles will be standing in their place - these will leap to attack the person who stepped onto the dais, and then continue to attack anyone else in the room until their opponents are all dead or have fled. They will close the doors to the room to prevent attacks by missile fire from outside. They will not return to their positions until they are commanded to do so by one who knows the correct phrases - this means that they will stand guard in the room until killed, as there is no-one with knowledge of the archaic commands.

Claw	8	50%	1d6+2d6	-	-
Horn	8	45%	1d8+2d6	-	-

Note: will attack twice, no parry; move 5; HD 4.

Hit Points:	17;12	13;9	18;13	23;15	21;14
Legs (right/left):	6/5	6/4	6/5	6/6	6/5
Abdomen:	6/5	6/4	6/5	6/6	6/5
Chest:	6/6	6/5	6/6	6/7	6/6
Wing (right/left):	6/4	6/3	6/4	6/5	6/4
Arms (right/left):	6/4	6/3	6/4	6/5	6/4
Head:	6/5	6/4	6/5	6/6	6/5
DEX	8	10	14	13	14
POW	7	9	13	15	14

34. Queen's Chamber: *

This room was used by the queen of the settlement in the Yetzin valley when she was resident in the Halls. The royal chambers were not used very often, but were always maintained in readiness. The king and queen had to be at the Halls during certain religious and civil festivals, and would also come to oversee the building of their own tombs, ensuring that they received the treatment that their vanity demanded.

The door to the room is locked, a key having been made by the expedition's craftsmen - this key is now in the possession of Morthwaine. The room itself is entirely bare of all furnishings, the little that was left by the Henninga having been removed for investigation.

The room will seem cold and unnaturally dim (whatever the lighting used) when entered. You should attempt to instil in the players a feeling of slight unease when they enter the room (preferably without merely saying to them that they feel slightly uneasy), as if there is a lurking and malign presence in the room - which there is. Since the queen of the valley was murdered in this room by the Henninga, her spirit has prowled restlessly awaiting correct burial (INT 15, POW 16). The dwarves of the expedition managed to enter the room and remove some items under the protection of the priests but will not otherwise go in there. They do not know that the spirit of the queen is malign, but they suspect it.

The spirit of the queen will attempt to possess anyone that enters the room - she hopes to recover her remains and place them in the tomb prepared for her. There are no longer any of her bones in the Halls, the Henninga having thrown her to the dogs outside after murdering her. This means that even if she is able to take over a body, her search will be fruitless. Combat with the spirit of the queen should be conducted in the normal manner (ie as a save against a jarring attempt or as a simple combat of wills) but the outcome may vary from the norm. If the queen is successful she will attempt to recover her bones, as noted; if she fails, she will not in turn be bound by the victor, but will merely be sent into a void-like exile for 1-3 days. Her will is so strong, and the magics that affect the Halls so odd in their many manifestations, that the expected outcome will not happen. If the character taken over by the queen is left alone, it will roam around the Halls in a hopeless state, morbidly searching amongst the remains of the dead. If it is forced to accompany the party it will put up some resistance, and the resistance will gain in strength the closer that the body comes to the tomb that was designed to receive the queen (room 76). She does not want to enter her tomb without her bones for she is aware that this would mean her eternal banishment to the limbo-like state she fears. If the body is forced to enter the tomb, the spirit of the queen will be expelled but the character will have to undergo a second combat. Success means that he is liberated and may once more take control of his body, failure that the shock of the expulsion will banish the spirit of the character along with that of the queen.

35. King's Chamber: *

This is the first of the rooms that formed the king's residence when at the Halls (he obviously came for the same reasons as the queen). This room was used as his private office in which he would conduct those matters of state that could not be left to themselves over the period of the festival concerned or that had some connection with that festival. The furnishings, as those in the queen's chamber, have been removed, either by the Henninga or by Morthwaine and his assistants. The room is now bare apart from a few relief carvings of grotesque faces. These carvings were made at the order of one of the more eccentric kings, who had a particular interest in the many strange beings that are prominent in the dwarven histories and mythologies.

There are five of these carvings remaining intact: one on the south wall and two each on the east and west. A rough patch or a few misshapen features are all that is left of the other carvings around the walls (there are none on the north wall). One of these rough areas has the mechanism that is used to disarm the trap in the second chamber - it is that nearest the west door in the north wall (ie the door to the lower chamber). If any relevant detection spells are cast it will be found that this area radiates a faint magic. If this place is not pressed just before the west door is opened, the trap will be activated as detailed below.

36. King's Chamber: *

This was the second chamber that the king used when in residence; it contained his bed and was his personal room (as opposed to the state room above). It has also been cleared of its contents (see, however, below).

There are carvings around the walls of this room of a similar nature to those above. Six have escaped harm here: neither the north, south or west walls have one and the south-east wall has a pair, the other walls having one each. If the trap has not been deactivated from above, as soon as anyone steps into the room the mouths of the carvings will contort into vicious snarls and yelp as if in pain. At the same time, a shadow will appear from each carving (they will NOT come from the destroyed carvings) and attack the characters. They will appear from both the upper and lower rooms, but those from one room will not enter the other - they will, however, all enter the passage between the rooms if there are any characters there. The shadows will attack until killed, and once summoned will remain until they are ordered back to the grey land they came from by one who knows the ancient phrases that control them (these, as those for the throne room, have been lost).

If the room is searched and the trap has been activated (ignore the following if the trap was disarmed) a stone by the east wall will be discovered to be loose (this is easy to find if that area is searched). Under this will be found three small iron keys, each marked with a single rune - one has the H-rune, the second the D-rune and the third the F-rune. These are bogus clues to distract any that have got this far. The secret door is opened by depressing a small plate set into the crumbling remains of the carving in the centre of the door (find at twice normal chances).

Shadows: HD 3; Hit points: 14, 15, 13, 11, 17, 18, 13, 19, 10, 5, 13.

If the system uses creatures from the shadow plane that are very much more powerful (ie if 11 would be the death of any party) then the following statistics can be used. You are given two choices of creature to use, depending on the strength of the party (if it is very weak, then only a single shade could be employed, coming from the lower chamber).

Small shades:

- 1: STR 11, INT 2, POW 14, Hit points 8.
- 2: STR 9, INT 4, POW 12, Hit points 9.

Ghosts: these will take the form of dark figures, much as the shadows given above.

1:	INT 6	POW 9
2:	INT 14	POW 11
3:	INT 10	POW 13
4:	INT 6	POW 8
5:	INT 16	POW 11
6:	INT 14	POW 12
7:	INT 10	POW 6
8:	INT 20	POW 14
9:	INT 6	POW 5
10:	INT 13	POW 10
11:	INT 12	POW 13

37. Vault Passage: *

The passage to the vault is trapped to prevent access by unauthorised persons. A non-magical attempt to find the trap will fail as the triggering device and the effects are all magical. A detection spell will show a reasonably strong aura emanating from the door at the west end of the passage. If this door is opened by anyone not wearing one of the special amulets given to the royal family and members of the upper echelons of the priesthood, the trap will be activated. The northmen took most of these amulets during the plundering of the Halls, and the only ones that remain are those on the bodies of dead kings and queens in the tombs below. The trap summons from their own plane two salamanders, one appearing in front of the door and the other in the hemispherical east end of the passage. These will attack the intruders, and anyone else that they come across, until they are killed. After ten minutes they will flee to their own plane provided that there is no-one left to attack (if there is they will continue to attack, fleeing immediately there are no longer any opponents) - if a second attempt is made on the door, however, another pair will appear (ie they will not suffer any of the damage done to the first pair).

Salamanders: HD 8; Hit points: 31, 37.

1: Small; hit points: 19; STR 10, INT 4, POW 13.

2: Small; hit points: 20; STR 20, INT 3, POW 7.

38. Vault: *

This is the strongroom in which the dwarves kept the valuables that were only used on ceremonial occasions. These were mainly items that had no intrinsic value, but were of great importance to the settlement and especially to the priestly caste. Such items as books and yellowing parchments containing the rites that had been passed down over centuries, some originating even before the ancient kingdoms in the south had been established. There were also robes and old ceremonial garments worn by the priests and the nobility during the rituals. The vault was also used to store some of the tithes that the priests collected, and held a small part of the royal purse for the king's use when he was living here.

The Henninga managed to enter the vault (as they had the amulets from their royal victims) and took all the objects that were obviously valuable - the jewelry and the embroidered robes, and even the old books (of no interest to most of them, but their magicians would pay for such items). They left, however, the majority of the smaller pieces of parchment, deeming them not worth the trouble it would take to carry them. They did not, of course, leave them intact, but piled them in the middle of the room, on top of the cabinets that had held them, and set fire to the lot. If the party look through the remains of these parchments, they may find the few scraps that were not consumed by the flames. A base 20% chance should be given per minute of searching - any applicable percentage that is higher may be used instead at your option - though this should be reduced to 10% if special care is taken (if more than one person sifts the ashes, they may get in each other's way and damage the remaining pieces; the chance for this should be 30% per minute, or 15% if both are taking their time, doubled for each additional person searching). If the players are successful, they should be given artifacts 38A, 38B or 38C (ie they receive one of these artifacts for every successful attempt that they make).

The north door that leads down to the lake is barred from the inside; the dwarves barred this when the men attacked and the Henninga never bothered to unbar it, entering the room from the eastern entrance. As the bar is old and has begun to rot, the door may still be opened by normal methods, but at half chances.

39. Guard Room:

This was occupied by several members of the elite guard who were to ensure that no undesirable person reached the royal family (though they were not too successful in the case of the Henninga). The room is now empty. The door to the north usually stands open, but it will be closed if the alarm is raised.

40. Shrine:

This cavern appears to the untrained eye to have been untouched by the dwarves when they built the Halls. In fact, there was a very high degree of craftsmanship employed to retain this natural look, while removing all of the awkward projections in the chamber. Even most dwarves would have difficulty in spotting that it had been artificially developed without looking closely at the remaining formations and the stumps of the ones that have been removed. Most of the stalagmites have been cut away, allowing movement around the cave, but many of the stalactites still hang from the roof, in particular those towards the walls. Despite the size of the cave, it is no higher than the smaller rooms in the Halls, the oppressive feeling given by the low roof appealing to the dwarves for this holy room.

The shrine itself is in the recess on the north-east side of the cave. In front of the shrine there was an iron grating that prevented idle interference with the holy place. The Henninga, having no reverence for the dwarven gods and religions, broke through this and then desecrated the shrine, murdering several of the priests who had gathered to protect it and spilling their blood on its sacrosanct surface.

Behind the hole, in the roof of the chamber, there is a small hole that has developed since the time of the invasion by the northmen. It is large enough to let in light and air, but cannot be traversed by any person or largish animal. On the floor at the rear of the shrine is a pile of earth and stony rubble from above, and a few skeletons of small animals (rats, dogs, etc) that have fallen through the hole and died on impact with the ground.

If any attempt is made to move the shrine, there is a chance equal to 10% for each combined strength point over 40 that is used that the it will slide forwards. Underneath the shrine is a ladder leading down to room 45. At the top of this ladder there is a bolt that is meant to hold the shrine in place - it is rusted, so the shrine can be forced open. If approach is made from below, the bolt can be released and the shrine is then moved easily, even by one person from the ladder. The ladder is iron and is still fairly safe (unless a large weight hits it suddenly it will be alright; the players should be able to climb it with no problems).

If the top of the ladder is investigated, the players will notice that it is hollow. A closer investigation will reveal that there is a sheet of parchment rolled into the top of the southern upright. If an attempt is made to remove this the character must roll under his chance of finding the mechanism for a secret door, or the parchment will be destroyed (if you feel generous you could allow the players to recover some fragments of the parchment). If the player is willing to take his time and specifies a very careful approach the roll may be taken under twice the relevant percentage. If the players successfully recover the parchment, they should be presented with artifact 40A.

41. Antechamber:

A small room in which the priests congregated before a ceremony in the shrine. The walls still show signs of some simple murals of past dwarven heroes (placed here by one king to remind the ambitious priests that they were not ruling yet), though most have been erased by the Henninga. The room is otherwise empty.

42. Upper Entrance:

This entrance is in a small hollow at the rear of the Halls, partially concealed by bushes and shrubs. The stream that flows through much of the Halls enters the complex through this cave, disappearing under the floor that the dwarves built to facilitate movement. From this entrance a reasonable amount of the surrounding area can be observed, but there are various rills and gullies that lead up to the stream and these allow any characters that are cautious to approach to within ten or twenty yards of the entrance. The dwarves keep 2-3 guards posted in the vicinity of the entrance, either sheltering in its shadow or hiding in one of the bushes just outside.

43. Rockfall:

These rocks were placed here by the earlier inhabitants of the Halls in a vain attempt to stop the advance of the Henninga. The dwarves will now use them in a similar fashion, retreating behind here from the entrance and keeping intruders at bay with missile fire for as long as possible (until reinforcements come or a counter-attack is mounted by the soldiers from the main entrance).

44. Guard Room:

This still retains its original function as the main guard position for the upper entrance. The dwarves are aware that this entrance may be a weak position and always keep 7-10 guards in this room (in fact, between the rocks blocking the passage to the entrance and the forked cavern to the south). If the Halls are attacked from this direction, one or two of the guards will run to carry the news to the other parts of the Halls and call for reinforcements, and the others will try to keep the invaders from passing the rocks. At least four of the guards will be armed with crossbows (50% of either light or heavy). There is also a horn hanging on a spike in the west wall of the cave that will be sounded if the Halls come under attack.

45. Priests' Mess:

This room was originally used by the priests of the Halls as a place to eat and relax. Here they would also meet representatives from the other priestly groups in the valley to discuss matters of religion, politics and business (the priests' interests not being entirely outside the community's secular activities).

The room currently contains a few chairs, repaired from those that were not too badly damaged or rotted, and a very makeshift table. The priests use this room as a centre of operations and the table has another crude map of the valley, much like that of Raurch. Also on the table is a note about the traps from Morthwaine; use artifact 45A.

The ladder against the south wall is still sound and leads up to the shrine above (see that room for further details). The secret door is opened by sliding aside a thin panel in the top of the south door-jamb and then releasing the catch that is hidden there. A search in the right area will probably reveal this panel (give double normal chances). There are several small slots above the door (find at double normal chance again); there was once a trap on this door set off by a paving stone just in front of the door (normal chances to find a trap mechanism here) but it is no longer in use (you should not of course tell the players that it presents no danger to them - it will also seem that they are unable to disarm it, whatever they do!).

46. Priests' Quarters: *

This room is merely the hall between the quarters and is devoid of furniture. It will always have 2-3 guards in it who will not let anyone enter the rooms around them, even other of the dwarves except for the military commander, Raurch, and Morthwaine and his assistants.

47. Priests' Quarters: *

This was once one of the two bedrooms for the lesser priests in the Halls. It is now doing the same job for two of the priests that came with the expedition. The room contains two of the standard dwarven military beds with the packs of their owners beside them. These packs hold a variety of personal effects along with a plethora of arcane religious paraphernalia. The priests spend most of their time out of the room, investigating in the area of the tombs, but there is a 40% chance of their being in this room, with a 65% chance that they will be asleep if they are here. The priests that share this room are Kadri and Dern.

48. Priests' Quarters: *

This room previously served and still serves much the same function as the one to the south-east (see above). Its occupants are Yanni and Branck.

49. Head Priest's Quarters: *

This acted as the office and reception room for the head priest of the Halls (who was, often as not, also the head priest of the whole settlement). It was furnished in a strange and eclectic manner, the necessary objects of faith mingling with the arcane memorabilia that had been collected over the centuries, each priest retaining most of his predecessor's appointments and disposing of only those items that he found entirely unpleasant or heretical. All but the most permanent of these fixtures were removed by the Henninga, and since then Morthwaine has ripped a couple of things from the wall for further investigation. In the centre of the north wall is a large carving of a lion's head that has been set into the wall, the snout chipped away but the features still visible. Covering the east wall a vast mural of an anvil and hammer can still be distinguished although the majority of the details of this mural have been erased by the Henninga. The paving stones in the middle of the room have been ripped up and stand by the south-east wall; under the floor is a small hollow that was previously used to store some of the personal and valued possessions of the head priest - these have been removed by Morthwaine and are under inspection by the dwarves.

The mechanism for opening the secret door is concealed behind a panel half-way up the west side of the jamb. This can be found at normal chances and is easily slid aside. Behind it there is a lever that would appear to have a slot below it so that it can be moved downwards. If this is done a dart shoots out of the slot at the person pulling it (the hole for this dart is obvious, but as it merely looks like part of the lever mechanism it should not be apparent that it is a trap). This dart has a 50% chance of striking the victim for d4 damage (minus relevant armour considerations) and would once have inflicted a deadly poison on him - as it has been sitting in the hole for some decades, the poison is not active (though it might give a fright to the character concerned).

50. Head Priest's Quarters: *

This was used as a private office by the head priest of the Halls. It has since been emptied of furniture and only serves as access to the lower levels. Hidden in the top of the spiral stairway is some of the last priest's possessions that neither the Henninga nor the dwarves have found. There is a 6" square panel just to the north-west of the central pillar (found at normal chances) that can be worked loose with little effort. Above the panel is a small leather purse and a rolled piece of parchment tied with a waxed cord. The purse contains a dozen gold coins stamped with the head of the last but one of the valley's kings. The parchment will not stand up to rough handling being fairly old and having been exposed to the damp of the Halls; you should determine if the players' actions will damage it. The players should be shown artifact 50A.

51. Passage: *

The mechanism to open the secret door is located on the north wall opposite the centre of the door. There is a panel that opens the door when it is depressed; normal chances to find this panel.

The passage itself is trapped to the east of the door to the head priest's antechamber. This trap may be deactivated by releasing a small catch that is concealed in the crack round the door frame or by opening the east double doors (ie it is not effective against anyone coming from the temple). This catch can only be found at half normal chances (if the correct area is searched) - it is about half way up the door, between the frame and the wall on the western side.

In the middle of the passage between the temple and the antechamber, the depression of any of the paving slabs in a 10' area will set off the trap. The weight needed to activate the trap in this manner is 50 lbs. When the trap is released, the double door to the temple will be locked by having the two bars lowered across it (this means that the door cannot be opened by any but magical means or by hacking through the door with axes, etc). Simultaneously, a large number of spores will be released from the roof of the passage, from the double doors all the way back to the spiral staircase. All the characters in the passage must roll under their dexterity on a d20 or immediately breathe in the spores. If they make the saving throw, they must attempt to leave the area within 1 minute or they will also have to breathe in the spores (if they merely exit at this point they should have no problems getting out in time, it is only if they stay to help any characters that have already succumbed that they might be short on time and suffer the effects themselves). The spores are very old and have therefore lost much of their potency; they will only cause severe retching and dizziness for 2-5 minutes with all relevant abilities at -50% or -10 as applicable and then a further period of mild dizziness and irritation for 30 minutes (minus 1 minute per constitution point) with all relevant abilities at -20% or -4 as applicable. The spores will settle in 10 minutes, though there is a 10% chance per minute that any violent action in the passage (ie combat) will lift enough spores to force another saving throw.

52. Head Priest's Antechamber: *

This chamber once contained all of the religious items and artifacts that the head priest needed to conduct the worship in the temple. These were cleared out by the Henninga, but since then many similar items have been reinstated by Cranneg. He brought with him from the south all of the items that he thought would be of use in the attempt to open Hargrim's tomb, and most of those pertaining to religious ceremony are stored in here. There is a box of blank parchments next to a small case that contains a number of quills and a pot of ink. There are several tall candlestick holders and some shorter incense burners, the latter rolled together in a piece of sacking with small earthenware jars each containing a different incense. A couple of finely crafted and decorated shields stand against the east wall, and on the floor next to them is a pair of hand axes with silver coated blades. A large mirror set into an iron frame leans against the north wall by a staff that is topped by a lump of shiny black rock. The mirror has strange runes carved around the frame and on the back - these are in a pattern of obscure religious significance and will not make any sense even to someone that understands the ancient dwarven tongue.

In the centre of the room is a camp table, on which is a pack containing the robes of the head priest. There were no copies of these robes available in the south so these are only roughly like the originals, made from the records of the type of religious clothing at the time of the establishment of this colony.

A spike has been hammered high up in the west wall of the room and to this a set of manacles have been fixed. Hanging from these manacles is a young human girl who was captured by the dwarves on their trek up. Cranneg did not know what the invocations he might be called on to make would entail, so he thought that he ought to be prepared for most possibilities, including sacrifice. The girl is kept in a drugged state most of the time so as to cause as little trouble as possible to the priest and she is only woken to be fed. If she is not needed for the rituals in the temple she will be despatched anyway to avoid the trouble of taking her with them on their return to the south. Her name is Liana, and she is about 15 years old, of very fair, almost sickly skin and fairly scrawny from her maltreatment by the priests (and in particular Cranneg). She was brought up on an isolated farm and has no knowledge of the world around her, never even having seen dwarves before this group captured her. When aware of what is happening around her she is in a state of panic, and will not be able to communicate sensibly with anyone, even if they seem willing to release her from her present misery. She thinks that the dwarves are probably some vehicle of the gods dealing out just retribution for her sins of the past.

STR	7	Level 0	
DEX	11	Humanfemale	
CON	8	Hit points: 1; 8	
SIZ	9	Legs (right/left):	0/3
INT	10	Abdomen:	0/3
WIS	12	Chest:	0/4
CHA	7	Arms (right/left):	0/2
POW	12	Head:	0/3

53. Guard Room:

This used to be manned by at least one of the priests that worked in the Halls, preventing anyone who had no reason to be in the temple from reaching it - this included members of the royal family when they were not due to attend a ceremony. In their own domain the priests had absolute authority and would not let anyone interfere with their power. The room is currently used only for access to the other levels.

54. Antechamber:

The ladder leads to room 10 on the lower level (the priests' access to the head priest's gao). The ladder is angled slightly as it goes down. It is still quite sound - allow a 1% chance of breakage for each pound over 200 lbs (roll randomly for the height when the ladder breaks to determine the damage taken).

55. Vestry:

This room was used by the priests to dress for the ceremonies held in the temple below. The walls all have hooks ranged along their lengths that once held the robes of the priests - these were burnt by the Henninga (often with the priests still dressed in them). They now hold 9 rough copies of these robes, made in the south as near as possible to the specifications that could be found. Each set of robes consists of a short tunic, a longer robe with a separate hood and a wooden staff, each staff displaying a different set of runes down its length. The robes are necessary for the safe entry of the temple below and the players will need to dress in them - however, remember that the robes were made for dwarves!

The room will often be occupied by one of the priests or one of Morthwaine's craftsmen, attempting to puzzle out the significance of various runes that are still inscribed upon the walls. By each set of robes are the runes that correspond to those on the staff concerned, and the dwarves feel that these may be of some significance if they have to conduct ceremonies in the temple. Their investigation will be useless, as the runes were merely used to mark each priest's hook.

