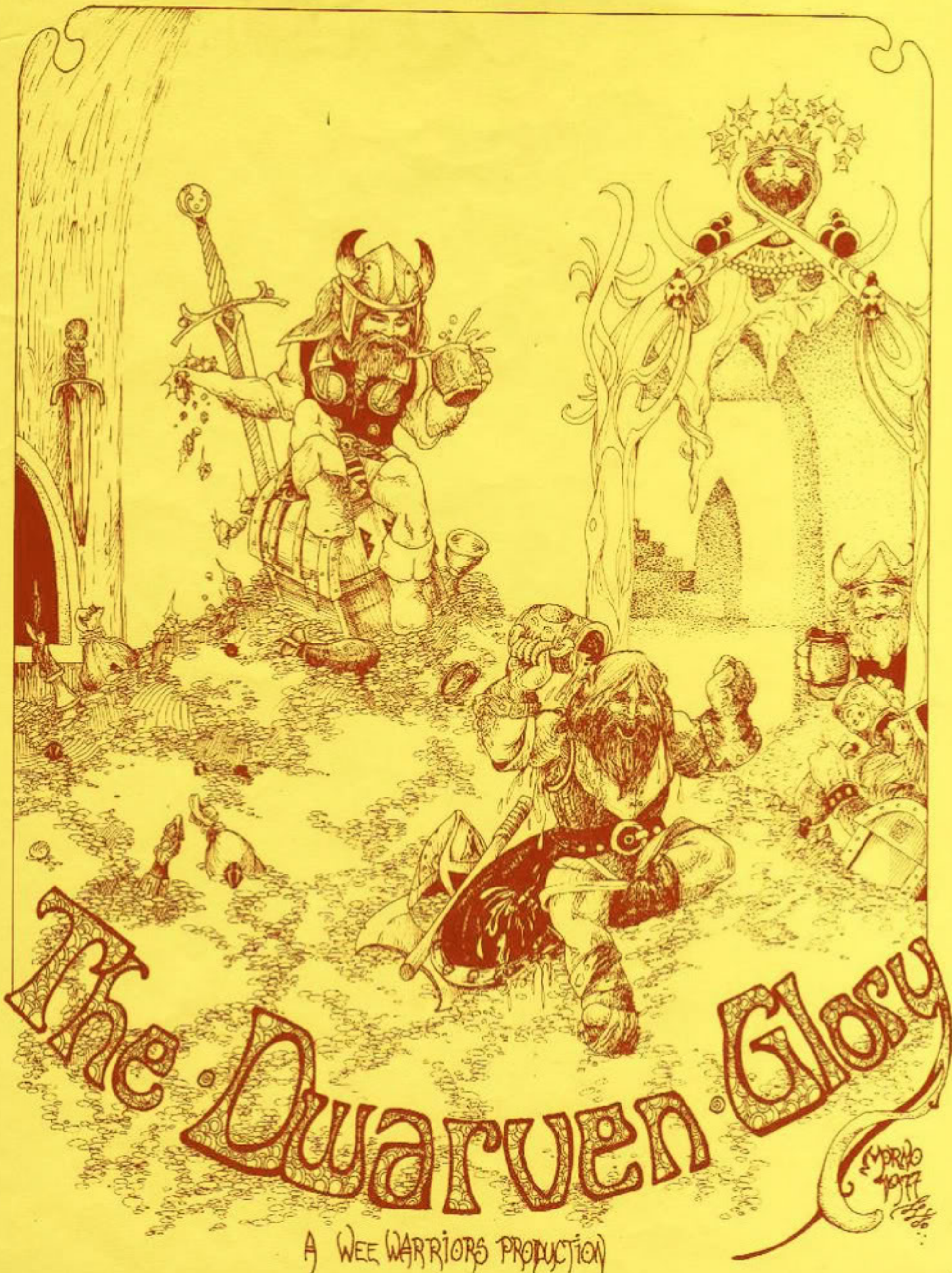






THE VAMPIRE QUEEN





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The Dwarven Glory

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Credits

Designer: Bill Barsh

Illustrator: Alexander Cook

*Special thanks Doug Rhea for proposing this project
and making it possible.*

*Also, thank you to Peter Kerestan for giving me the
opportunity to touch an immortal piece of gaming history!*



THE DWARVEN GLORY

It has been one year since the release of the eighth printing of the ground-breaking adventure kit, *Palace of the Vampire Queen* by Peter Kerestan. At that time, I have to say it was the *coolest* module produced by **Pacesetter Games & Simulations**. I say "produced" because it was simply reprinted. But what I did have the opportunity to do, was create an AD&D conversion - a once in a lifetime experience. Well, apparently, not quite once in a lifetime experience because here I am again producing another **Wee Warriors** classic - **The Dwarven Glory**.