56. Dead-End Passage:

This passage is apparently just part of the old stream course, and merely ends in a blank wall, although there is evidence that there might originally have been some form of chimney through to an upper level. If the relevant type of detection spell is cast, a faint magic will be registered from the end wall. When the northmen attacked the Halls, one of the priests decided to conceal some of the summoning scrolls and ceremonial invocations at the end of this passage, placing them in a deep niche and then using his magic to form a rocky barrier over them. This can be broken through by using dispel magic (either as against a two-point spell or as if against an opponent of 9th level). Alternatively, the 6" of rock can be broken through physically.

In the hidden niche are several rolls of parchment and a bone scroll-case. As soon as the rolls of parchment are touched they will disintegrate, having been long ago ruined by the water still dripping through narrow cracks in the rock. Inside the scroll case there is a single piece of parchment; this is the first part of a summoning spell used in the temple. It is covered with dwarven runes and various strange symbols. Anyone who can understand these runes (whether by being able to read dwarven or through magical means) has a 25% chance of successfully casting the spell. Spellcasters have a 40% chance of success, and for each hour that they spend in study of the scroll (attempting to understand the symbols which are the spell's somatic component), their chance increases by 15%. See room 58 for a description of the effect of the spell.

57. Ritual Cleansing Room: *

This room was used by the priests to cleanse people about to enter the temple and make them ready to meet the divinity that resides there (if only by proxy). A cleansing ritual could take from a few seconds (for the priests who were already considered purified) up to a few hours (for the lesser members of the royal family).

In the centre of the room there is a large black stone, measuring 6' long by 4' wide by 2'6" high. The priests merely touch the top of this as they pass through the room, but those that have to be thoroughly cleansed must lay on it for several hours while the priests move around them chanting the correct incantations. The edge of the stone nearest the doors is rounded and worn from a thousand years of hands, but the top is still fairly level. Around the side of the block are various runes and symbols, some of which still have silver leaf embedded in them. The runes will not make any sense to those who can read the dwarven language as they are in an arcane spellcasting tongue - players will need to cast some form of read magic spell to enable reading of the runes. Each of the runic phrases ends with one of the odd symbols; these cannot be read and do not have any function as part of the incantation, but must be touched as the preceding phrase is spoken. If these runes are read correctly, treat everyone in the room at the time as cleansed (see room 58) - if they are not read, or are read incorrectly, the players will not become cleansed as far as the temple is concerned.

On the south-east corner of the passage as it turns east to descend the steps, 3' up, is a removable piece of facing stone, behind which is a catch that must be released to deactivate the trap on the stairs (twice normal chances to find this panel). If the catch is not released, any weight over 20 lbs on the sixth to tenth steps down will cause that step to pivot and drop the players foot into a sprung toothed jaw (give a %age chance equal to DEX to avoid the trap - moving down will of course set off the next one). The caught foot will take 1-3 damage from the trap and quadruple that if it is pulled out - there is a 1% chance of releasing the trap per minute spent on it with the foot taking 1 point more damage every 10 minutes.

58. Temple: *

One of the main temples of the dwarven settlement in the Yetzin valley, though one of the smallest, this is still much as it was a thousand years ago. The northmen were defeated by its defences and left the room as not worth their while, and the expedition has not yet attempted to enter the room, preferring to work out exactly what they will face before risking their lives.

The room is 20' high and all the walls, ceiling and floor are painted black. There are railings to support hangings on all of the walls, and some of the hangings are still there. Those on the three northern walls are currently on the floor where they were pulled down by the Henninga, and under these are a couple of skeletons with their arms and armour. All of the hangings are rather frail due to the damp conditions in which they have been kept, and most of them are disfigured with a wide variety of colourful moulds. Even so, the designs that originally adorned them are still visible - they are similar to those on the robes in the vestry.

In the middle of the room is a 20' long by 12' wide dais (aligned with the long side running north-south), raised 2' off the floor by three steps. In the centre of this dais is another large block of black rock, very similar to that in room 57, also with runes and symbols engraved along the sides. This block is 8' long by 5' wide by 3' high and the engravings are filled with gold leaf, although a few of them are bare. At each corner of this block are hideous gargoyle-statues with twisted humanoid bodies, warped animal heads and terrifying grins. At the north and south ends of the dais are thrones, each facing away from the block in the middle. That at the north end is highly ornate and is covered with fine decorations made from iron and silver; that at the south end is absolutely plain.

Around the room are the remains of several Henninga and various wooden furnishings. There were originally a variety of seats and stands in the room, but these have all been smashed, and alongside them are the skeletons and rusted arms of the Henninga. There are also signs that some form of explosive or fire-based weapon (or spell) was employed in the room, parts of the wooden fragments being burnt and even some of the Henninga bones showing areas blackened by fire.

There are nine hangings in the room - the three that have fallen, one each on the south-east, south-west and west walls and three on the east wall. If anyone who is not cleansed enters the room (see room 57), a low hissing sound will begin to emanate from the dais and in front of each of the hangings and a shadowy humanoid figure will appear. These shadows will move towards the intruders and engage them unless they leave the room. Anyone who has been cleansed will not be affected, nor will anyone who has been protected by the relevant spell. Those who are wearing the robes will be attacked by the shade appearing from the hanging that bears the same design as their staff (whether or not they are carrying the staff with them), and by no other shade. All others will be attacked by the rest of the shades, excess numbers of the creatures being split between the candidates on a random basis. Once these shades have appeared they will remain in the room until someone who has been cleansed and is wearing their robes enters and commands them to leave.

Shadows: HD 3; hit points: 11, 13, 14, 12, 7, 15, 16, 8, 9, 14, 5. If this number of shades would be too powerful, the following alternatives are suggested: either 1 large shade or 3 small shades.

1: (Large); hit points: 30; STR 35, INT 4, POW 16.
OR: 1: (Small); hit points: 10; STR 7, INT 2, POW 14.
2: (Small); hit points: 11; STR 9, INT 3, POW 17.
3: (Small); hit points: 12; STR 9, INT 4, POW 13.

If anyone not robed in the garments from the vestry is foolish enough to step onto the dais, the ground of the room will seem to shake and an ominous growling and yammering will be heard. Within a few seconds 7-12 of the gargoyle creatures that surround the block of stone will appear through the floor of the room, shrieking and instantly leaping to attack those that do not wear the robes (the four gargoyles themselves will not move from their post around the block). These creatures are viciously fanged and taloned and will claw and bite at their opponents without fear until they are killed. If the people who are robed (if any) join the combat, they too will be attacked, but otherwise the creatures will ignore them. Once summoned these creatures will not return to their abysmal plane until all those in the room that are unrobed are killed - if any of these flee the room, they will be chased and hunted throughout the Halls until caught and ripped apart (the gargoyles will not, however, leave the Halls).

Gargoyles: HD 4; hit points: 13, 14, 17, 8, 19, 10, 21, 8, 14, 21, 16, 23; move 7.

STR	18	Hitpoints:	7
DEX	10	Legs (right/left):	6/3
CON	7	Abdomen:	6/3
SIZ	7	Chest:	6/4
INT	2	Arms (right/left):	6/2
POW	7	Head:	6/3
Claw	8	50%	1d6+1d4 - -
Bite	8	55%	1d4+1d4 - -

The southern doors of this room are magically barred and cannot be opened from this side unless certain ceremonial invocations have been made (though strangely they can be opened from the other side if the normal bar across them is lifted, and of course they can be smashed through in any case, although they are iron-bound and very sturdy). These invocations are those that once were used to magically 'embalm' the dead king and carry him to readiness for his long sleep. Three separate invocations are necessary to the whole process and scrolls for two of them are possessed by Morthwaine (see his character sheet); the third is that found in the dead-end passage, even though this is not complete. All three scrolls are needed to complete the ritual and the use of only some of them could be disastrous for those involved (the players do not need to complete this ceremony in order to achieve their aims, but it will make things easier for them).

When the first scroll is read out, the four gargoyles around the block of stone will creak into life and move up to the northern throne. They will lift the body placed in the throne and carry it to the block, putting it on the top of the stone with the head at the south end. They will not discriminate between dwarven bodies and others, nor between royalty and commoners - in fact they will not even notice if the body is dead or alive. They will, however, notice if the body is not present. In such a case they will randomly pick one of the other people in the room to act as a surrogate body (although they will never pick the reader of the scroll unless he is the only one present). This person will be carried to the block in the same manner as the corpse would have been, and will almost certainly be dead by the time he reaches it. One the creatures have chosen their victim they will pursue until dead, or he is captured, but will kill any that stand in their way.

Gargoyles: HD 4; hit points: 21, 25, 27, 24; move 6.

STR	30	Hitpoints:	16
DEX	15	Legs (right/left):	8/5
CON	15	Abdomen:	8/5
SIZ	10	Chest:	8/6
INT	4	Arms (right/left):	8/4
POW	18	Head:	8/5
Bite	8	70%	1d4+2d6 - -
Claw	8	80%	1d6+2d6 - -

Once they have placed the body on the block, they will stand at the four corners guarding it from interference (ie anyone coming onto the dais - such a person will be attacked with all possible savagery). At this point the second invocation must be read. If it is not read within half an hour, the gargoyles will rip the body on the block into several pieces and proceed to attack all those in the room, this time starting with the reader of the scroll if he is still there. Once all of these intruders have been killed the creatures will return to their stony rest.

The second scroll, that found in room 56, summons a type of fire elemental who will seemingly consume the figure on the block of stone. The end of the scroll, however, is missing, so there is a chance that the reader will not be able to maintain control of the elemental and it will turn on all those in the room. If the rule system being used allows for some form of spirit combat, then such should be engaged as normal between the caster and the elemental - if the caster wins, the elemental will carry out its function and the leave, but if the caster loses the elemental will turn on the caster and all the other characters in the room, attempting to destroy them before returning to its fiery plane. If the rule system does not allow for such combat, the caster should be treated as if making an attempt to dispel magic (even if not a spellcaster) treating his level as CHA plus level and the creature's as its hit dice. If one side succeeds in dispelling and the other fails then the combat is won by the former and the effects are as above - if both succeed or fail, then there will have to be a further bout.

STR	18	Fire elemental; HD 12
INT	6	(Medium salamander)
POW	21	Hit points: 59;38

Attacks as usual for a medium-sized elemental.

If the caster is successful in his attempt to control the elemental it will, as noted above, seem to consume the figure on the block of stone. This figure will not be harmed if it is dead (ie the body will not be burnt) but will receive the appropriate damage if it is still alive (the body remaining unscarred even though the character dies). This will continue for about fifteen minutes (during which time there would normally have been much chanting and speechifying by those present), then the elemental will suddenly disappear, accompanied by a loud noise as if a vast anvil had just been struck by some giant smith. Again the people in the room are given half an hour's grace to prepare the next scroll, or the gargoyles will attack (as above).

At the reading of the third scroll, the gargoyles will lift the body from the block and place it in the south throne, and they will now stand guard around this throne rather than around the block. Again there will be a fifteen minute gap for the reading of ceremonial speeches, etc, and then the gargoyles will once more lift the body from the throne. The bars will be magically raised from the other side of the south door, and the doors will swing open, allowing the gargoyles to carry the body up to the lake level. If any attempt is made to stop them, one will stand guard over the body and the others will attack those interfering. If they reach the lake level, they will ignore the fact that the floor has gone, and wade through the water to the tomb that is waiting for the dead king. This would have been magically marked for them, but there will, of course, be no tomb on this occasion. They will therefore proceed to the last tomb that they entered with a body, and wait at its entrance for the hidden doors to open, allowing them to deposit the king's body. This will enable the characters to locate the last of the tombs, though they will still have to defeat the gargoyles and find some means of access (see 75 and 76).

59. Landing: *

This landing is apparently unremarkable, and only a search will reveal the door leading to the east ledge above the lake. The mechanism to open the door is concealed at floor level in the middle of the east wall of the landing. In the crack down the side of the paving stone that butts onto the wall there is a small stud that must be depressed to open the door. It can be found at half normal chances on searching that area. The dwarves know of this secret door and will use the ledge over the lake in defence of that area.

60. East Ledge:

The ledges are about 18' above the level of the lake below, though this varies a couple of feet each way. A lip overhangs most of the ledge and it is therefore very difficult to see that the ledge is there, either from below or from the ledge on the other side of the lake. The floor of the ledge is very rough and if any player attempts combat (or some similar manoeuvre) on the ledge, he must roll under his DEX on a d20 or fall off the ledge into the lake. The water is not deep and the character will take damage as usual for that height, -1 point per die.

61. West Ledge:

Much the same as the one on the other side, but this ledge is slightly smoother and saving throws will be at +4 to DEX for falling. The rocks at the base are, however, sharper than those on the other side, and falling damage will be at +1 per die.

The rocks in the passage block it to a height of 4' and this means that anyone behind the rocks cannot see or be seen by anyone on the other ledge (because of the overhanging lip). They obviously cannot see the lake unless they are actually lying on top of the rocks, in which case the far side can just be glimpsed a few feet above the water level.

62. Passage: *

This passage was only used at times of ceremonial, when the nobility came to view their dead king sitting in state in the large central cavern. To stop any others from entering the cavern the passage was trapped. For this trap there are two sets of deactivating mechanisms - one at each end of the passage. The first is in the roof of the passage in the centre of the area at the end of the stairs. There is a panel that can be pushed up (usually by a spear) and this can be found quite easily (double normal chances if the roof is searched here) - however, it must be kept in the lifted position or the trap will go off. The second set are by the south doors, where there is a small catch set at the base of the middle hinge (of three hinges) which must be depressed to make the trap safe - again these must be kept down or the trap will go off. These ones will automatically be found by anyone searching the doors.

If the mechanisms are not lifted/depressed, any weight over 50 lbs on any of the paving stones in the central 20' of the passage will activate the trap. Along both of the walls of the passage are holes every 1' (except for the last 5' at the south end of the passage), 3' off the ground. When the trap is activated all of these will release bolts as if fired from a heavy crossbow with a 50% chance of hitting (take into account normal armour class bonuses) for 2d4 damage. A character will be hit by 1-3 of these bolts (unless he specified he was standing sideways, or he is especially fat, in which case he will be hit by 3-4). The bolts were originally poisoned, but this has become stale.

The dwarves are working in this area and will usually have a pole stuck at the bottom of the stairs holding up the trap mechanism. If the alarm is sounded they will knock this away (they all know of the trap and of the method of disarming it).

63. Robing Room: *

This room served a function similar to the vestry but for the non-priests who had to visit the cavern to pay their last respects to the departed king. There are iron hooks along both walls, and black marks around these show where the Henninga set fire to the garments that they supported. This is one of the rooms that the craftsmen under Morthwaine are using to store odd bits of equipment while they are searching and to place the finds from the lake before they are taken to the upper level or to the workrooms. The room is cluttered by a number of lumps of rock from the pillars that once were used to support the floor in the next cavern and from the old floor that has now fallen into the lake. There will usually be a couple of the craftsmen around here (either in this room, the passage on the other side or in the cavern itself).

64. Passage: *

This passage leads from the lake up to the vault room on the upper level. It is trapped to prevent approach from either direction. The deactivation mechanism is set in the north wall, 1' up, at the top and the bottom of the stairs. It is a simple stud that must be pushed and can be found at normal chances. At both ends of this set of the stairs there is a loose section of roof that falls away to let a portcullis drop (thus closing off the lower section of the stairway from the vault). This section can be found easily (three times normal chances) if the relevant area of the roof is searched. The portcullises are still strong and can not be lifted (though they can be broken as normal for such iron structures, or opened magically). Dwarven workmen may be found at the base of these stairs (they know of the trap but do not go up the stairs), and again the ground is littered with various pieces of stone from the lake. Among these pieces of stone is artifact 64A - this will be found easily if the stones are searched.

65. Lake:

This cavern is about 30' high, although this varies a great deal across it, and there are still projections from many places in the roof, none of them very large, but all giving the room a far more natural feel than in most of those in the Halls. It was originally used to display the body of the dead king, sitting him in state on the throne, so that the nobles and more important dwarves of the community could pay their last respects to the departed. At that time the lake was floored, in much the same manner as the rest of the rooms in the Halls; since the dwarves were slaughtered by the northmen, the constant maintenance and rebuilding necessary to keep the floor intact has obviously not been undertaken and much of the floor has collapsed. There are a few pieces of intact floor protruding into the cavern, most noticeably those by the passages, and many of the old pillars that supported the floor can still be seen poking above the water level. The water level is about 1' below the floor level, and the pillars protrude 6" or so above the water level (those that have collapsed vary between just under the surface right down to the lake floor). The lake varies between 1' and 5' deep, mostly being around 2' deep, and the lake-bed is rough with many lumps of rock scattered about it. The rocky dais that protrudes above the floor level is 3' high. The throne on the dais is quite simple in design, its use being to display the dead king with solemn grandeur rather than with the often gaudy pomp of his life.

The dwarves will often be working in here, searching the bottom of the lake for clues, from the small and rather leaky boat that they have built. They know where many of the tombs are (Cranneg and Morthwaine carry coded maps that show these entrances) but they are still trying to work out exactly how to get round the defences - if this takes too long and the enemy come too close they will not hesitate in sacrificing a few of the soldiers to open the tombs.

THE TOMBS:

The tombs all lead off the lake cavern through hidden entrances that were concealed during the siege by the Henninga. The priests not only concealed and trapped the entrances to the tombs, but they suffused the whole cavern with such a magical aura that the Henninga mages could not locate the tomb entrances with their detection spells. Since that time much of this aura has worn off and only those areas that were especially protected still radiate a strong magical field (though the whole cavern produces a faint background response).

The dwarven expedition know of the whereabouts of all these entrances (including the bogus ones, though they do not know which are which) and both Morthwaine and Cranneg have coded maps showing the hidden doors (they carry these on them at all times, see their characters) with a few notes about them. Any relevant detection spell used by players will show the location of each of the doors (ie either some form of magical detection or trap detection), though again it will not reveal which of the doors are those leading to the real tombs, nor which tomb is reached by which door.

The traps that have been set on the doors to each of the tombs will be deactivated if the strange ceremony described in the temple has been carried out and if the gargoyle creatures actually enter the lake cavern. The priests designed these traps to be disarmed in this manner because some of the tombs would need to be re-opened for later burials, either of queens or sons or of favoured heroes, etc. The exceptions to this are the two bogus entrances whose only purpose is to trap intruders, and Hargrim's tomb itself which was designed to be inviolate by future generations. Detection magic will reveal that these traps are no longer working.

66. Tomb Entrance: *

This is the first of the two entirely bogus entrances, originally designed to be the entrance to a real tomb, but later converted into a trap for intruders. Across the south end of the passage is a magical rockface that looks exactly like the wall that was here before the dwarves began to excavate. It can be broken through in the same manner as any real rocks, or it can be dispelled. For the latter approach treat the spell that produced the wall as being of 2 points (rune type) or as if cast by a cleric of level 12. When the wall is dispelled, a 10' high passage will be revealed leading to a door at its north end. The door can not be opened by normal means (after all it only opens onto solid rock) but the lock in the door can be picked. The lock is in the centre of the door and will seem to be reasonably complicated. Anyone attempting to pick it will actually gain a bonus of +20% to their normal chance. Non-magical attempts to detect traps in the lock will fail as the lock is not trapped per se, but is the release mechanism for a trap (unlocking it sets off the trap and therefore the lock itself will not appear as a trap being obvious for all to see).

When the trap is set off, the roof of the passage will collapse - players have one-quarter normal chances of detecting that something is wrong with the roof for the whole thing falls (there are no cracks to find, etc). All characters in the passage must roll under their DEX on a d20 to have any chance of escape. If the figure rolled is lower than DEX they may move twice the difference as feet out of the passage (eg if the roll is 6 and the DEX is 12, the difference is 6 and the player may move 12' towards the entrance). Thereafter each player still in the passage will take d4 damage per 2' he is away from the exit (assuming he moves that way) for a maximum of 10d4 damage. The roof and a fair amount of the rock above it will fall so it will take several hours to dig out the bodies if the survivors wish to remove anything from the victims.

67. Tomb Entrance: *

This is the second of the bogus entrances and uses a natural flaw in the rocks to trap the intruders in the lower section. If the secret door is located (it is magically hidden and normal searching will be to no avail), there is the usual chance to find the opening mechanism which is concealed inside a panel at the base of the south side of the door. If the panel is opened, a catch is revealed that opens the door when depressed. However, a second panel at the top of the door must also be opened (half chances to find) and a similar catch moved aside to disarm the trap on the door.

If the door is left trapped, as soon as it is opened it will seem to burst into flames - these will not harm the door although they will give off heat. Anyone now touching the door will similarly burst into flames, for 2d6 damage per round (or similar combat unit) until the flames are extinguished (easy now that the floor of the cavern has fallen away). The flames will last for 2-5 hours before dying down.

68. Passage: *

This is the second part of the bogus entrance. The passage leads to a locked door. This may be broken open or unlocked as any normal door. However, as soon as the door is opened, a trapdoor in the floor of the lake is released and water from the lake will pour down the chute to this level. The person behind the door will suffer 2d4 damage from the force of the water pushing back the door into the wall. Characters may move a number of feet equal to their DEX before the water reaches them. At this point they will receive 1d4 damage and must roll under the average of STR and DEX on a d20 or fall over. They must make a similar roll each segment (or similar combat unit) thereafter until they are free of the water - if they fail they cannot move that segment and will begin to drown. If they are drowning for more segments than their CON they will be dead. If they escape they will be at -4 (-20%) for 1 minute per segment of drowning. Assume a rate of movement of 1' per segment while in the water. The fact that the door is trapped can only be determined magically. The trapdoor above can be found at double chances if that area is searched.

69. Tomb Entrance: *

The water to the east of this door is 5' deep and the bed of the lake is covered with viciously sharpened and jagged stalagmites (though they have lost some of their edge since construction) in a 10' square area. If the door was located and opened the floor of the room would once have collapsed in this area depositing the intruders on the spikes - this trap is obviously no longer of any use. The trap may only be detected with magic as it set off from the far side of the door and there is no mechanism to deactivate it on this side.

70. Small Tomb: *

On the floor of this room is engraved the hammer and anvil symbol of the ironsmiths. By each wall (other than the south wall) there is a 5' long by 3' wide by 2'6" high stone block, on top of which rest the bodies of several of the minor nobility. These were once preserved by the magics of the priests, but the spells used were of no use against the water that has since come into the room from the stream above (which runs very close to the room). The walls and floor of the room are very damp, actually running with water when it is raining overground. The bodies on the slabs present a disgusting sight as the preservation spells have stopped them being entirely rotted away - they are skeletons with lumps of their flesh hanging off, their clothes mouldering and their predominantly iron jewelry rusted onto the bones. The room smells nauseous and anyone entering it must save against poison (one-third strength) or be violently sick for 2-5 minutes (actions at -5 or -25% as applicable).