This classic adventure was originally designed and produced in 1977, and like its predecessor, PotVQ, it was a bunch of maps keyed to various encounters. Of course, it was designed using the classic OD&D rules set. This means the adventure has a classic old school feel - and I mean really old school. Encounters can range from a few orcs in one room to a lich in another! And that is my challenge. Take a fantastic, old school, adventure and make some adjustments and conversions so you can run it in your AD&D game with some continuity. Yes, that requires some real work - but work that is flat out fun!

Therefore, you are holding a piece of D&D history - worth reading all on its own - and a fully functional AD&D adventure. And that is the reason these classic adventures are being reprinted in this form. A little exposure to the classics and the added benefit of playing the adventure in your game. So break out the dice and some hex paper - yes, I said hex paper - and have at it. But just don't expect to find too many dwarves or glory! I did say there was a lich in here...

Bill Barsh

PACESETTER
Games & Simulations



THE DWARVEN GLORY

FROM THOSE WONDERFUL FOLKS WHO BROUGHT YOU

PALACE OF THE VAMPIRE QUEEN.

WEE WARRIORS PRESENTS:

DUNGEON MASTER'S KIT #2 -

THE DWARVEN GLORY

A presentation of the semi-abandoned dwarfven caverns in the mountain chain on the island of Baylor.

Maps may be arranged in any order wished, giving a geomorphic playing area with up to 60 variations.

Fun things in the kit are:

- * 7 cavern sections showing fixtures, contents of rooms, etc.
- * Set of pre-factored advisories and treasures for each section
- * Creature encounter sheet
- * Fingertip combat summary sheet

* * * BACKGROUND * * *

At one time the community of Dwarfven Glory was a thriving and wealthy community. So wealthy, in fact, that the proud and strengthening heritage of Dwarf history was forgotten and the community was easy prey for Mortoc and his 10 Orc Tribes. But, although the Orcs conquered, they could not completely destroy Dwarfven Glory, and there were parts of the caverns they did not even penetrate. Now the caverns echo in the misty gloom, offering refuge to the forgotten and promise to the adventurer.

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THE DWARVEN GLORY



THE DWARVEN GLORY

Our game shop in San Luis had a basement game area, gaming on the sales floor, and an upstairs game area. One weekend, a game was run that saw 40 people playing and teleporting back and forth between game areas as part of one big adventure. When the dust had cleared many of us sat around at our local dinner watching the sunrise and playing parts of the adventure people had missed from their level. That relaxing morning inspired me to pen a new adventure book, *The Dwarven Glory*. Brad created the cover and our old AB Dick 360 printer placed ink to paper. Judy pounded on the stapler and soon TSR had another product to sell.

Peter Kerestan

USE OF KIT

Each map section has a code letter in the lower central cavern area. The creature sheets are coded to each section, giving information on those things found in the room.

A star cluster symbol denotes the location of a gem.

The doorways are presented by a standard door-opening symbol, showing the direction in which they open.

Each hex is the equivalent of 3 feet and only one character may occupy a hex at one time, unless the other character is being carried.

The blank hex sheet provided may be xeroxed and used for mapping.

It is not advised that players see the rooms since the location of valuable things will be evident.

Since the maps may be arranged in any order and not by level, it is advised that inexperienced parties begin with a Section D, C, B, H, G, E, F sequence. Parties that are of medium strength will find a C, H, B, E, G, F sequence enjoyable. Experienced parties may do what they want and think they can get away with.



THE DWARVEN GLORY

The End of the Dwarven Glory

The end came quickly for the Dwarven Glory. Mortoc, the ruthless orc king of the ten tribes, crashed through the mountain gates with so much speed and violence that the dwarf defenders simply ran for their lives or were annihilated in a wave of death. The most prestigious and great city of the dwarven empire was now defiled by orcs, hobgoblins, ogres and all sorts of menace. It would take days, if not weeks, for the intruders to control the entire mine and city, but that inevitability was certain. The dwarves ran. And in the defeat, rumors were whispered of a greater evil than Mortoc. While the orc king was indeed powerful, he had never shown the ability to undertake such a campaign. Surely the Vampire Queen had a hand in the blood-letting. Nevertheless, the Dwarven Glory was no more.

So came the end of the Dwarven Glory, or so it seemed. Yet, all was not lost. Mortoc, while quick to conquer, was also quick to leave. He had plundered the great vaults and defeated his blood enemy. The orc king would not stay in the blood-soaked caves and caverns. He simply returned to his island fortress to plan yet another depravity. But the orc left some of his forces to insure the dwarves would not return. Now, the mines and city are the home to all sort of evil and malicious creature. Yet, some pockets of the old Dwarven Glory remain. It is there that adventurers can learn of the treasures that might remain in the ruins of the Dwarven Glory!