THE MAJOR TOMBS:

These are the tombs that contain the old kings and their relations, the tombs that the priests were really attempting to protect when they enchanted the lake area and the tomb entrances. If any of these are entered without the ceremony in the temple having been first performed, a spell designed to bring down the whole of the Halls will be triggered. It is this spell that provides the background magical resonance throughout the cavern. At the time of its casting, the spell was intended to cause the destruction of all the rooms and caverns in this complex - since then it has weakened to the point where it will only affect this cavern and the passages that lead up to it, plus the tombs themselves. If the temple ceremony has been performed the spell is negated. Otherwise, once one of the major tombs is entered the cavern will begin to vibrate and the facing stones and loose rock will crash into the lake. This will become considerably worse within a minute or so, and the roof will seriously begin to collapse with huge lumps of rock falling into the lake. Anyone in the cave at this time will have to save against their DEX or be hit by one of the boulders for 3d6 damage - such a save must be made every 20 seconds that the character is in the main cavern. In the tombs, or the passages that lead off the cavern (to the first stairs or door as applicable), the save must be made at the same rate but the damage will only be 1d6. Within 3-5 minutes the whole of the cavern and the surrounding areas will have collapsed, and there is a 90% chance that the level above will collapse into the gap left below (roll for each room or passage separately). Once this has finished the tombs can be excavated from above, but this will take many weeks and will be doubly dangerous - firstly from the constant risk of further collapse and secondly because the devastation will attract the attention of the surrounding monsters (and the dwarves approaching from the south). Setting off the trap will effectively finish any hope the players may have had of success in their mission.

71. Tomb Entrance: *

If the correct incantation is not read when this door is opened the trap set on it will go off - the trap is magical and cannot be detected other than by magical means. Cranneg possesses a copy of this incantation, which he carries around with him (see character sheet), but he is not aware of its function. If the trap has not been disarmed, when a character steps on the top of the stairs a bolt of lightning will shoot from the door of the tomb proper and strike all those in the passage. Treat this as normal for 5d6 damage if the rules allow for such attacks. If not treat the spell as if cast by a creature of average magical power (usually 12) and compare this with the power of the defender - the spell will do 18 points of damage, +1 per point of power the attacker has higher than the defender and -1 per point the attacker has less than the defender. All those in the passage will be affected (and the bolt may well bounce from the ceiling at the end of the passage to strike the water of the lake, thereon becoming a ball of force with a 20' radius doing similar damage to all in the area).

72. Hrada's Tomb: *

In the middle of the door to the tomb is a large lion's head cast from iron, its mouth open as if to roar. In the centre of the mouth is a hole, about the right size for a key, although there are no tumblers. It is from this hole that the lightning bolt shoots up the stairs if the trap is active. It also acts as a key-hole, but the short magical rod that was the key has long since been broken up and made into something else. If anything else is put in the hole (lockpick, finger, etc), the jaws of the lion close, causing 2d4 damage to the member concerned (even if a lockpick is used the user will need to have his hand between the jaws).

In the first chamber (the octagonal chamber) are the bodies of Hrada's two wives (the first died of a most unusual blood disease) and four of his sons. Each lies on a block (as those in room 70) around the walls of the room, and each is perfectly preserved. If they are touched, however, they will slowly begin to rot (this will take several days). Each body is decorated with iron jewelry, Hrada being particularly famous for his promotion of the iron trade during a bad period in the settlement's economy. To a collector, interested in this sort of historical jewelry, the ironwork might be sold for several hundred gold coins - to most people it would be worth little more than a few coppers, either as a pleasant trinket or to be recast into something far more useful.

In the centre of the room is a large statue, 6' high, of a great hawk. Legend has it that this bird was able to fly and carried Hrada into battle - the truth is a little more mundane; the bird was enchanted to levitate with the king on its back, and this was used as something of a party trick by the king for visitors. The eyes of the statue are formed from clusters of semi-precious stones, none of which are of any great value (say 100 gold coins for each eye if they can be prised loose without damage, which is quite unlikely - roll under three times DEX to succeed, each percentage over this figure being equivalent to the loss in gold coins on each eye).

The second chamber contains the king himself and his eldest son, Kyli, who was king after his father. Kyli did not reign for that long, and his rule was not one of the most memorable in the settlement's history, so he was not granted a tomb of his own. These are also covered with the iron jewelry, though this is even more splendid (worth a couple of hundred gold from just the two of them), and Hrada wears an iron coronet set with a diamond that is worth 100 gold on its own (and up to double that if the players can really haggle with the right collector). The two lie side by side on a block of black stone, 6' long by 5' wide by 3' high. The side of this block is engraved with many dwarven runes that form a spell of protection around the two kings (this can be detected as normal). If a spell enabling the caster to read the runes (they are magical, not just in dwarven) is cast, and the incantation is read correctly, the spell is broken (the caster should roll under INT on a d20 to succeed, with a +2 bonus if he can read dwarven anyway, and a +4 bonus if he is a dwarf). Once the spell is broken the bodies may be tampered with, otherwise the hawk from the first room will animate and attack those in the tomb. Treat this bird as a cockatrice without the ability to petrify and with armour like plate mail.

Stone bird: HD 7; hit points: 33; 15; move 8.

STR	12	Legs (right/left):	6/5
DEX	12	Hindquarters:	6/5
CON	15	Forequarters:	6/6
SIZ	12	Wing (right/left):	6/4
POW	18	Head:	6/5

Beak 8 75% 1d10+1d4 - -

If the block is carefully searched, the players may find a panel in the north-east side that can be opened (find at half normal chances - once found it can be opened with no difficulty). If the protection spell has not been broken the hawk statue will attack. Behind the panel is a 6" square by 18" deep niche, at the back of which is a bone scroll case. Inside the case is a torn piece of parchment - despite being torn, it still has one spell legible upon it. This is a spell of speed (doubling up movement rates) - if the rule system does not allow scroll spells, treat the scroll as a matrix holding the spell to be used when the requisite magical power is supplied.

73. Tomb Entrance: *

This entrance is to one of the first tombs that the dwarves built around this cavern. It has a defensive spell cast upon the entrance that can be detected as normal by the relevant spell, but again cannot be detected or removed by non-magical means. At the time of the tomb's sealing a large earth elemental was bound into the walls of the passage leading to the tomb. As the centuries wore on the spell causing this elemental to protect the tomb has weakened and now, although the creature must still exert some of its power in defence of the dead king, it no longer manifests itself as was planned. It will attack those that enter the passage, but will not put itself at too much risk to do so. To make this attack it will thrust huge, black arms into the passage and strike at those entering; each arm is capable of reaching the far side of the passage and has 12 hit points. It has 6 of these arms, though it will not use more than 4 at any time; when an arm has taken 12 points of damage it will be withdrawn and no longer used (the arm is not destroyed but the creature will not put it to risk any further).

STR	18:00; 22	Earthelemental, HD 16
DEX	12	(Gnome)
SIZ	8	Hit points: 105; 81
POW	24	Arms: 4/12

Fist	6	30%	1d4+2d6	-	12
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74. Fenni's Tomb:

This is the tomb of the first king to follow Hargrim as leader of the Yetzin settlement. The walls are covered by deep red hangings, each decorated with the triple-peak of Yetzin over the broken axe symbol of Fenni in silver thread. In the centre of the room there is a large stone sarcophagus, 7' long by 4' wide by 5' high, that is plain apart from Fenni's symbol engraved upon the top. The top of the sarcophagus is sealed to the lower part with a strong cementing substance and cannot be lifted off without first breaking through this seal. To lift the lid needs a combined strength of at least 50, and there is a 5% chance of success for each strength point used in excess of 50.

The sarcophagus, like the entrance, has a defensive spell cast upon it; this cannot be detected or removed by any but magical means. If the sarcophagus is opened a figure in chain mail bearing a great axe will be seen in it. This figure will seem to rise out of the sarcophagus and attack all those in the room. This is an illusion and may be disbelieved as such; however, it is only the form of the figure that is an illusion, not the danger that it presents. What the illusory figure conceals is an undead spirit that has been bound to the sarcophagus to guard it. If the rules allow for spirit combat, such will be entered into by the spirit, first with the characters that opened the sarcophagus (the one with the highest POW will be attacked first, then the one with the second highest, etc), and then with anyone else in the room. Once released the spirit will stay in the room and attack any who subsequently enter. The spirit will attack to destroy, not possess, and may not be possessed by any in combat with it. The statistics for the spirit are DEX 20, INT 18, POW 18.

If this form of combat is not available, the spirit should be treated as a 41 hit point spectre that will attack the character with the most magic first. It should not, however, drain levels permanently - they should be regained at one per two days of rest after the first day of rest. If death occurs, the levels will NOT be regained, of course.

The sarcophagus contains the body of Fenni, armed in chain mail and holding a beautifully crafted axe with a very good edge (treat as +2 or +10%, and regard it as magical if such weapons occur in the system used).

75. Tomb Entrance: *

Another of the tombs that is blocked by a false wall, to be regarded as cast by a 15th level caster, or as a 2 point rune spell for purposes of dispellation. The entrance has no trap on it any more (although opening it without the correct ceremony from the temple will have the usual effect). On the far side of the wall is a nauseating pile of slime that appears to glow several shades of green. This is the remains of the guardian creature of the tomb that became warped and finally consumed by its own evil over the course of the last century. The mass, although sickening to see, is harmless unless touched. Any character stupid enough to touch it will have to make a roll on a d% under three times his CON or contract a wasting disease that will deprive him of 5% of his hit points and 1% of his abilities each day until cured (only magical cures will work) or he dies.

76. Collapsed Tomb:

This tomb once held the remains of three of the kings of the settlement - it now holds their bones finely crushed by tons of rock on top of them. The Henninga magicians detected the presence of the guardian creature from below and used their magics to destroy the tomb without entering it. The room varies between 3' and 15' high and the floor is covered with a mass of rubble and dust. It will take many days excavation to clear all the rubble (with a 10% per hour that more will fall for 5d6 damage), to recover the mangled corpses and their crushed jewelry. The total value of the contents would be about 200 gold coins, or 300 to a specialist with an interest in this field.

77. Tomb Entrance: *

If this door is found (which will have to be magically, as usual) a small stud at the base of the door, in the middle, may be found (half normal chances). If this is depressed the trap on the door will be negated. If it is not depressed, when the door is opened three sharp steel spears will come out of the roof above the door (they come from the other side and therefore the hole from which they emerge cannot be detected without some form of magical aid). If there is one person in front of the door, 1-2 will hit him; if there are two, all 3 will hit, 2 on one person (determine randomly). Those hit will take 1d6 damage per spear (usual deductions for armour, etc).

78. Darbli's Tomb: *

The dwarven king, Darbli, was not well loved by the priests of the valley, for he attempted to curb their powers and to interfere in the running of religious matters. Because of this, the priests, in addition to the rather feeble trap at the entrance, neglected to place any form of defensive measures in the tomb proper and left the sarcophagus unsealed. The room is bare, apart from the sarcophagus itself, and there are merely a few roughly carved versions of Darbli's iron fisted symbol on the walls.

The sarcophagus stands 5' long by 4' wide by 4' high. Any attempt to lift the lid of the sarcophagus will need at least 40 points of strength to succeed; there is a 5% chance for each strength point over 40 that is used. Inside the sarcophagus the body of Darbli is very poorly preserved, and has been left lying on its stomach rather than on its back. The body is dressed in rich ceremonial robes that are embroidered with gold and silver thread (worth about 20 gold coins to the right buyer). He wears a plain iron fillet - it is magical and will be revealed as such to the relevant spell. It has a spell of detection of enemies in it - treat this either as a magic item that allows the use of the spell 12 times before the charges run out (it cannot be recharged) or as a matrix for the spell with a 25% chance of mal-function per use (choose random target for detection).

79. Tomb Entrance: *

As was noted above, the trap on this entrance is the only one that is not deactivated even if the ceremony in the temple is performed correctly. Once the door has been discovered (and remember that it is magically concealed), the players will be able to make out (by feel or by magic) the name Hargrim engraved on the door. To open the door one of them must speak the name of each of the dwarven runes that make up the initials in turn, and then repeat the process but backwards. If this is done the door will swing open.

The stairs that lead down to the landing to the west, and those for 5' or 6' on the other side of it, are decorated along their edge as if with pieces of braided rope (though made from stone). When someone steps on to the first step of the stairs leading down from the landing, a pair of portcullises will drop and seal off the landing. These come from magically disguised slits in the ceiling - there is a 10% of normal chance to find these, though they will be revealed by detection spells. As soon as the bars have sealed the landing, the decorations on the stairs will turn into snakes and begin to slither into the confined space to attack those trapped there. The bars are exceptionally strong (their natural strength reinforced by the magic used in the trap) and there is only 10% of the normal chance of bending them while any of the snakes live (when they have all been killed the chances return to normal). If any form of magical attempt is made to break or dispel the bars, the horizontal ones will also turn into snakes and attack! There will be about 20 snakes in the first group and another 20 in the second. All the snakes are poisonous, although their poison only has the effect of reducing the character's STR by 1-3 each time that he is bitten and fails the appropriate save.

Snakes: HD 2; hit points: 10, 11.

Bite 10 25% 1d4 - -
(As an alternative to the strength drain, these snakes may be regarded as having a 1d6 venom).

Tail: 0 / 5 Body: 0 / 6 Head: 0 / 5

80. Passage: *

The passage seems to be a dead-end, but there are two secret exits from it. To open the door to the south, three mechanisms must be correctly operated. The first two of these are on the stairs coming down, sited at the base of the last step on each side of the passage (half normal chances of finding). The third is set in the middle of the end wall (ie the east wall) at roof level and comprises a small sliding panel covering a catch. The panel can be found at half chances, but once found can merely be slid aside with no trouble. The catch can be pushed two ways - either towards the south door or towards the north door. The former unlocks the door (assuming that the first two have been depressed), the latter breaks off the locking mechanism so the door must be broken down by brute force. The north door is much easier to open, and the players need only to push a stud at the top of the door to effect entry; the stud will be found if that area is searched.

81. Passage: *

The doors at the north end of this passage have no lock and may easily be pulled back, but doing so reveals that they lead to a dead-end and sets off a trap (the trap will not be found other than magically). In place of the door at the south end, a huge stone slab will block the exit (it will crush the door if closed - the slab comes from above the lintel and no slot for its descent will be found). As the slab drops a gong-like sound will reverberate around the cavern above. Treat the slab as 1' thick hard rock - it can only be passed by magical means or by smashing it down (the players may have to use their weapons, thus damaging them).

82. Hargrim's Tomb: *

The goal of both the dwarven expedition and the players - the tomb of the first of the dwarven kings of the Yetzin valley. It is by far the most splendid of the tombs (though little in comparison with some of those in the southern kingdoms) as the later kings would have felt it a gross insult to their founder's memory to be buried in a tomb of greater grandeur.

The room is 15' high at the north end, and 12' high at the south end (the roof is at the same height but the floor is higher due to the stepped section). Running down each side of the room are 18" diameter pillars set into the walls - these form a cross-vaulting at the roof to help support the weight of rock above. Between the pillars of the lower section there are mosaics made of thousands of small pieces of coloured rock. These depict various great events in the career of Hargrim, mainly his many victories over both men and monsters (though several of these are somewhat glorified). The six groups of mosaics stretch from the floor to the ceiling and cover all of the wall sections between the pillars.

The upper part of the room also has decorations between the pillars, in this case statues of four great dwarven warriors, clad in chain mail and armed with huge axes. Each of these stands as if on guard over the sarcophagus of Hargrim, staring sternly into the middle of the room. The sarcophagus itself stands in the centre of this upper area; it is 8' long by 4' wide by 5' high and is made from a shiny, almost luminescent, white rock flecked with black and grey. It is undecorated except for a single H-rune in the middle of the top. Hanging from the roof are several strips of black cloth that cover the pillars, and another wider strip that covers the south wall. Each of these has praises to Hargrim embroidered on it in gold and silver thread.

When the door to the room is opened an illusion will be set off 5' from the door. A huge face will appear, hanging in mid-air, accompanied by the sounds of cries and moans as if from the dying. This head will look at the doorway and tell whoever is there to "Go back!" It will speak in an old priestly dialect of the dwarven tongue, as used by those who buried the great king at the time of his death. This head will strike fear into the heart of the weak-willed and inexperienced and all non-player characters will have to make a morale roll or a saving throw versus magic or flee from the room and keep going for 2-3 minutes (it is assumed that player characters are capable of making their own decisions about such things, though if there are any who are substantially less experienced than the others you could force them to make a similar roll). The head will remain in the doorway, speaking its solemn message until there are no living creatures either in this room or in the passage outside.

There are no mechanical traps in the room and any attempt to find such will fail; the room does, however, have several magical traps and detection spells will reveal that the room is suffused with magical force. The priests left a strong aura on the whole room to defeat attempts at detection of specific traps, but a general response of being in the middle of many traps will be registered.

The first of these traps is set off by passing between the second set of pillars (counting south from the entrance). Anything that is either living or possessed of some magical force will set it off (ie throwing a rock between the pillars will not work, but walking between them or casting a spell up the room will). As the pillar is passed there will be a faint hissing sound from each of the mosaics and shadowy figures will move out of the walls, quickly forming themselves into twisted likenesses of the creatures shown.

These creatures will appear to be trolls and trollkin, orcs and goblins, men and dwarves, but whatever their appearance they will attack in the same manner. There will be two creatures for each of the mosaics, and they will advance on the people in the room, choosing to attack those nearer to the sarcophagus in preference to those at the doorway, but will pursue characters right back to the entrance to the tomb if necessary. These creatures should be treated as shadows for purposes of combat (HD 3). If this number of shades is too powerful a force, then 2 medium shades should be used.

- 1: Hit points: 20; STR 23, INT 4, POW 14.
- 2: Hit points: 17; STR 16, INT 2, POW 12.

If there are any shades left alive after the first ten combat rounds (or equivalent) another will appear from one of the mosaics each round thereafter until all are dead or another 12 (2) have arrived. Each of these will have one hit point more than the last until the maximum possible is achieved. If all of the characters are dead or have left this tomb, no further shades will arrive, but those that are already out will stay for 2-5 days before dispersing. Once dispersed they will never appear again.

The second trap in the tomb is also set off by passing pillars, this time those at the top of the stairs. As before, any living thing or magical force will activate the trap but inanimate objects will have no effect. As soon as someone (or magic, spell, etc) passes the first set of pillars (ie those at the north end of the upper area), the four statues of the dwarven heroes will come to life, springing to the defence of the king.

These statues are larger than normal dwarves, each standing 6' high, and they retain something of the hard exterior they had in their statue form (in addition to the chain mail that they wear). They will attack with their huge double-headed axes, swinging them with great strength. They are also partially magic resistant and have the ability to return certain spells to their caster. They should be treated as having a permanent 2 point spell that counters incoming magic - this will, however, only work against one spell at a time (either the first to arrive, or the strongest), ie one spell per combat round (or equivalent). Alternatively treat them as 50% magic resistant.

In addition to this resistance they may deflect any directly manifested attack spell instead of making an attack that round. Spells that fall into this category are those that produce physical objects to attack with and that are not area spells (eg a bolt of lightning would count, as would some form of magical missile, but a ball of fire would not, nor would non-physical spells such as darkness, etc). To cause this reflection they must decide not to make an attack that round and attempt to 'hit' the oncoming spell with their axe (you will have to make modifiers to their chance to hit dependent upon the 'size' and 'speed' of the spell as you feel appropriate). If the hit is successful the spell will be reflected back to the caster at full strength, if it is unsuccessful the statue will receive the full effect. If the blow is a critical hit (or equivalent) the statue may also make a normal blow that round (but may not strike at another spell - though the countermagic ability may still be able to deal with that spell).

STR	18:00; 30	Stonedwarves(HD 8)	
DEX	12	Hitpoints:	37;25
CON	18; 24	Legs (right/left):	9/7
SIZ	12	Abdomen:	9/7
INT	12	Chest:	9/8
POW	24	Arms (right/left):	9/6
Move	6	Head:	9/7
GreatAxe	4	55% 2d6+2+1d6	30% 30

These creatures, once animated, will stay on guard around the king's tomb, even if all of their enemies are killed. They will not leave the tomb (ie will not pass beyond the entrance into the lake cavern). If they know that there are still enemies at large they will not usually leave this room as their first duty is to protect the body of the king.

The sarcophagus would appear to be solid stone without any crack to show where the lid would separate from the main bulk. It has been magically sealed by the dwarven priests and can only be opened by smashing through it or by dispelling the sealing spell. For dispellation purposes this should be treated as a 3 point rune-type spell or as cast by a 15th level priest. A successful countering of this sealing spell will merely reveal the crack between the lid and base, it will not actually open the sarcophagus. The lid is very heavy and will need at least 80 strength points to open it - allow a 5% chance for each point used over 80.

Inside the sarcophagus is the perfectly preserved body of Hargrim. He is dressed in the mail in which he was killed, still with the great rents in it from the blows of the trolls that ambushed him, and over this mail is a richly embroidered robe, the collar strung with many small gems (there are 77 of these gems and each is worth 2-3 gold coins). On his head he wears the crown that the two dwarven expeditions and the players seek. It is a simple coronet with no ostentation, made from iron tastefully and skilfully engraved by the best dwarven craftsmen of his day. On his chest is the axe that he carried into battle, still sharp and gleaming (though with many small nicks in the blade). This axe is magical and can be treated as holding a matrix for a countermagic spell or it can be regarded as +3 to attack and damage (depending on the game system used).

The king has nothing else in the sarcophagus with him (the dwarves of this new settlement having little wish to send the greater part of their riches to the grave with their dead king, however noble and brave that king may have been). There are also no hidden compartments full of untold riches - though the suspicion that there might be should not be dismissed for the players. As soon as anything is actually removed from the sarcophagus the upper area of the room will begin to shake and crumble away. There should be time for all there to leave, but should anyone stay behind (for example, to prove that it was all an illusion!) they will take 2d4 damage per segment (or equivalent combat unit) plus a 30% chance of an extra 5d6 from one of the pillars crashing onto them (a roll under DEX will allow for half damage if they move as they see the pillar falling).

As soon as they pass the mosaics on the walls of the lower section, the last of the room's traps will be set off. It will be triggered as someone passes between the mosaics on either side of the room - a myriad of small shards of rock will be propelled across the room to hit those in between (these shards are the pieces of stone that went to make up the mosaic). Individually the pieces will do little damage, but there are so many that between them they amount to 3d6 damage (they are propelled with a very great force and act as shrapnel). Reductions due to armour absorption should be applied as usual - if the game system used does not allow for damage absorption by armour, reduce the damage by a number of points equal to 10 minus the victim's armour class (eg AC4 would equal -6 points). If two people cross at the same time each will receive only 2d6 damage; if three or more cross, those on the outside will receive 2d6 damage and those on the inside will receive 1d6 damage. This attack will be made by each of the three pairs of mosaic and can be made up to three times by each until all of the pieces of stone in the mosaic are exhausted.

CRANNEG

Cranneg has sharp, wily features with bright, hard eyes. He wears his long beard in the traditional double plait of the dwarven priestly class, the hair intertwined with fine strands of iron and silver. His hair is quite long and worn loose. He is dressed in long, dull-coloured robes worn over chain mail and always carries his staff of office. The staff of office is an iron-bound wooden rod, slightly taller than Cranneg, topped by a hand grasping a globe.

The priest Cranneg is the leader of the expedition to the Halls. He is very intelligent and quick-witted but shows little emotion or compassion and has a complete disregard for the weak and spineless. He is a subtle politician and has gained his position by a devious and cold-blooded manipulation of those who stood in his way rather than by any great devotion to his god or pious behaviour. Like Raurch, he supports the nobility, but in Cranneg's case this is only because it is currently expedient to do so - in principle he supports only his own advancement. He uses the powers that he has gained as a priest to further these ends, although he is careful to always show enough concern for his god to continue in his service. All in all, Cranneg is a bad lot, selfish and self-assured, coolly intelligent and calmly treacherous. When it suits his plans he can be as cold-bloodedly violent as Raurch, though in his case the charge of sadism would be deserved.

Cranneg's first concern is to recover Hargrim's crown and return to the south with it. If it comes to a choice between the crown and his own life, the crown will be given up, but otherwise he is committed to the search and will work to the best of his abilities. He will be able to organize complex and subtle plans of resistance, being a master tactician.

STR	15	Level 9 - Cleric
DEX	12	Dwarven Rune Priest
CON	15	Hit points: 54;16
SIZ	8	Legs (right/left): 8/6
INT	18	Abdomen: 8/6
WIS	18	Chest: 8/7
CHA	18	Arms (right/left): 8/5
POW	21	Head: 6/6
Move	6	Defence: 20%

Weapon	SR	ATT%	Damage	Par%	HP
Staff	5	60%	1d8	60%	30(iron)
Warhammer	8	60%	1d6+2	50%	20

Spells: det: evil, mgc (2); cure: minor (2), major (2); disp: mgc (2), evil; command; silence; augury (2); find traps (2); chant; animate dead; rem. curse; prot. 10' r
Spells: counter magic 6; dispel magic 4; healing 6; glamour 2. (Allied spirit: bludgeon 4; detect: magic, spirits; darkwall; bind spirit; spirit shield; shimmer 4). Rune: divination; intervention 4; summon small gnome (STR 15, INT 3, POW 17, HP 28); create skeleton.
Abilities (%): tactics 70; oratory 60; hide item 60; evaluate treasure 90; listen 70; spot hidden item 90.
Languages (%): dwarven 95; trade 95; dark 70; earth 60.
Allied spirit (iron bracer): INT 19, POW 19.
Bound Spirits: Ring: Blue Bane, INT 10, POW 16; Staff: Dark Stone, INT 14, POW 12.
Treasure: a ring set with a gem worth 100 gold, a purse with 34 gold and a silver chain worth 10 gold. If possible, Cranneg will use his spells to create undead (probably from the bodies in the mess hall) in order to aid in the defence of the Halls. If he has his staff with him, he may double the effectiveness of such spells (this will not work for players).

KADRI - Cranneg's assistant.

STR	12	Level 5 - Cleric
DEX	15	DwarvenInitiate
CON	11	Hit points: 27;11
SIZ	6	Legs (right/left): 3/4
INT	16	Abdomen: 5/4
WIS	18	Chest: 5/5
CHA	14	Arms (right/left): 3/3
POW	18	Head: 5/4
Move	6	Defence: 20%

Weapons:	SR	ATT%	Damage	Par%	HP
Staff	5	75%	1d8	70%	15
Dagger	9	80%	1d4+2	75%	12

Spells: bless; command; cure minor; detect: evil, magic; hold person; silence; slow poison; speak animals; spirit hammer; animate dead; dispel magic.
Spells: prot. 4; demoralise; fanaticism 3; mobility.
Abilities (%): dwarf religion 80; orate 55; mapping 40.

DERN - Cranneg's assistant.

STR	16	Level 5 - Cleric
DEX	16	DwarvenInitiate
CON	15	Hit points: 23;15
SIZ	7	Legs (right/left): 1/5
INT	14	Abdomen: 5/5
WIS	16	Chest: 5/6
CHA	12	Arms (right/left): 1/4
POW	17	Head: 5/5
Move	6	Defence: 5%

Weapons:	SR	ATT%	Damage	Par%	HP
Warhammer	6	55%	1d6+2	40%	20
Dagger	8	50%	1d4+2	45%	12
Medium shield	-	-	-	60%	12

Spells: command; cure minor (2); detect: evil, magic; hold person; augury; resist fire; silence; chant; remove curse.
Spells: befuddle; counter magic 4; dispel magic 3; detect: magic, traps; healing 4.
Abilities (%): climbing 60; spot hidden items 50; dwarf religion 85; shield making 40; move silently 45.

YANNI AND BRANCK - Cranneg's assistants.

STR (Y)	18 (B)	15	Level 3 - Clerics
DEX	14	13	Dwarven Initiates
CON	16	17	Hit points: 16,18
SIZ	10	9	Legs (right/left): 3/6
INT	14	14	Abdomen: 5/6
WIS	14	16	Chest: 5/7
CHA	13	14	Arms (right/left): 3/5
POW	12	17	Head: 5/6

Weapons:	SR	ATT%	Damage	Par%	HP
Warhammer	6	55%	1d6+2+1d4	50%	20
Dagger	8	50%	1d4+2+1d4	50%	12

Spells: cure minor (2); detect: evil, magic; augury.
Spells: healing 6; protection 3; demoralise; darkwall 2; detect: enemy, spirit.
Abilities (%): spot hidden 50; pick locks 40; mining 30; climbing 40; first aid 40; dwarf religion 60. Can make healing 4 potion (carries 6 doses).

Branck:

Weapons:	SR	ATT%	Damage	Par%	HP
Warhammer	6	50%	1d6+2	45%	20
Dagger	8	55%	1d4+2	50%	12

Spells: cure minor; command; protection; sanctuary; find traps; hold person; slow poison.
Spells: repair; healing 4; mobility; glamour; befuddle; disruption.
Abilities (%): mapping 40; evaluate treasure 60; mining 30; spot hidden items 25; oratory 35.

MENDRI'S OFFICERS

DAWMRA - commander of Mendri's pursuit force.

STR	18:91; 23	Level 9 - Fighter
DEX	16	DwarvenRuneLord
CON	17	Hit Points: 71; 18
SIZ	10	Legs (right/left): 9/6
INT	15	Abdomen: 9/6
WIS	11	Chest: 9/7
CHA	19	Arms (right/left) 9/5
POW	18	Head: 9/6
Move	6	Defence: 20%

Weapons:	SR	ATT%	Damage	Par%	HP
Great axe	5	110%	2d6+2+1d6	100%	18(iron)
Battle axe	6	100%	1d8+2+1d6	95%	20
Dagger	7	105%	2d6+2	100%	18(iron)
HeavyXbow	1/3	95%	2d6+2	-	-
Large shield	-	-	-	110%	18

Spells: healing 6; protection 4; counter magic 5. (Allied spirit: dispel magic 4; demoralise; detect enemy; repair 2).

Abilities (%): tactics 70; hide in cover 95; move silently 90 (-65 for armour); weapon making 90; find traps 80; set traps 70.

Languages (%): dwarven 70; trade 30.

Allied spirit (great axe): INT 18, POW 20.

Treasure: 35 gold, a gem worth 15 gold and an iron ring with a gem worth 75 gold surrounded by 6 worth 5 gold.

ARNI - Dawmra's second in command.

STR	18:76; 21	Level 5 - Fighter
DEX	9	Dwarf
CON	17	Hit points: 43;17
SIZ	9	Legs (right/left): 6/6
INT	12	Abdomen: 6/6
WIS	14	Chest: 6/7
CHA	14	Arms (right/left): 6/5
POW	15	Head: 6/6
Move	6	Defence: 20%

Weapons:	SR	ATT%	Damage	Par%	HP
Greathammer	5	90%	2d6+2+1d4	65%	15
Warhammer	8	80%	1d6+2+1d4	65%	20
Dagger	8	75%	1d4+2+1d4	70%	12
Large shield	-	-	-	90%	18

Spells: healing 4; bludgeon 4; protection 3; repair 2.

Abilities (%): set traps 80; climbing 90; armourer 50; stone work 20; mining 25; move quietly 70 (-60 for armour), spot hidden item 75.

Languages (%): dwarven 75; trade 45.

Treasure: a purse of assorted coins to the value of 45 gold and a silver bracelet worth 25 silver.

THE ENGINEERS

Weapons:	SR	ATT%	Damage	Par%	HP
Pick	7	35%	1d6+2	30%	15
Dagger	8	40%	1d4+2	40%	12

Spells: find trap, detect and dispel magic, healing 3.

Abilities (%): armourer 50; mining 70; metal work 60; stone work 40; find trap 90; set trap 95.

All: level 2 - fighters; move 6; defence 15%.

	1	2	3	4	5	6	7
Hit points:	10	9	11	15	8	14	11
Legs (r/l):	1/4	0/3	1/4	0/6	2/3	1/5	0/4
Abdomen:	2/4	2/3	1/4	1/6	2/3	2/5	2/4
Chest:	2/5	2/4	1/5	1/7	2/4	2/6	2/5
Arms (r/l):	1/3	0/2	1/3	0/5	2/2	1/4	0/3
Head:	2/4	2/3	1/4	2/6	2/3	2/5	2/4
POW	14	12	13	10	7	14	16

KAZRAN - high priest.

STR	14	Level 7 - cleric
DEX	14	DwarvenRunePriest
CON	15	Hit points: 39;16
SIZ	8	Legs (right/left): 2/6
INT	17	Abdomen: 2/6
WIS	18	Chest: 2/7
CHA	18; 21	Arms (right/left): 2/5
POW	19	Head: 2/6
Move	6	Defence: 10%

Weapons:	SR	ATT%	Damage	Par%	HP
Staff	5	70%	1d8	70%	15
Warhammer	5	70%	1d6+2	65%	12

Spells: cure: minor (2), major (2); command; det. mgc; protection; find traps; hold person; silence; disp. mgc; augury; chant; locate object; speak with dead.

Spells: healing 6; protection 4; befuddle; bludgeon; mobility; bind spirit. (Allied spirit: counter magic 6; spirit shield 5; fireblade. Bound spirit: repair 2, dismiss magic 5; disruption). Rune: divination 2; intervention 7; dismiss elemental: small, medium; summon small gnome; shield 3; extension 2.

Abilities (%): mapping 90; evaluate treasure 95; oratory 75; dwarven history 30; poetry 20.

Languages (%): dwarven 95; trade 90; dark 40.

Allied spirit (in staff): INT 15, POW 18.

Bound spirits: Crystal: INT 12, POW 12; Crystal: INT 10, POW 18.

Treasure: 5 gems each worth 30 gold and 55 gold in a purse, plus a crystal with 50 points of stored POW (or treat as a device to summon earth elementals, HD 12).

JHUNDA - Kazran's second in command.

STR	12	Level 4 - cleric
DEX	12	DwarvenRunePriest
CON	16	Hit Points: 27;16
SIZ	8	Legs (right/left): 1/6
INT	17	Abdomen: 6/6
WIS	17	Chest: 6/7
CHA	15	Arms (right/left): 1/5
POW	18	Head: 2/6
Move	6	Defence: 10%

Weapons:	SR	ATT%	Damage	Par%	HP
Staff	5	60%	1d8	60%	21(iron)
Warhammer	8	55%	1d6+2	50%	12

Spells: bless; command; cure: minor; protection; remove fear; find traps; silence; hold person (2).

Spells: healing 6; shimmer 4; bludgeon 4; glamour 2; detect trap. (Allied spirit: detect: gold, gems; dispel magic 4; counter magic 5; befuddle; mobility). Rune: concealment, warding 2.

Abilities (%): evaluate treasure 90; mapping 90; spot hidden item 85; find traps 90; weapon making 70.

Languages (%): dwarven 95; trade 80; dark 50.

Allied spirit (in iron ring): INT 14, POW 16.

Treasure: a ring of protection from undead, 3 uses per day (or a matrix of spirit shield) and 23 gold coins.

SAMPLE MILITARY UNIT

Weapons:	SR	ATT%	Damage	Par%	HP
Warhammer	6	45%	1d6+2+1d4	40%	20
Large shield	-	-	-	40%	18
Men: Level 1 - fighters,	5	point	armour.	Sergeant:	
level 2 - fighter,	6	point	armour and +10%.		

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
H pts:	8	9	13	12	16	15	7	10	11	13	15	16				
Legs:	3	3	5	4	6	5	3	4	4	5	5	6				
Abd:	3	3	5	4	6	5	3	4	4	5	5	6				
Chest:	4	4	6	5	7	6	4	5	5	6	6	7				
Arms:	2	2	4	3	5	4	2	3	3	4	4	5				
Head:	3	3	5	4	6	5	3	4	4	5	5	6				
POW	5	11	10	9	14	11	12	13	7	6	8	15				

MORTHWAINE

A shortish and stunted dwarf with old and gnarled features. His eyes are small and deep-set though they glimmer with a spark of insatiable curiosity. His hair is receding on top, though, as befits his age, he has a long beard with a few hints of white beginning to appear. He tucks this beard out of the way, either into his broad belt or inside his tunic. He wears only a leather jerkin for protection and this is concealed underneath his tunic and robes. His belt is adorned with all manner of tools, mostly quite delicate for fine work but with a few larger ones (such as a small hammer, chisel, etc.). It also supports a couple of bulging pouches from which can usually be seen various rags and scraps of parchment.

Morthwaine has held various jobs in his long life, having been both a miner and an ironsmith before he developed an interest in history and pursued a career as a studier of ancient records and unraveller of mysteries that are of no possible consequence to non-academics. This made him ideally suited for the expedition to locate the tombs in the Halls. He had the knowledge necessary to interpret the few scrolls and parchments that were available on the subject and the practical capabilities to conduct the excavation of the tombs. Morthwaine, unlike the other two leaders, has no interest in matters political and no allegiance to any one party. He is doing this because it sounded like an interesting job and would add to his credit as an academic and researcher. He has a critically investigative mind and is persistently curious. He shows little regard for what is happening around him and, although he would deplore the violence of Rauch and Cranneg if it was unavoidably brought to his attention, he manages to turn a blind eye to such unpleasantness if it furthers his investigations. He is generally a bright and jovial dwarf, willing to bore all who are interested with his wealth of knowledge, and especially with stories that pertain to his own expertise. He cannot abide, however, philistine stupidity in matters historical, nor irrelevant interruptions when he is working. In his own way he is as self-interested as Cranneg, but this is a harmless and inoffensive self-regard compared to the priest's.

STR	16	Level 3 - Fighter
DEX	18	(Sage: God of Knowledge)
CON	14	Hit points: 13
SIZ	6	Legs (right/left): 0/5
INT	18	Abdomen: 2/5
WIS	12	Chest: 2/6
CHA	8	Arms (right/left): 0/4
POW	18	Head: 0/5
Move	6	Defence: 20%

Weapons:	SR	ATT%	Damage	Par%	HP
Hammer	7	65%	1d6+2	50%	10
Dagger	8	60%	1d4+2	50%	10

Spells: befuddle; binding; countermagic; healing 6; detect: gems, gold, traps, magic; mind speech. (Allied spirit: dispel magic 6; detect spirit). Rune: Analyze magic; true speech; translate.

Abilities (%): mapping 95; evaluate treasure 90; picklocks 90; set traps 70; spot traps 95; armourer 75; mining 55; dwarven history 95; poetry 75; knowledge 75. **Languages (%)**: dwarven 95; trade 90; dark 40.

Allied Spirit (iron ring): INT 10, POW 17.

Treasure: He has a purse of 6 gems each worth 15 gold and a silver dagger with a matrix of detect magic inscribed upon it; (for other game systems treat this as a detect magic ability that operates a maximum of 3 times per day) and a power storing crystal (POW 14).

CRAFTSMEN AND ENGINEERS

These are the specialists that have come with the dwarven expedition under the command of Morthwaine. They can be divided into two rough groups, those who are actually engaged in the search for the crown (these will be termed the craftsmen) and those who are acting in a support role by constructing the tools that are needed by the craftsmen and using their expertise in removing the most complex of the traps when they are found (these are termed the engineers). The engineers are those dwarves who will be found in the area of the workrooms, and the craftsmen those who will be found at the lake itself, searching for clues.

They are all armed similarly, although they may not carry these arms with them at all times (give about a 40% chance of one not having his weapon to hand and a 75% chance that he is not actually wearing it).

They are all level 1 - fighters, though if you wish you may choose to consider some as thieves.

Weapons:	SR	ATT%	Damage	Par%	HP
Hammer	8	40%	1d6+2	30%	15
Dagger	8	45%	1d4+2	40%	12

CRAFTSMEN:

	1	2	3	4	5	6
Hit points:	10	11	15	16	13	15
Legs (r/l):	0/4	1/4	0/5	0/6	1/5	0/5
Abdomen:	2/4	2/4	2/5	0/6	2/5	2/5
Chest:	2/5	2/5	2/6			
Arms (r/l):	0/3	1/3	0/4	0/7	2/6	2/6
Head:	0/4	1/4	1/5	0/6	2/5	1/5
POW	14	9	17	10	11	12

Spells: healing 3; detect: trap, magic; befuddle.

Abilities (%): repair weapons 75; find traps 90; set traps 80; dwarf religion 40; dwarf history 60; spot hidden items 75.

ENGINEERS:

	1	2	3	4	5
Hit points:	14	15	13	11	16
Legs (r/l):	1/4	0/5	1/5	0/4	0/6
Abdomen:	2/4	2/5	2/5	0/4	2/6
Chest:	2/5	2/6	2/5	0/5	2/7
Arms (r/l):	1/3	0/4	1/4	0/3	0/5
Head:	1/4	0/5	2/5	0/4	0/6
POW	9	12	16	10	13

Spells: repair; detect: trap, magic; countermagic.

Abilities (%): armourer 75; weapon making 85; set traps 75; find traps 35; spot hidden items 60.

These craftsmen and engineers are unlike the rest of the expedition in that they are not really interested in the political motives that prompted it. Several of them are sufficiently politically inclined to actually risk themselves to a certain extent in the pursuit of the crown, but most of them are too keen on their own skins staying intact. They are also not so single-mindedly involved in their work as Morthwaine and will not ignore what is happening around them. Whereas their leader would work quite as happily for Mendri's army as for his own, the craftsmen would flee at any sign of imminent trouble (assuming they thought that flight was safer than staying with the protection of the troops). Cranneg is aware of this and will shield them as much as possible, not telling them what is going on when the players attack. If threatened personally most of these dwarves would co-operate with the players and tell them what they had discovered if they thought this would aid their situation.

RAURCH

Raurch is particularly broad, even for a dwarf, with an immensely muscled physique. He has a flattish dull face, exhibiting little wit or warmth, and his movements are precise and orderly as befits a career soldier. Raurch is the leader of the elite unit of dwarves that guard the expedition to the Halls, and is second in command overall. He was chosen for his stubborn tenacity, his oft-proven skill as a warrior and his unquestioning compliance with orders. He has no great strategic skill (in the event of Cranneg's death, he will merely implement a set of standing orders and then return to the south) but will unhesitatingly lead his men into seemingly overwhelming odds. He exhibits little or no feeling in either his job or any other sphere of activity, but goes about things in a grim, dour fashion. He is so sober a character that he doesn't even perk up at the thought of fighting goblins or trolls, those traditional enemies of the dwarves which they take such delight in slaughtering. He is capable of quite unfeeling acts of violence that would be thought sadism if he showed even the slightest enjoyment in them. He is a stubborn traditionalist and supports the ruling nobility and those that they appoint as their proxies (ie in this case, the priest Cranneg). He will not stand for either disobedience or cowardice from his men, and any that persist in such actions (ie do them more than once) will be dealt with in a violent and permanent manner.

If Raurch is left in charge of the dwarves (ie if Cranneg is killed) he will attempt to complete the task for which they came north under the direction of the craftsman, Morthwaine. If, however, it seems that they will not be successful he will order the destruction of the Halls (by sending some of his soldiers to open one of the tombs, knowing that this will destroy the lake cavern) and will return south. If he can find the crown he will attempt to get back with it without any engagements with the enemy - he has orders to sacrifice most of his troop if it means that the coronet can be retained.

STR	18:00; 26	Level 7 - Fighter			
DEX	15	DwarvenRuneLord			
CON	18	Hit Points: 63; 17			
SIZ	7	Legs (right/left):			8/6
INT	12	Abdomen:			8/6
WIS	8	Chest:			8/7
CHA	17	Arms (right/left):			8/5
POW	15	Head:			7/6
Move	6	Defence:			15%
Weapons:	SR	ATT%	Damage	Par%	HP
Battle axe	7	110%	1d8+2+1d6	100%	30(iron)
Heavymace	7	90%	1d8+2+1d6	85%	20
Dagger	8	95%	1d4+2+1d6	90%	18(iron)
HeavyXbow	1/3	90%	2d6+2	30%	10
Medium shield	-	-	-	105%	18(iron)

Spells: detection: enemies, gems, gold, traps; healing 6; demoralise; disrupt; bladessharp 4. (Allied spirit: protect 4; repair 2; dispel magic 4).

Abilities (%): set trap 80; listen 70; find trap 95; camouflage 90; climb 60; oratory 70; mining 60.

Languages (%): dwarven 90; trade 90 (r/w 45); dark 60.

Allied spirit (in armband): INT 12, POW 17.

Treasure: Raurch has 57 gold, an iron ring with a gem worth 30 gold set in it and a gem worth 50 gold. His axe is of great value to him, both because it is magical and because it was given to him by his king for an action of outstanding bravery. Depending on the rule system in use the axe should either be considered as having a matrix for a bladessharp spell or to be +2 to hit and +4 to damage.

TELMAR - Raurch's sub-commander.