This adventure is designed for a group of six to eight characters of first to second level.

New Magic Items

Magic Gems

Within the mines and city of Dwarven Glory are various magical gem stones. These gems have some unique magical ability. Each gem must be held or worn, as jewelry, to be used. These gems also have a total of 2d8 charges. They can be recharged, but only by master dwarven craftsmen. These gems may be used by any character class regardless of the nature of the gem, unless otherwise described. There are many types of gems and some of them are described here:

Gem of Healing: This gem will heal any damaged creature 1d6 hit points. The creature must touch the stone to be healed. A creature may only be healed once per day by the gem. One charge is lost for each use.

Gem of Magic: This gem can cast a specific spell. Any level of spell or class is possible. Each use requires one charge. These gems can only be used by the class of character capable of using the spell benefit. For example, if the gem casts *magic missile*, only magic-users may use the gem. Some of these gems have multiple spells.

Gem of Finding: These rare and powerful gems have but a single charge. When used, the gem will direct the wielder to a specific item requested. For example, a paladin may use one of these gems to locate a holy sword. The target of the gem can be any item or creature.

Gem of Curing: This gem allows its wielder to cast *cure disease*, *cure blindness* or *neutralize poison*. Use of this gem is only limited by its charges.

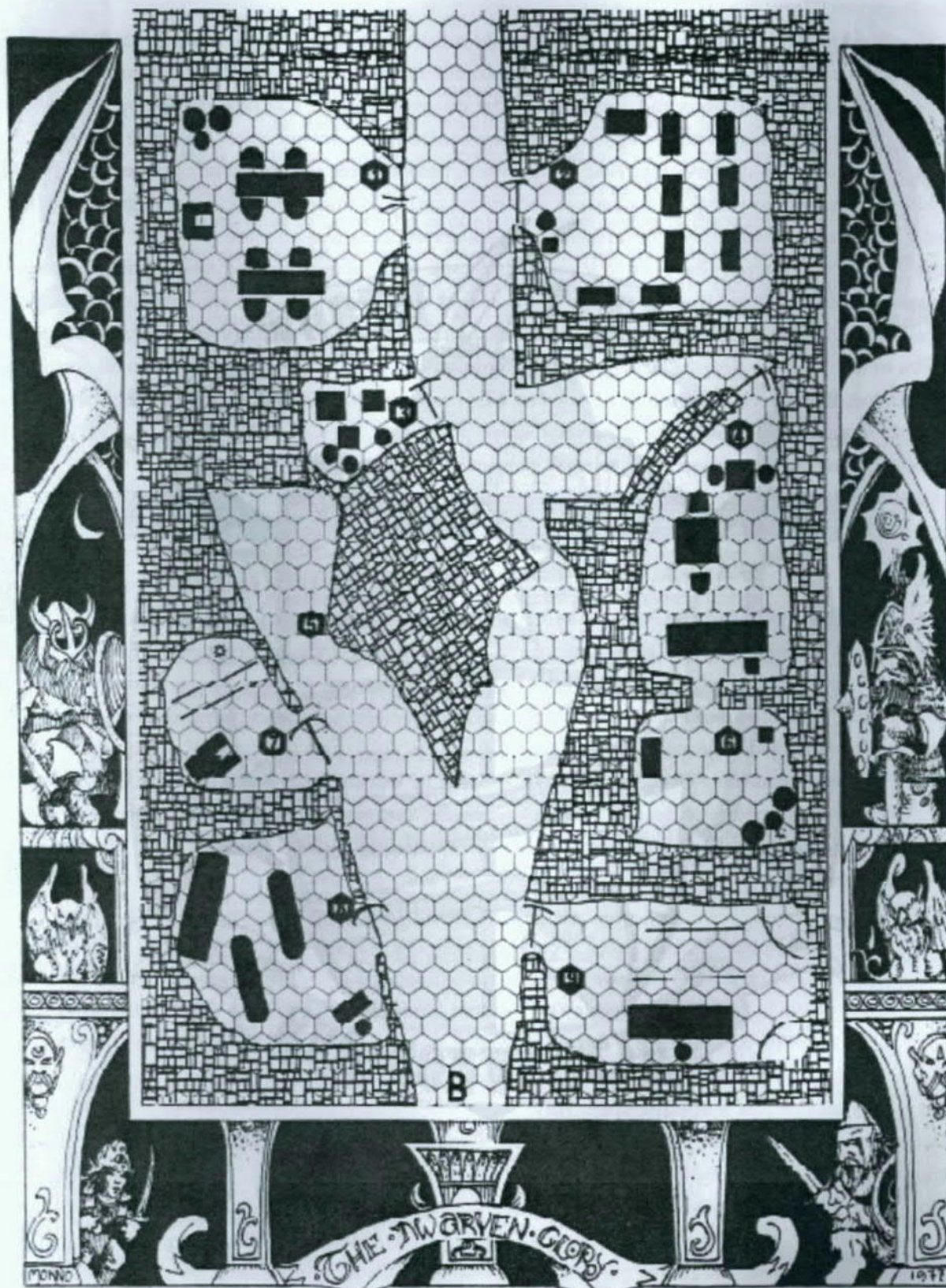
Gem of Fire: Rare and powerful, very few of these gems exist. The wielder of this gem may cast *burning hands*, *fireball* or *wall of fire*. However, the gem uses an equivalent amount of charges per level of the designated spell (i.e. *fireball* uses three charges). Any character class can use this gem.