STR	17; 21	Level 5 - Fighter
DEX	14	DwarvenInitiate
CON	16	Hit points: 37; 17
SIZ	9	Legs (right/left): 7/6
INT	13	Abdomen: 7/6
WIS	9	Chest: 7/7
CHA	15	Arms (right/left): 7/5
POW	17	Head: 7/6
Move	6	Defence: 10%

Weapons:	SR	ATT%	Damage	Par%	HP
Pole axe	5	90%	3d6+1d4	70%	15
Battle axe	7	85%	1d8+2+1d4	75%	20
Dagger	8	70%	1d4+2+1d4	50%	12
Medium shield	-	-	-	85%	12

Spells: blade sharp 4; healing 6; demoralise; disrupt.
Abilities (%): climbing 70; mining 60; weapon making 55; hide in cover 45; find traps 80; set ambush 60.

FARDI - Raurch's sub-commander.

STR	18: 31; 22	Level 4 - Fighter
DEX	12	DwarvenInitiate
CON	15	Hit points: 23; 15
SIZ	9	Legs (right/left): 6/5
INT	10	Abdomen: 6/5
WIS	14	Chest: 6/6
CHA	14	Arms (right/left): 6/4
POW	14	Head: 5/5
Move	6	Defence: 15%

Weapons:	SR	ATT%	Damage	Par%	HP
GreatHammer	5	70%	2d6+2+1d6	50%	15
Battle axe	7	45%	1d8+2+1d6	30%	12
Medium shield	-	-	-	50%	12

Spells: Disruption; ignite; protection 3; healing 4.
Abilities (%): armour making 75; weapon making 35; mining 45; set traps 45.

SAMPLE MILITARY UNIT

Weapons:	SR	ATT%	Damage	Par%	HP
Battle axe	7	50%	1d8+2+1d4	35%	20
Dagger	8	55%	1d4+2+1d4	55%	12
LightXbow	1/1	45%	2d4+2	-	-
Medium shield	-	-	-	45%	12

No spells and only minimal abilities. Men: level 1 - fighters, move 6, defence 10%; sergeant: level 2 - fighter, +10%. Note that not all the men will carry crossbows - roughly 2 in every squad will carry a bow, but the available missile weapons may be passed around so that the majority of those on guard will be so armed if possible.

	1	2	3	4	5	6	7	8
Hit pts:	14	12	16	9	10	11	13	15
Legs:	5/5	5/4	5/6	5/3	5/4	5/4	5/5	6/5
Abd:	5/5	5/4	5/6	5/3	5/4	5/4	5/5	6/5
Chest:	5/6	5/5	5/7	5/4	5/5	5/5	5/6	6/6
Arms:	5/4	5/4	5/5	5/4	5/3	5/3	5/4	6/5
Head:	5/5	5/4	5/6	5/3	5/4	5/4	5/5	6/5
POW	7	9	16	5	10	12	12	14

Within the dwarven expedition to the Halls Of The Dwarven Kings, there are five of these military units, acting as guards for the technical personnel involved. They are elite troops and any morale checks that must be made should be made at the appropriate bonus. This status should also be considered if their manoeuvres are ever in dispute - they can work together as an efficient fighting unit and do not need to have every small detail of a plan explained to them. The sergeants are capable of reasonable tactics when left to their own resources, but these will not be particularly imaginative or subtle.



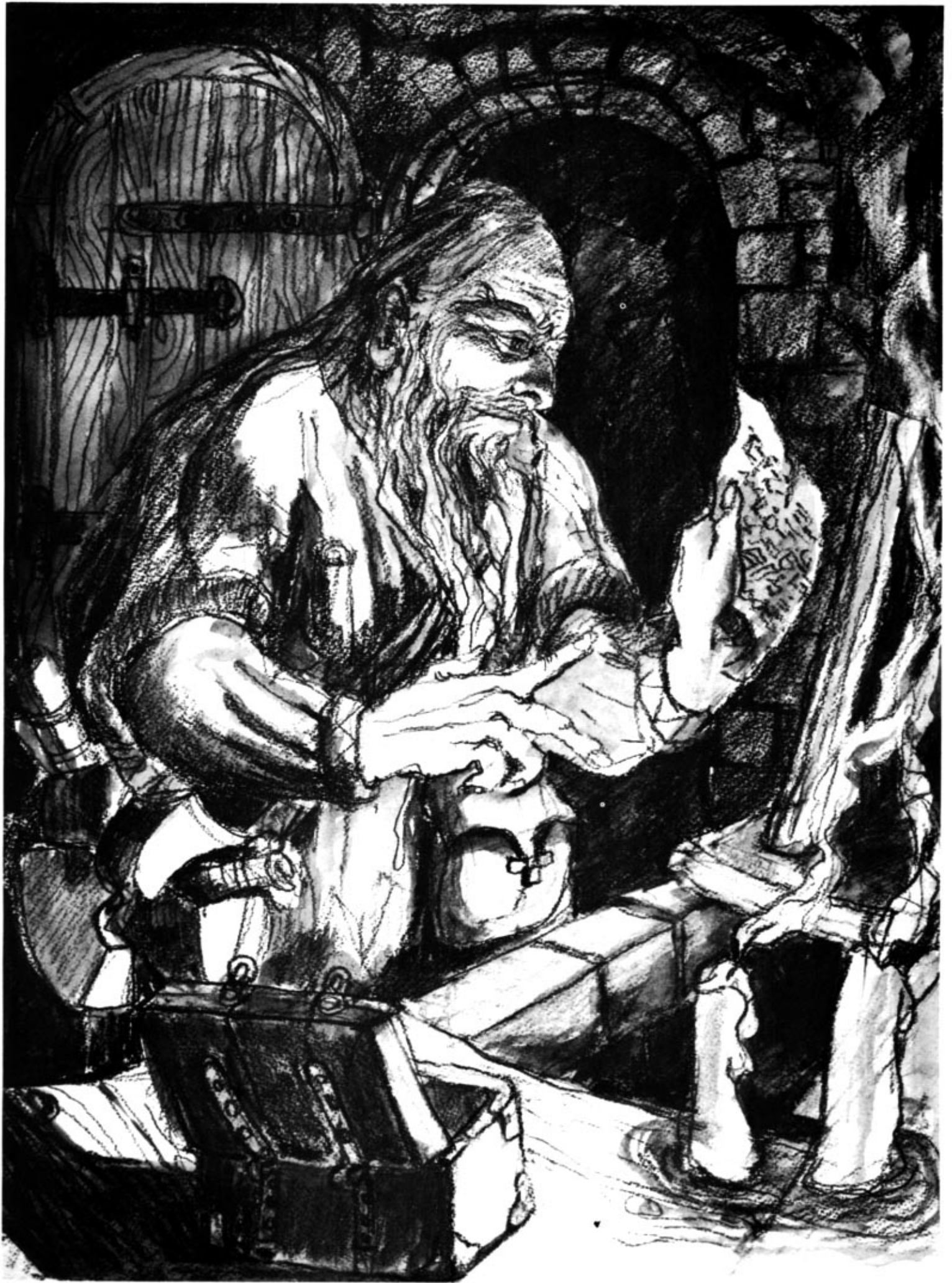
Cranney

Justin Hicking-



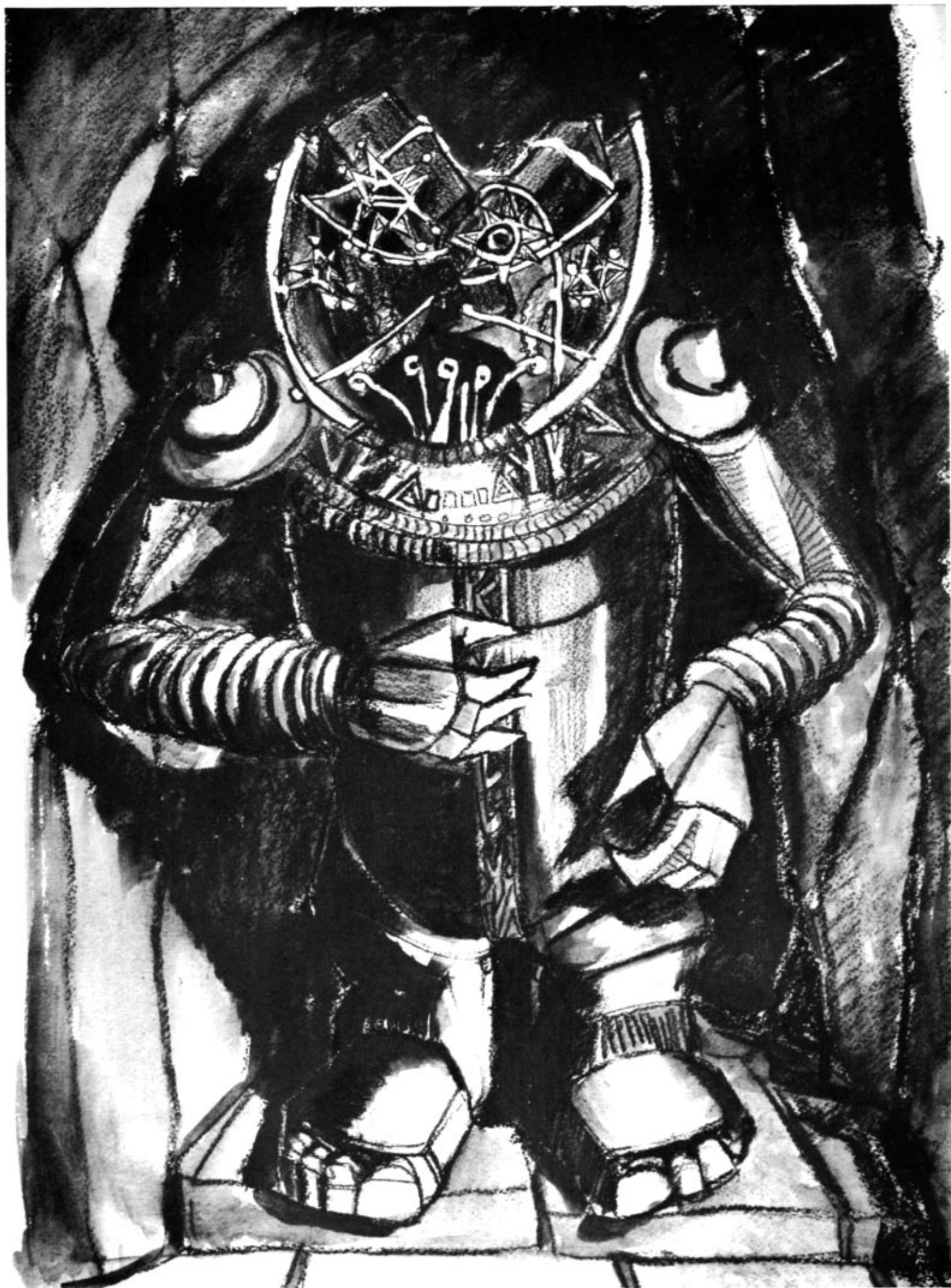
Ruarch

Judith Hickling.

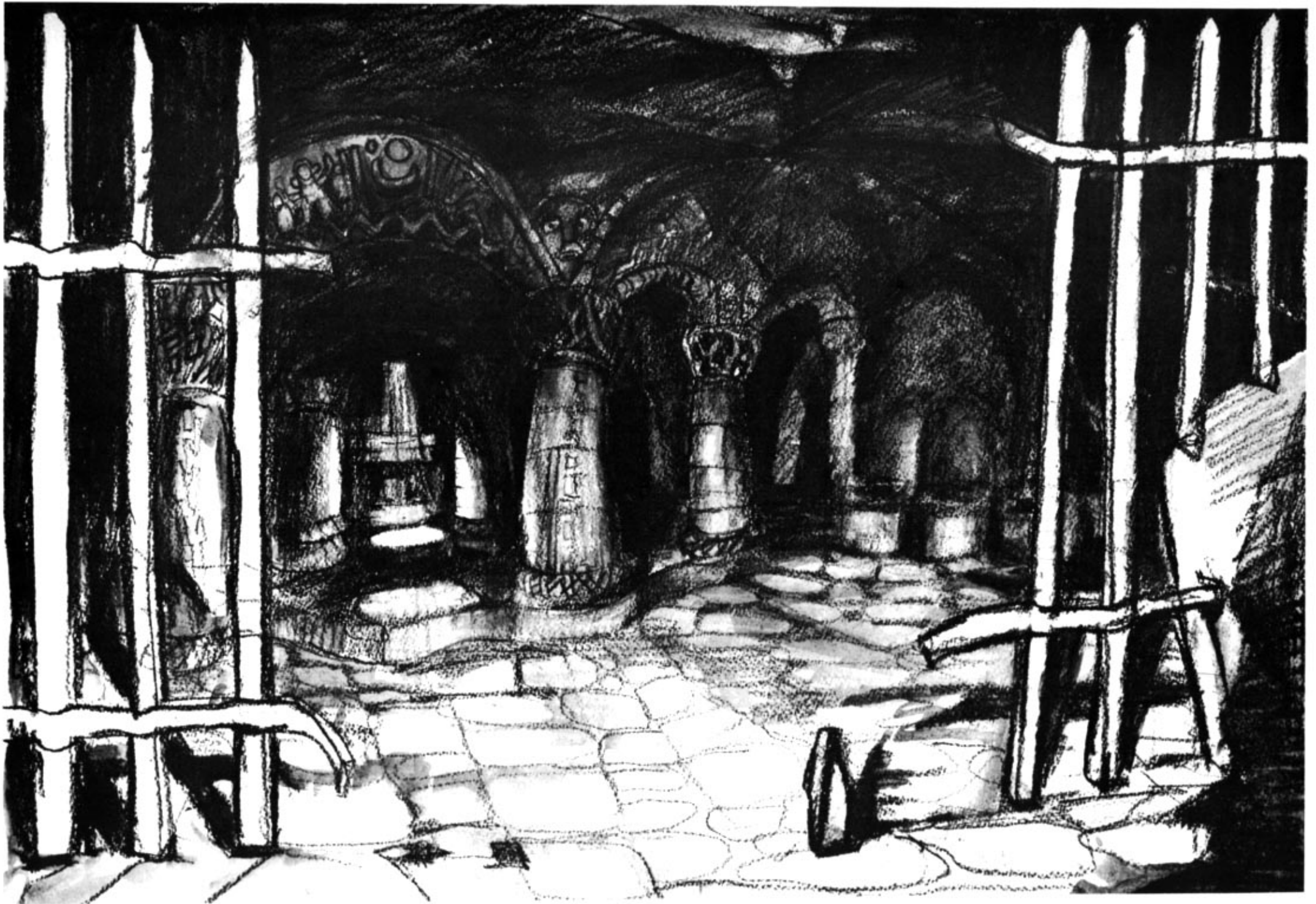


Morthwaine

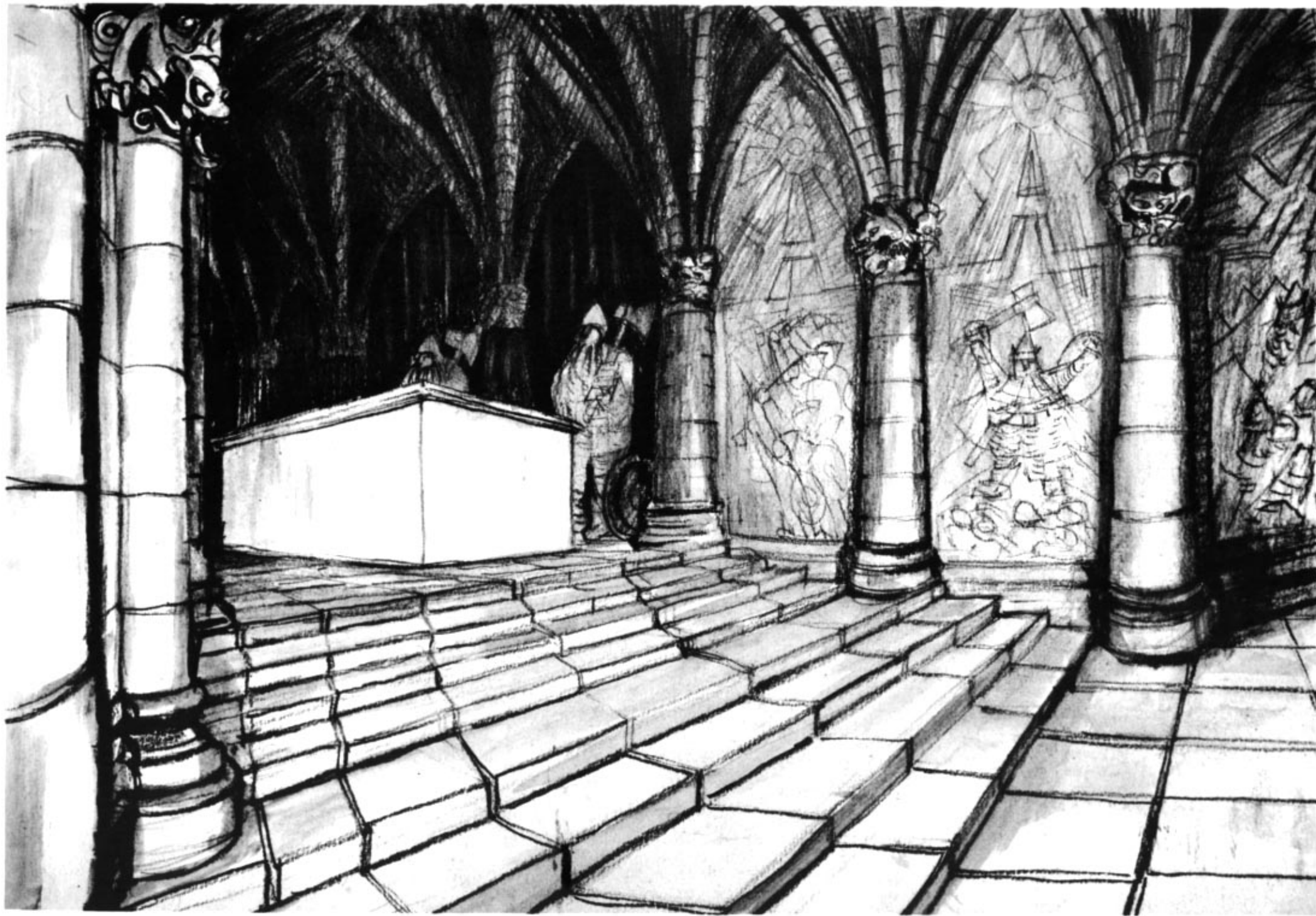
Judith Hickling -



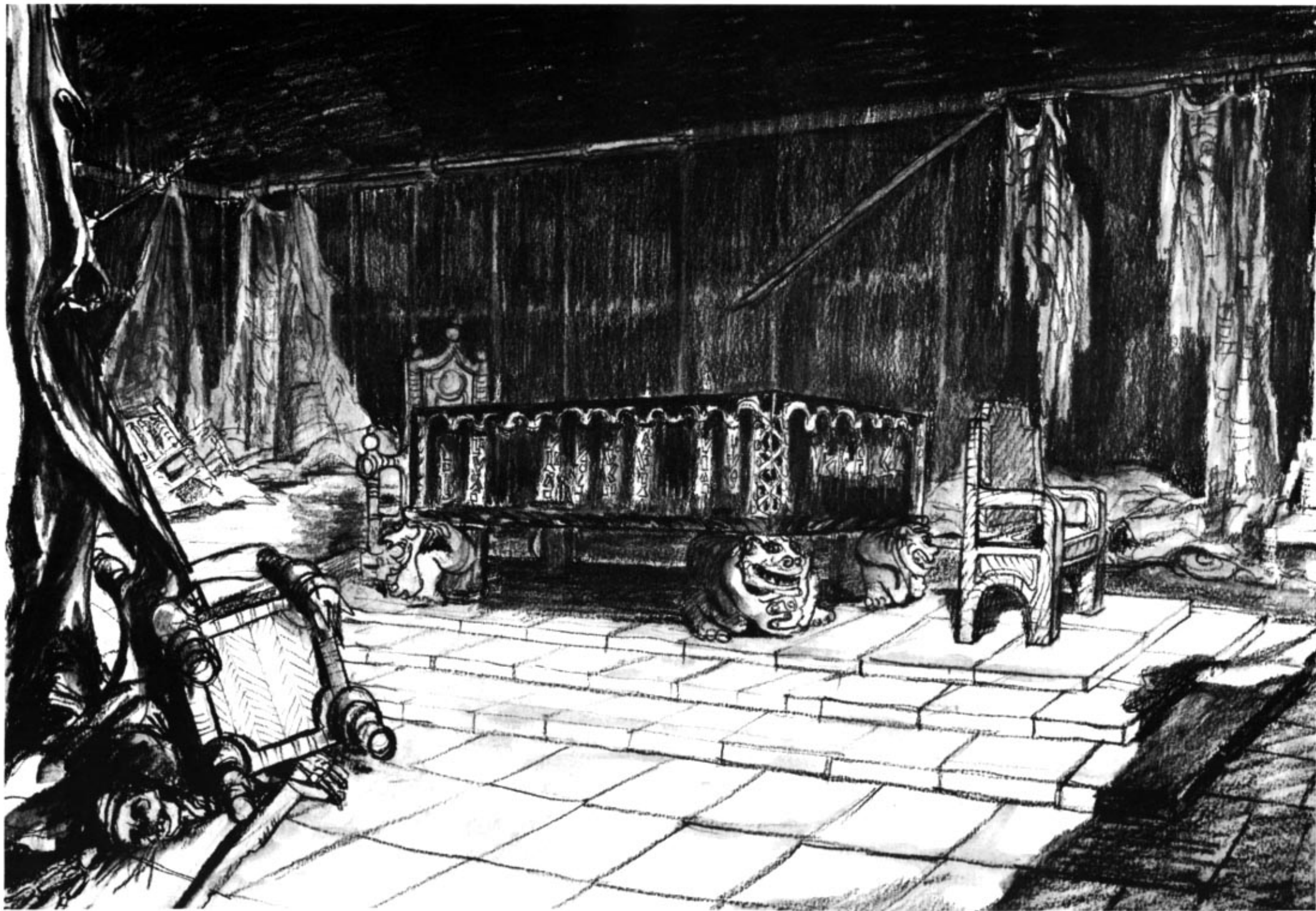


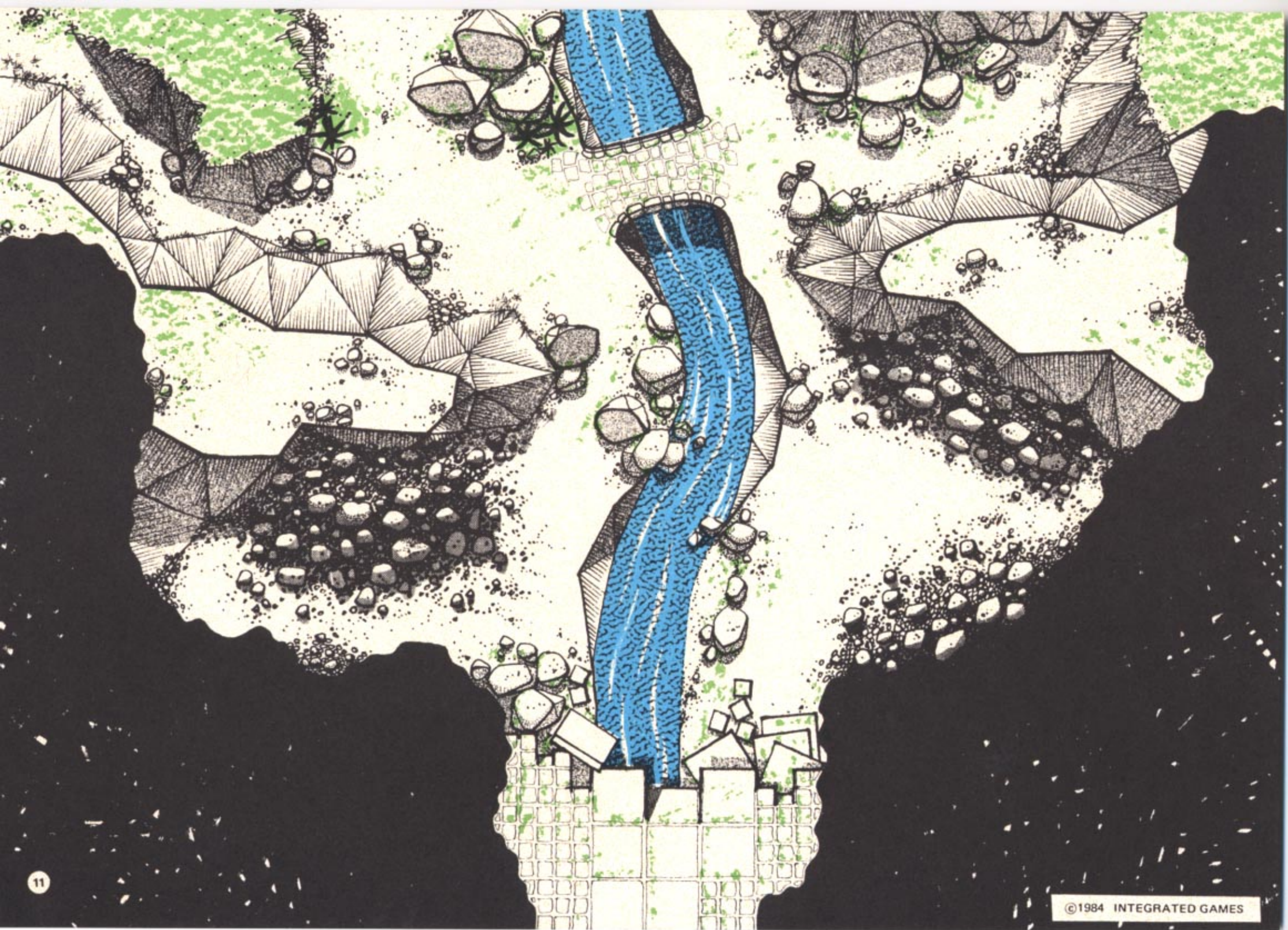


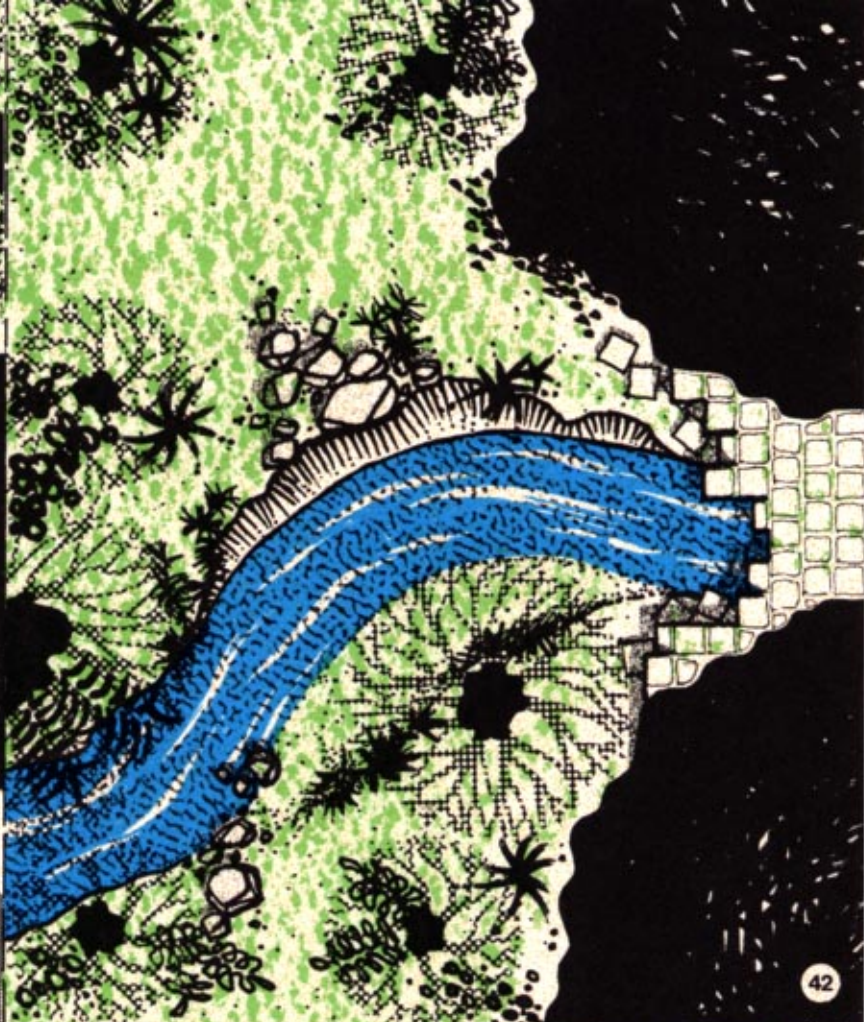








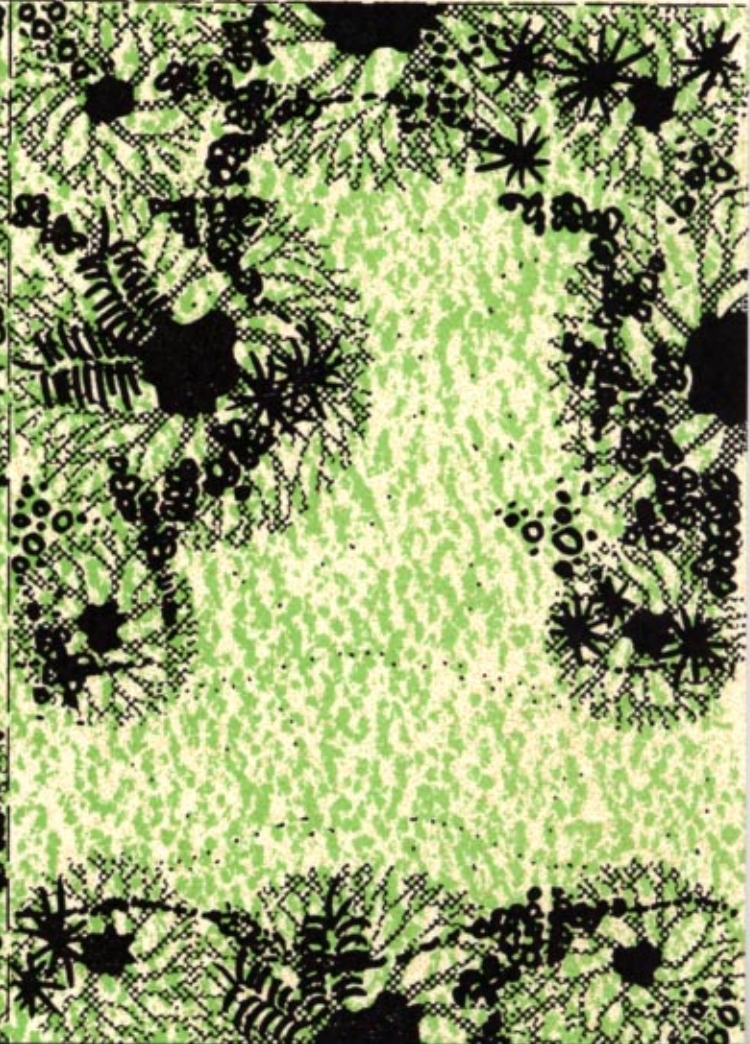
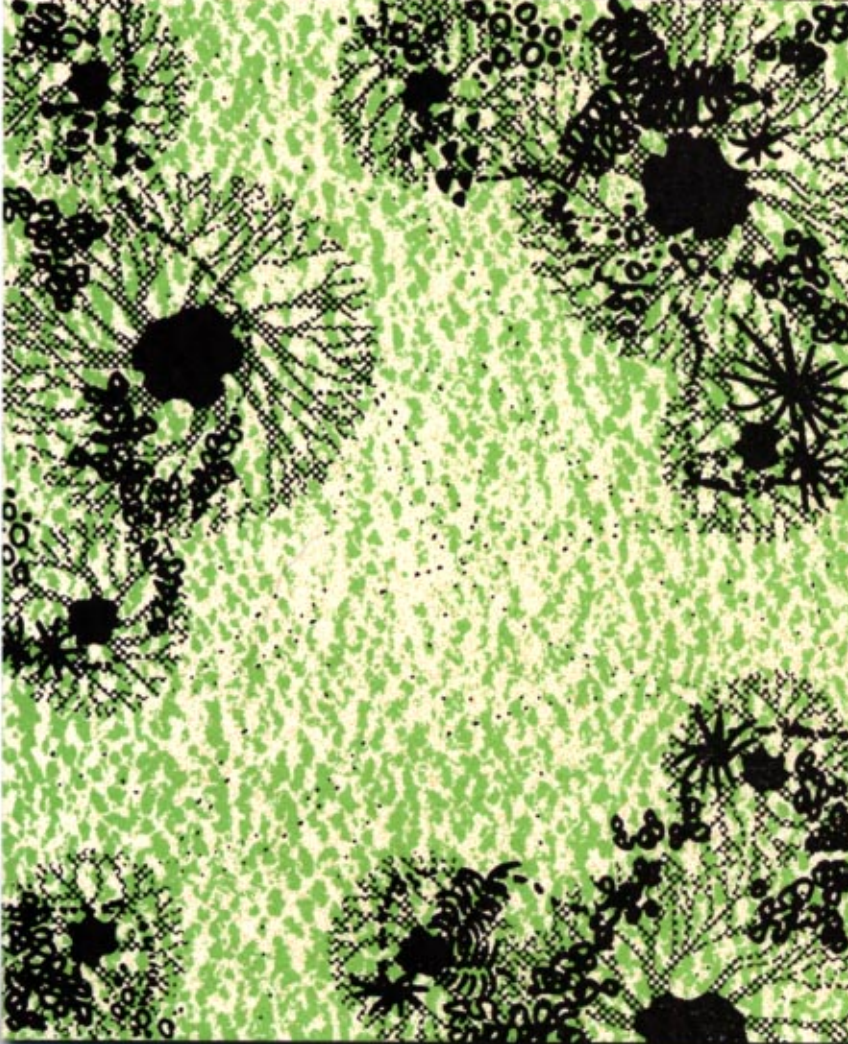


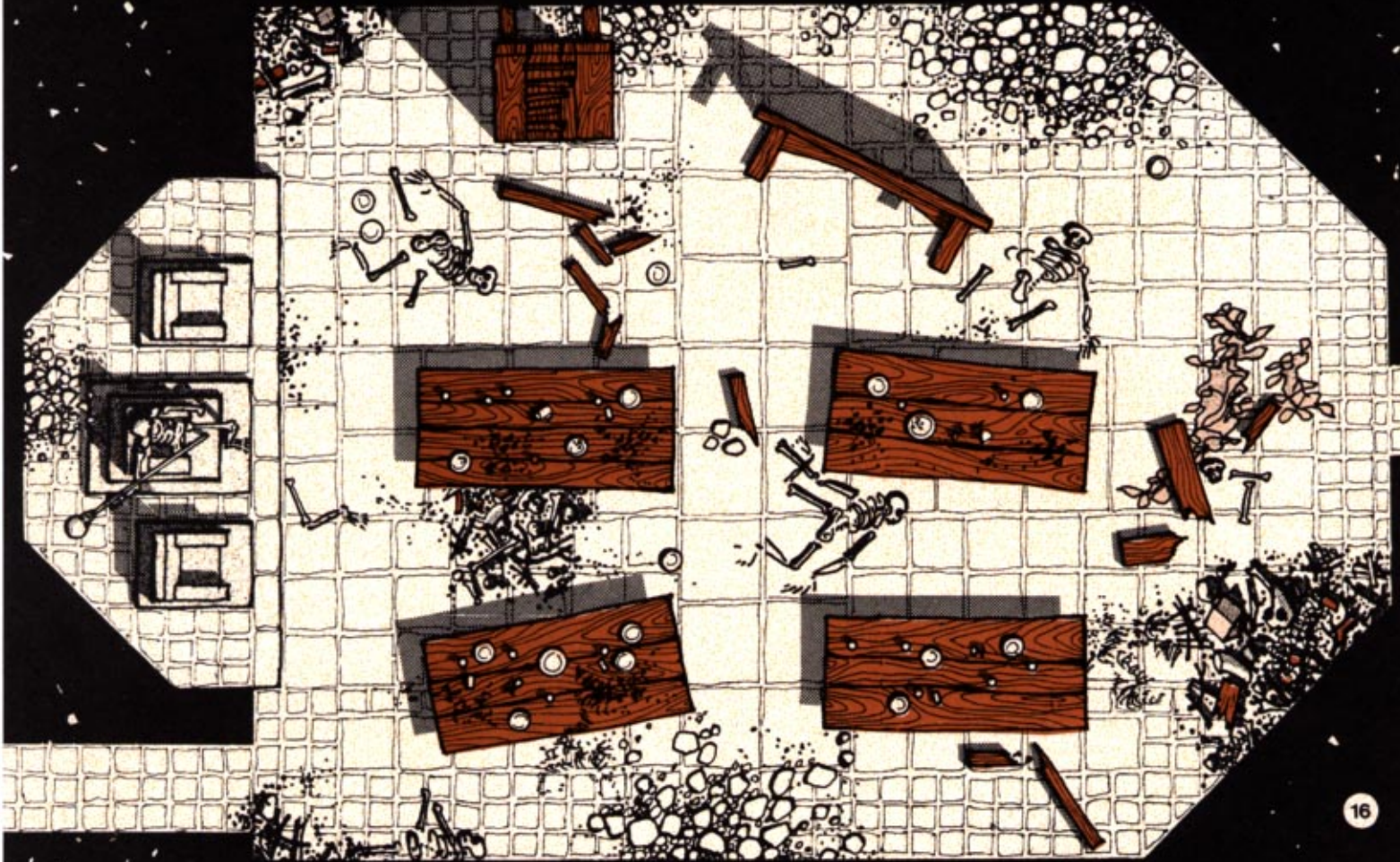


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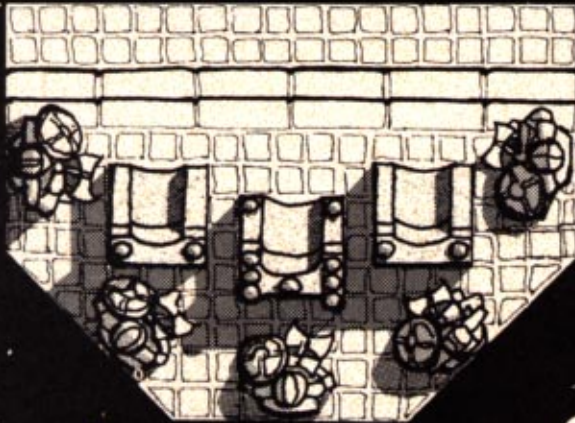


boat burial slabs for Small Tomb (70) & Hrada's Tomb (72)





16



33

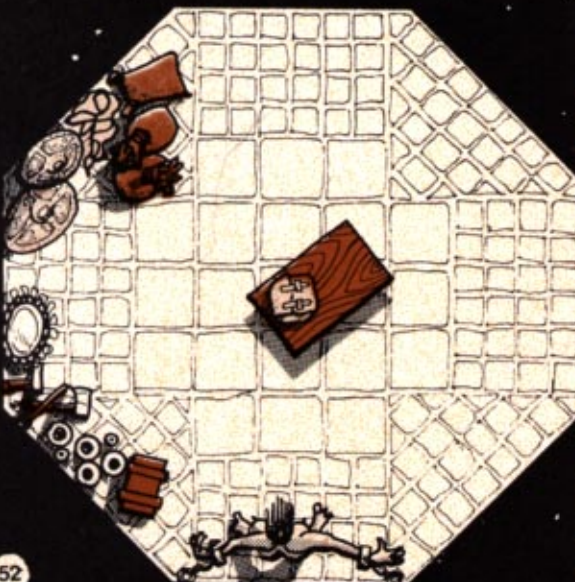


manacles

chained goblin

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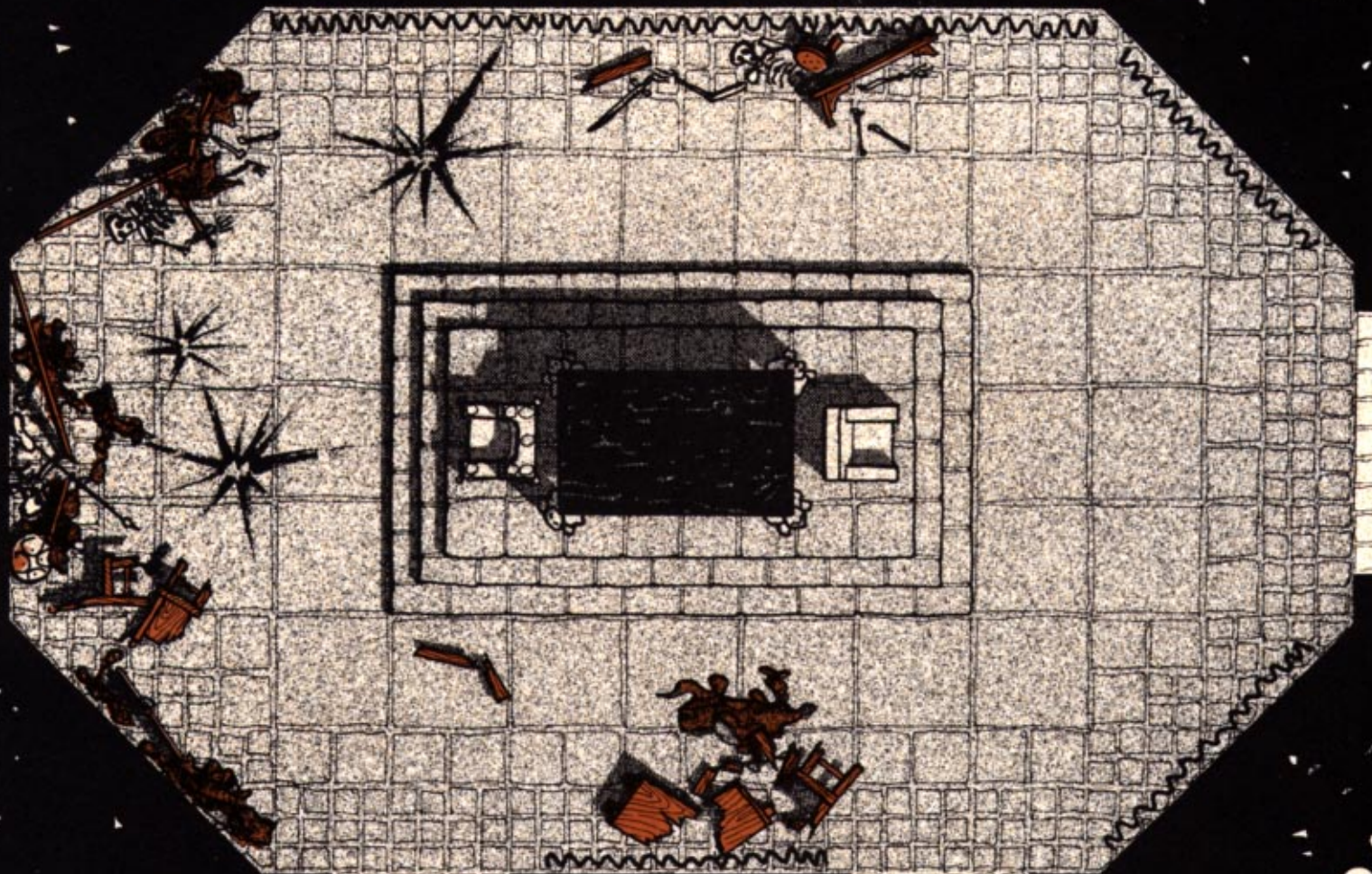
dwarven bedding



52



6



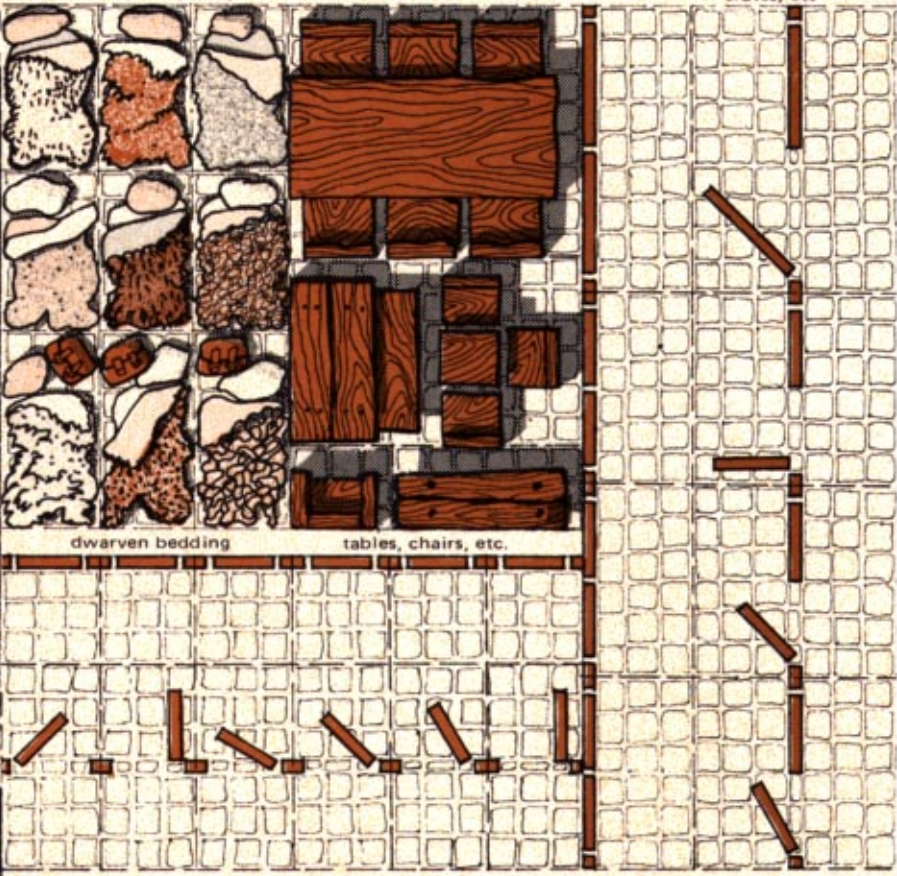
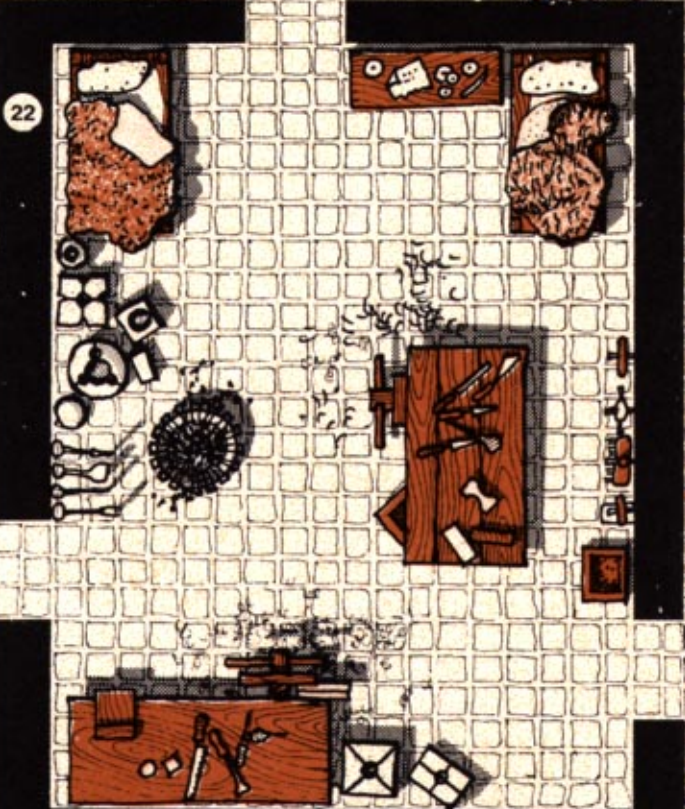
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trap-doors

trap (15)

stores

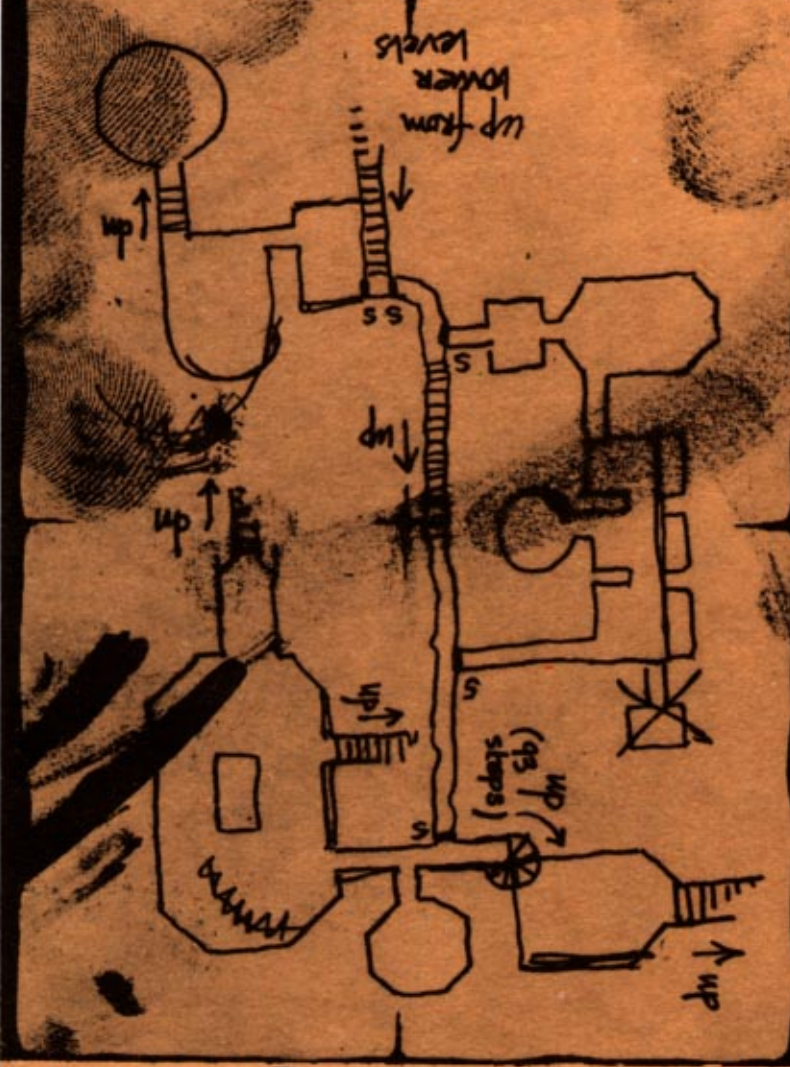
crates, etc



dwarven bedding

tables, chairs, etc.

doors (closed open ajar)



Me

Which one holds the crown?
- I guess it is the one opposite the throne, but do not wish to waste my time (and their lives) by opening the other tombs. I should like to see the other kings and their appoint-ments but there is no time with menderi's army closing on us.

Yetzin

5

50A ▲ 38B ▼ 64A ▼

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33C ▲ 33B ▼

Meat - 5 carcasses - .56
Bread - 25 loaves 25.50
Fruit - 1 crate - .10
Wine - 27 flasks 58.-
— do not forget to bring the gilding for the small throne
Other items —

Firstly you

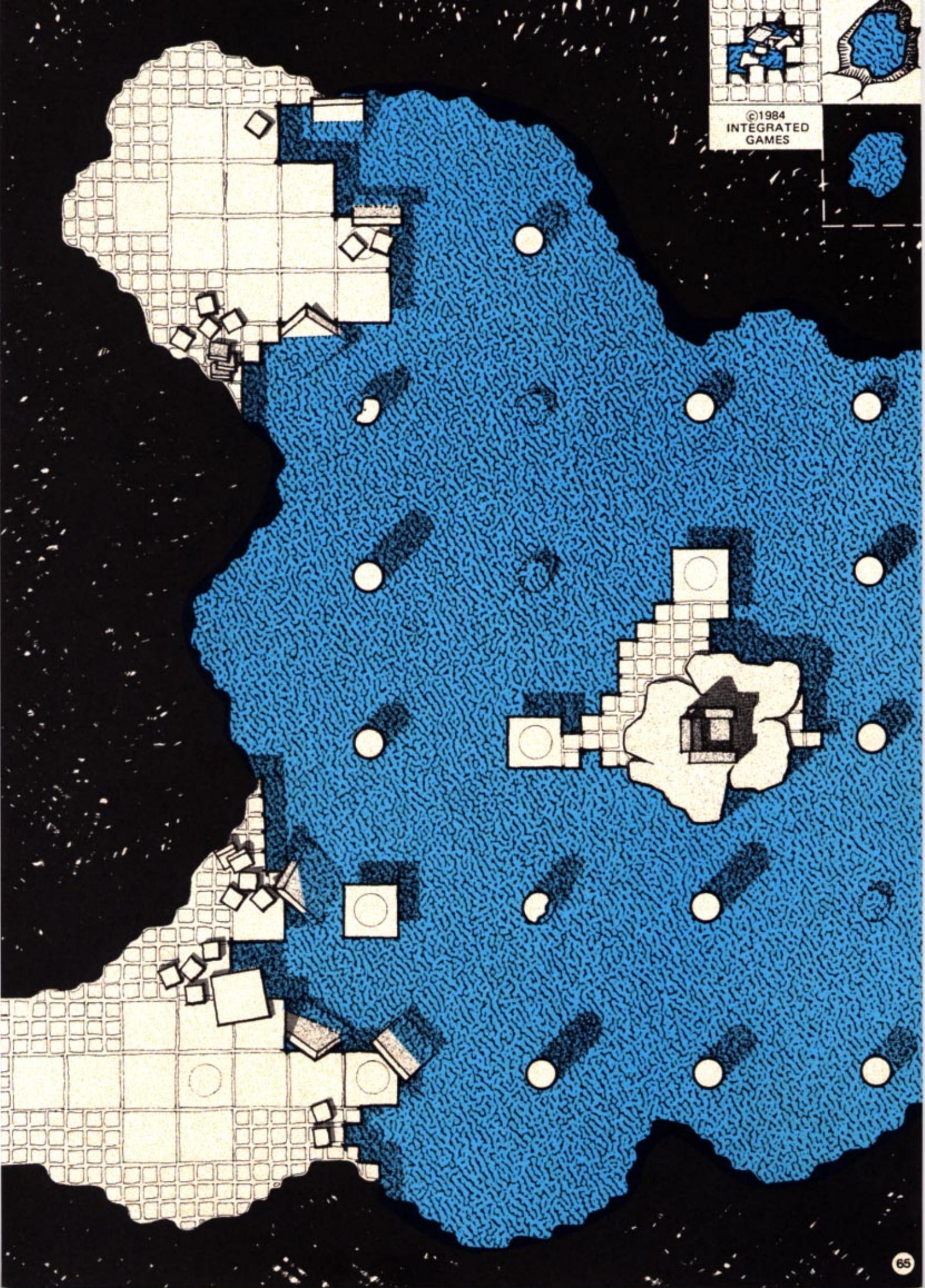
3	2	1	1
6	4	12	26
4	3	8	31
5	2	7	70
1	1	9	75
6	9	6	9

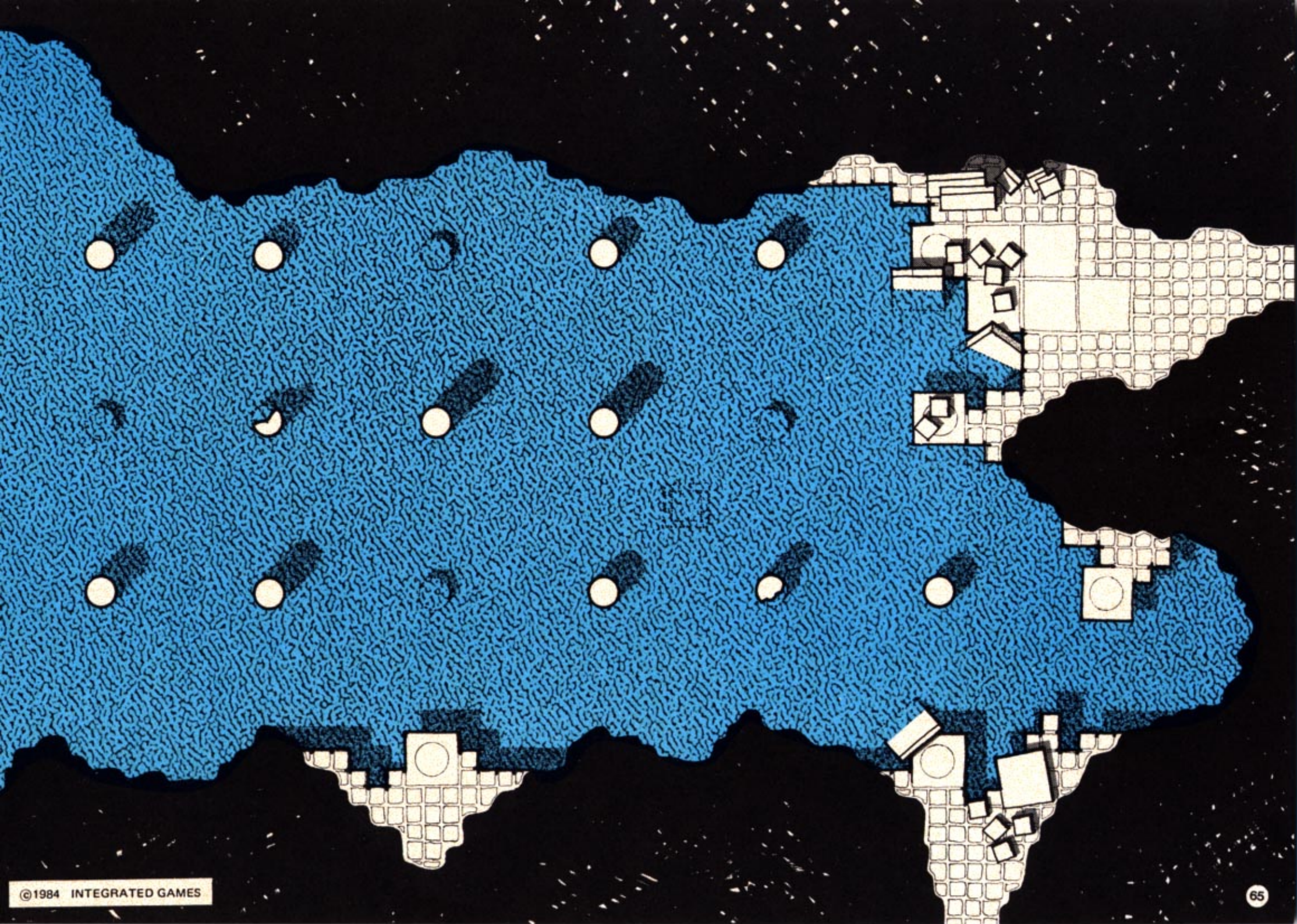
Yala
Kadun
Jrenda
Hargrim

Yetzin

We now know that the scrolls must be read in the right order but where is the middle scroll? We cannot safely enter the tombs around the lake unless the ceremony is completed. I dare not think what may happen if we try otherwise, though there are rumours about the scrolls' destruction.

Me
7th day





Yetzin

Translation of fragment found during our first search.

"The roaring of the lion brings fear to the heart of even the most fearless. The singing of the birds call all men to stand in wonderment and awe (behold?). The fall into the darkness is a never-ending journey and there shall all who cross their path return."

Me
3rd day

Yetzin

The temple must be entered clean and the great hall from the temple, but can we be sure that the tombs will not be trapped and being are destroy destruction? There are minor traps, I know, but what is the great falling I hear tell of?

So much uncertainty
Me
5th day

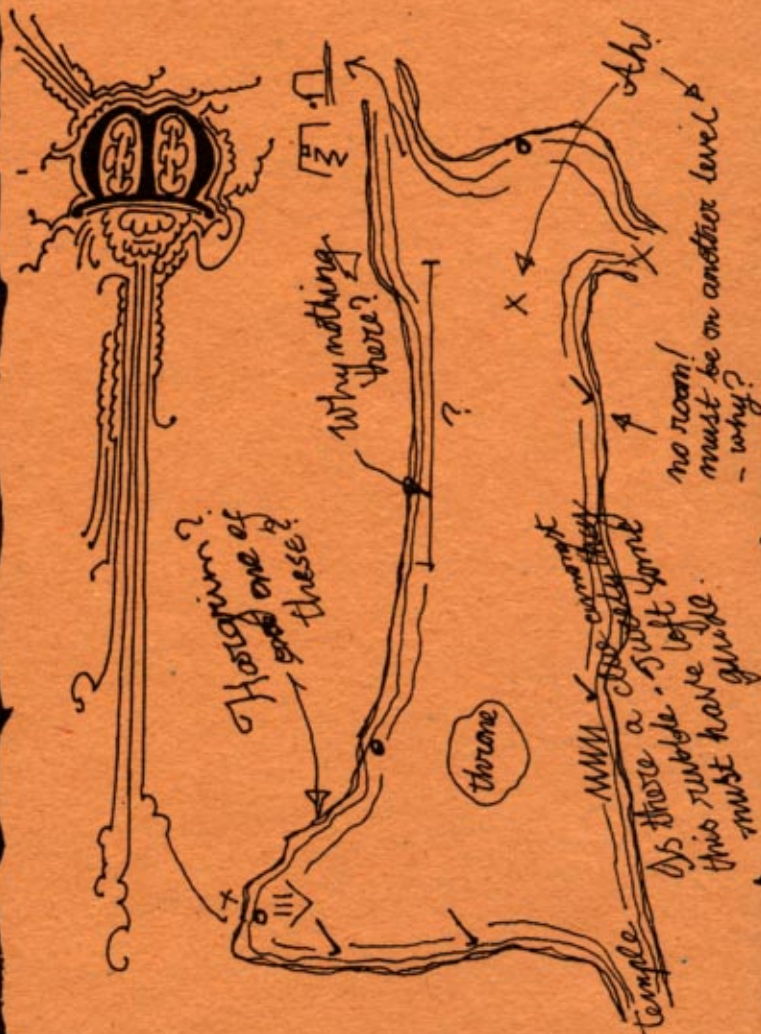
Yetzin

6th day of occupation

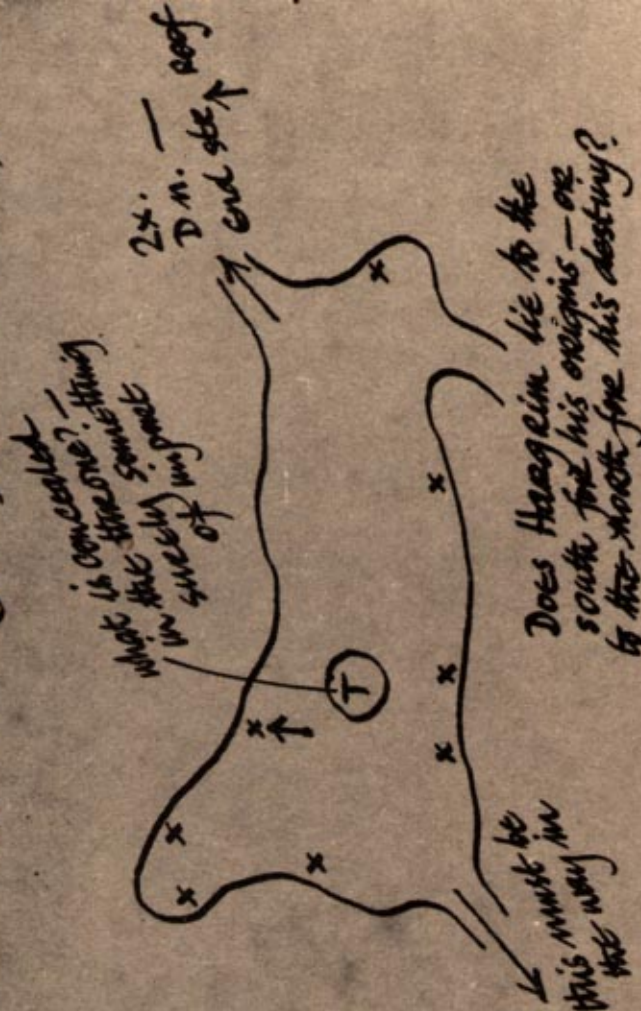
To Granneq

My craftsmen have to-day completed the re-fitting (and re-arming) of the trap in the passage between the Lower Workshop Store and the circular stair leading all the way up to the Royal Apartments. It is triggered by any weight over 50-lbs on a 5-foot section mid-way between the double doors and the staircase. The five spikes have a strike-rate of one in three (each).

Northwaine



Return to: Cranney (Expedition Leader)



5th day of occupation

From: Expedition Leader
To: Military Commander

Trap Re-Activation Programme

The following traps have now been reactivated & are in operation:

- 1 in the passage east of the Great Hall from the Old Robing Room to the foot of the stairs;
- 2 in the passage from the Great Hall to the Vault;
- 3 on the stair between the Ritual Cleansing Room & the Temple.

Obtain details from Northwaine's Head Craftsman and inform all military units immediately.

Cranney

Speak the Rites,
and with now-clean hands,
touch the Holy Symbols
which weave around The Words.
This, then, shall pass you on
into the Holy Place without hurt.

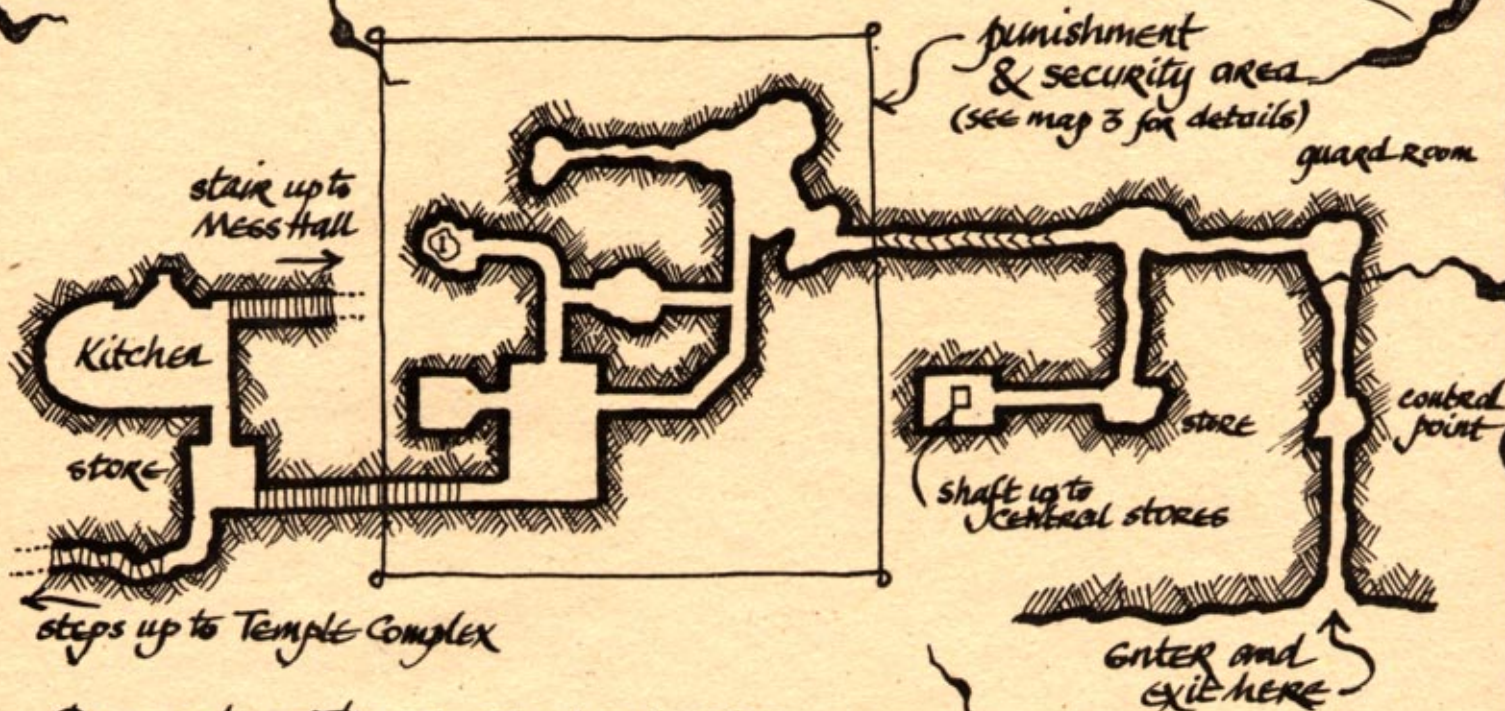
Speak forth the
King's name across
the lands and
return, still pronounc-
ing for his glory should
be revealed to all.

Before the maraud-
ers of Henninga find
could reach the inner
chambers of a
the priests' sealed
tombs, casting spells
concealment, defence
These royal tombs
and lead off the older
hall where the last of

And so shall there be a
striking as of the great
smithy.

And the Great Hall
will shudder and join
to itself in praise.
Of the kings whose
honour has been en-
trusted to it.

Halls of the Kings, at Yetzin Lower Levels



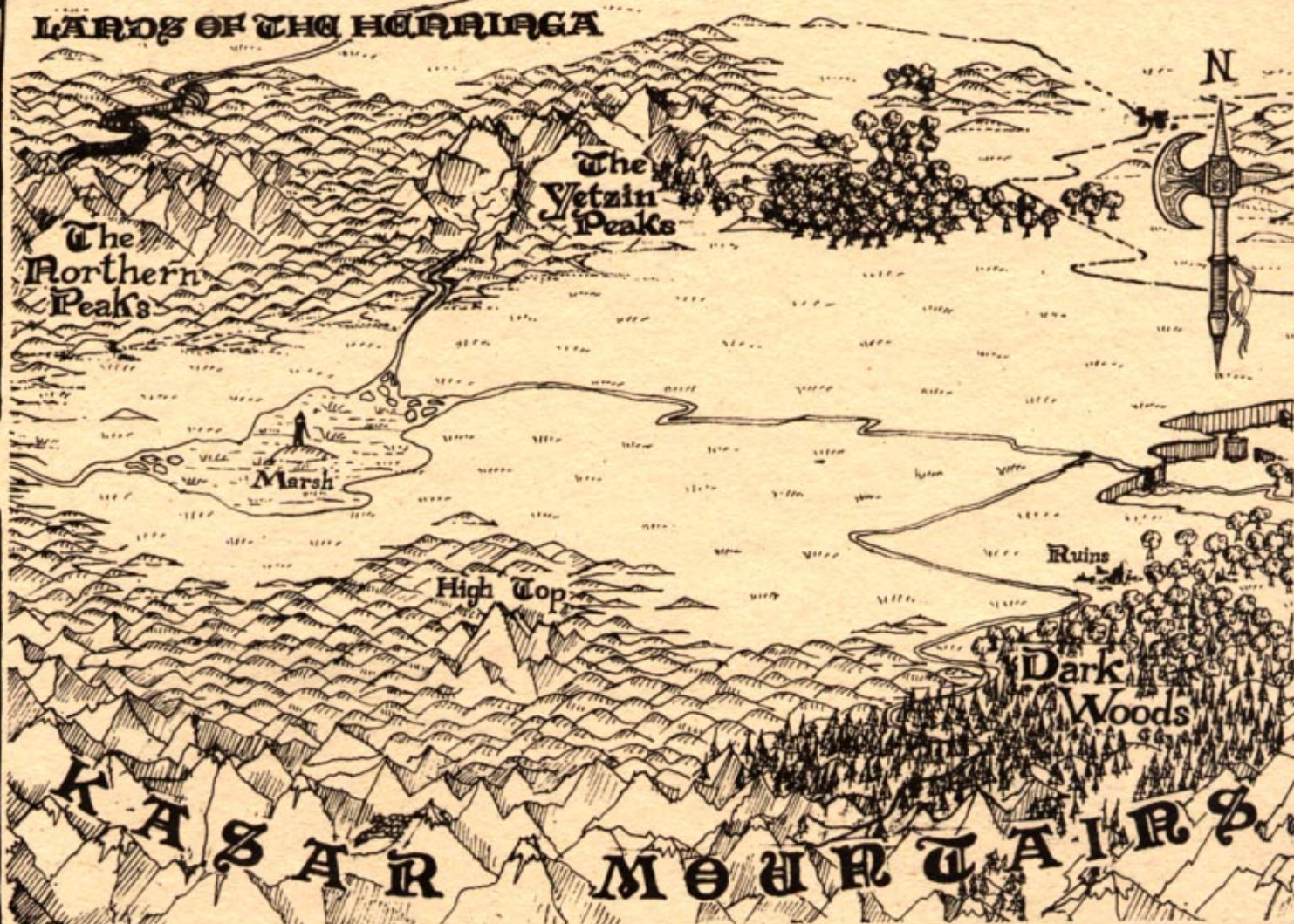
Drawn by: Thongi 3-1-4-75

38C ▲

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Start B ▼

LANDS OF THE HERRINGA



2

1

1

2

1

4

square shaft (4/15)

fissures (14)



circular stairs



fireplace (17)



gratings



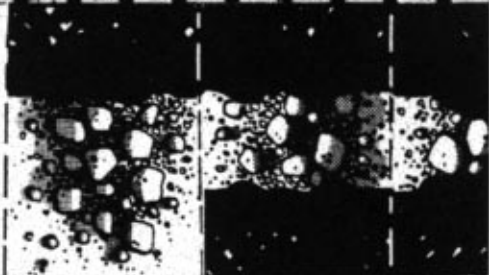
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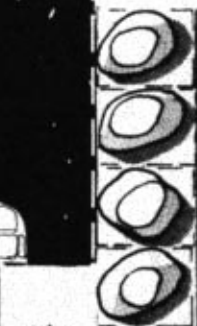
collapsed floor



rumble piles



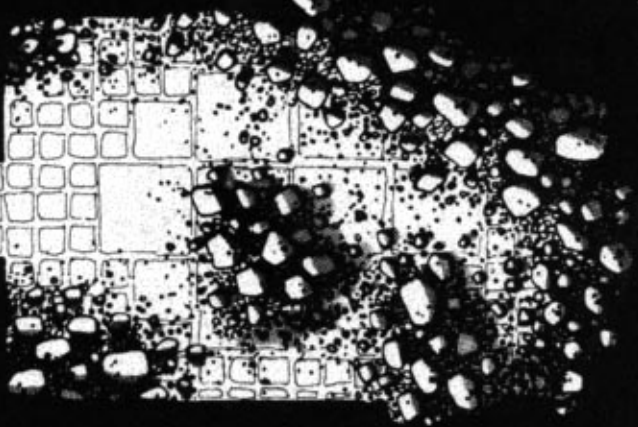
rumble in passages

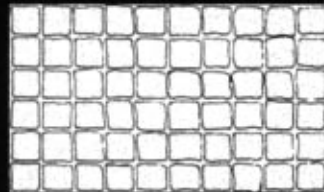
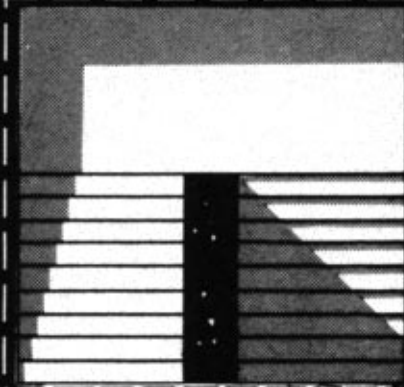
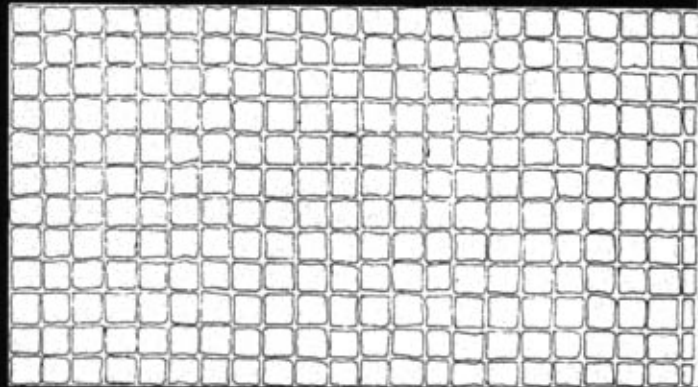
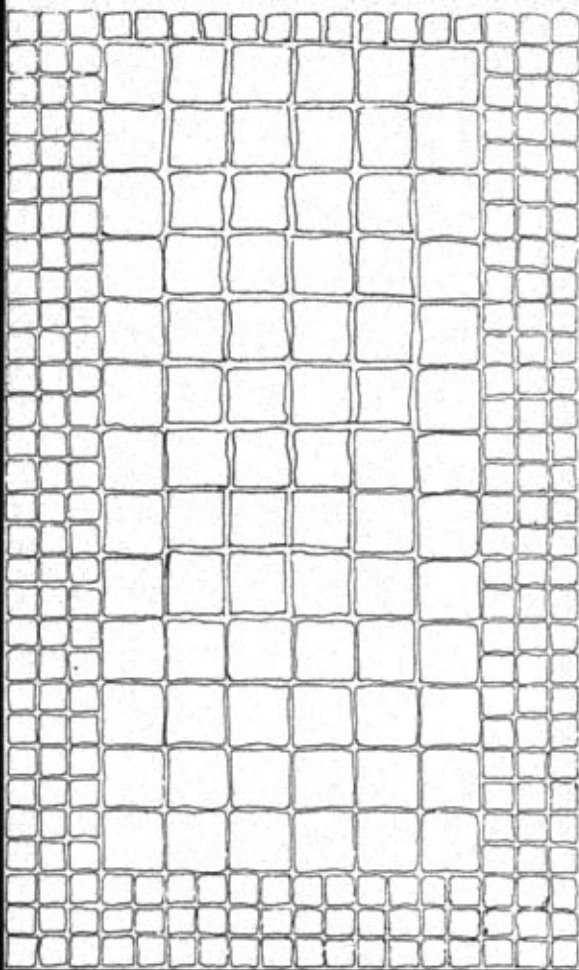


stairs

19

76



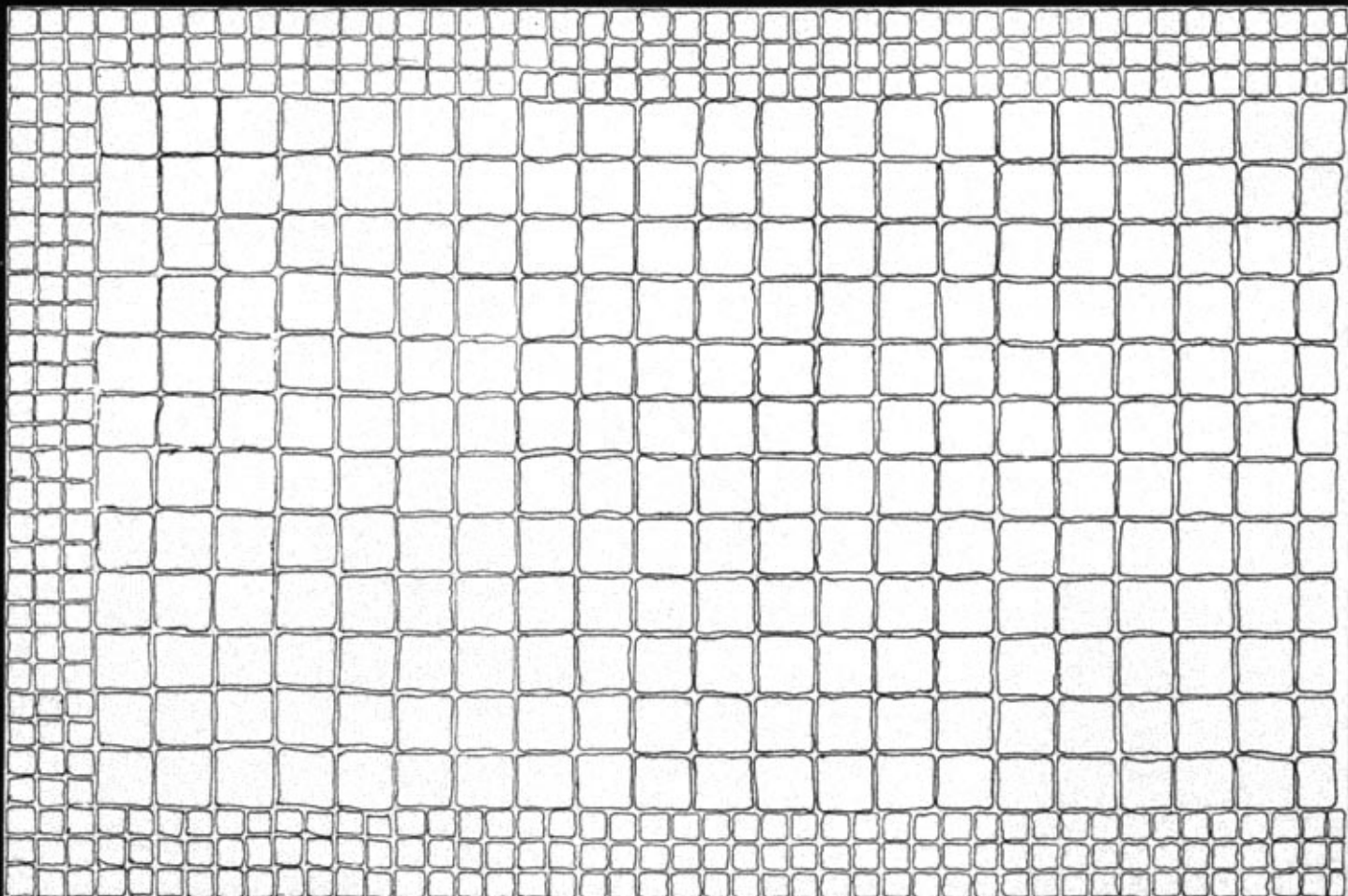


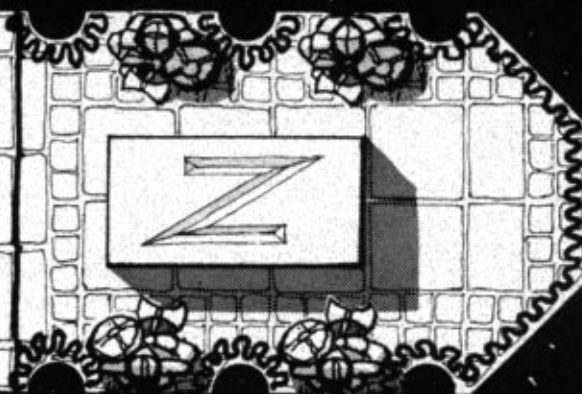
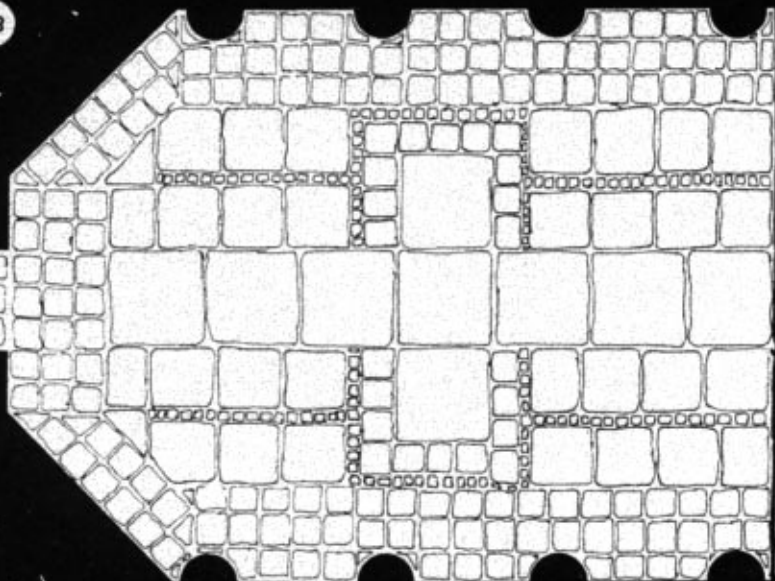
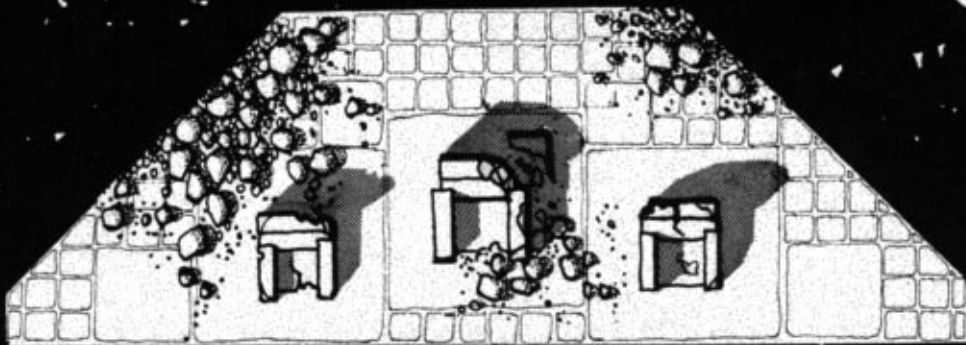
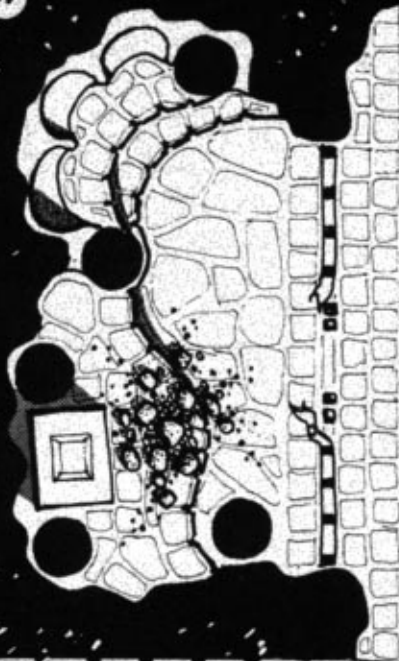
skeleton

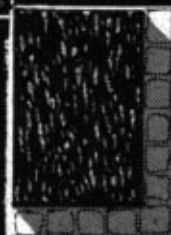
bones

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cleansing stone (57)



Tomb (78)



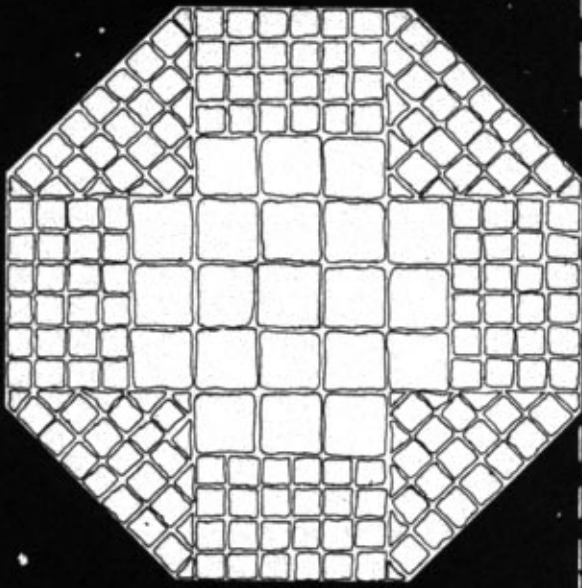
bird statue (72)



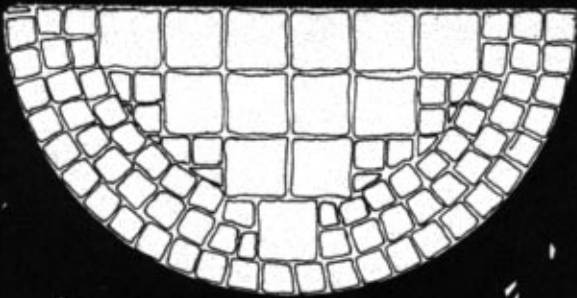
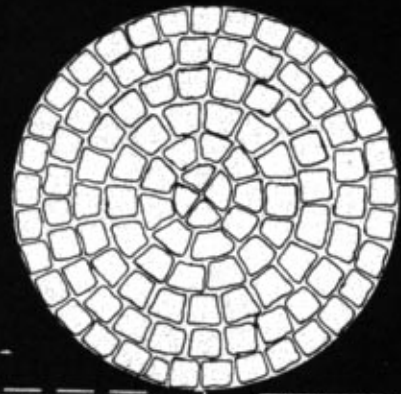
Tomb (74)



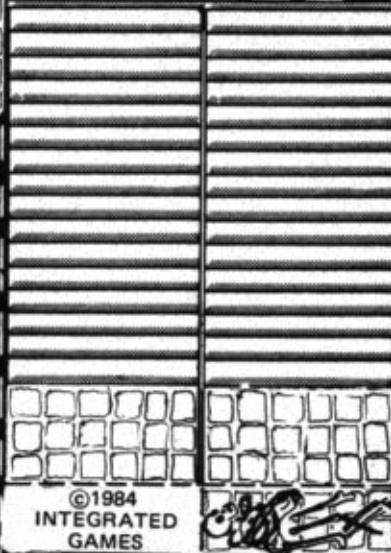
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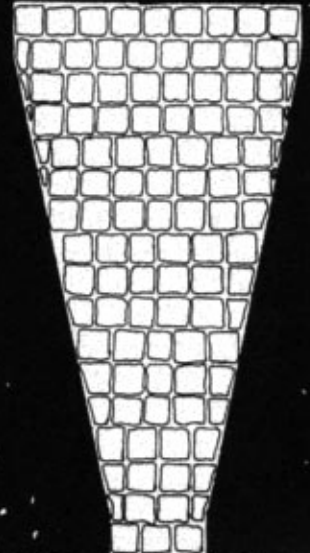
4



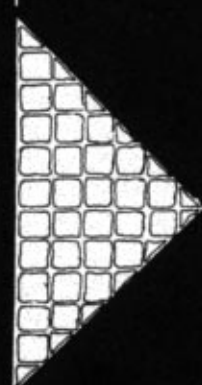
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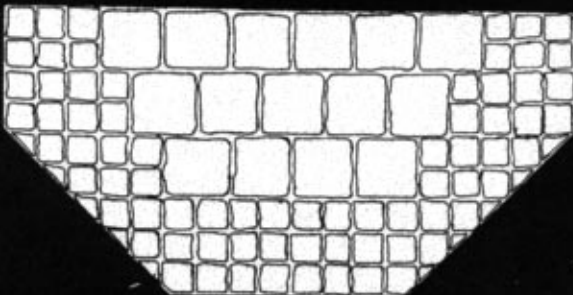
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6



4



6



4

6