Gem of Smiting: This gem bestows a +1 bonus to hit and damage to its wielder.

Gem of Healing: Same as *gem of healing*, but this gem will cure 3d6 hit points.



THE DWARVEN GLORY □ SECTION B





THE DWARVEN GLORY □ SECTION B

SECTION "B"

This section once served as a meeting area for visitors. Its taverns once echoed with joyfull frivolities, but now its inhabitants drink with sombre mein.

Room #1

The Tasteless Tavern of Ollie the Half-Orc. 2 tables, 8 chairs, 3 barrels and a fireplace. Barrels contain wine and ale. Ollie is at the fireplace (HP-7)(AC-7). 6 3rd level warriors are seated at tables (HP-8,7,12,13,10,14)(AC-7), all are thieves by profession, 100 GP carried on each. Ollie carries nothing. 500 GP are hidden in bottom of ale barrel. Any drink taken in tavern calls for saving throw vs. paralizaton. Tavern inhabitants will attack if attacked, but will usually try to get party to rent sleeping rooms. They will attack while party is resting in sleeping rooms.

Room #2

Sleeping Room. 9 beds, small chest (no trap, empty), small stool with wererat attendant (HP-12)(AC-7), has appearance of idiot. Cost for bed is 3 GP per night. 20% chance of disease if beds are slept in (common crud).

Room #3

Storeroom. 2 racks meat (mostly human), one wine rack with 6 bottles, 3 barrels ale, 10,000 GP in rack bottom.

Room #4

Dwarven Delite Ale House. 2 tables, 4 chairs, one bar, one chest (poison pin lock) 300 GP in chest. Female barmaid (14th level magic user)(HP-41)(AC-7) wears hypnotic medalion (only works for her) that charms male party members to fight each other in jealous rage over her. She will instill in any female party members a feeling of insecurity and inferiority. No saving throw against medalion effects - works within sight. Magic user is neutral/evil.



THE DWARVEN GLORY □ SECTION B

Room #5

Old drunken dwarf (blacksmith from Room #7) (AC-5) (HP-1 due to excess drinking) If forced to fight will have -1 on all hit throws. Carries nothing, will try to join party or panhandle from them. Is expert liar and will leave party at first opportunity if hired.

Room #6

Barmaid's Chamber. Bed, very rumpled, chest with 1-10 pt above-chest rock trap (5,000 GP), 3 small tables, one with crystal ball of ESP, one with wand of lightning bolt (ends have been switched to deter thieves, yep, it works backwards, has one charge left), one with bottle with clinched fist label (3 uses of liquid lusting potion, any user will become reckless, always attacking the nearest threat, effects last one day). One gem is behind table, perfect ruby, 100,000 GP.

Room #7

Smith's Shop. 2 racks with 6 swords in each, forge, gem in dust of floor. no power. 500 GP.

Room #8

Library. Belongs to magic user in Room #4, 2 tables, a desk and stool. 3rd level fighter dwarf-librarian (HP-10)(AC-5), intensely loyal to magic user. Large rack of books and scrolls (50), referee's choice as to what, but all are guarded by exploding ruins removable only by librarian if permission to check them out has been obtained.

Room #9

Threads to Tread Boutique. 2 racks of fine clothing in human size, 2 changing areas, sales counter with stool. Run by 2 sisters (Pixies), one visible and one non-visible. (HP-4)(AC-6). They are companions of dwarf in Room #5. Will be able to supply clothing for any of party, extremely good liars, claiming magical properties for many of their garments. 25 GP in store, found under stool.



THE DWARVEN GLORY ■ SECTION B

Section B: Tavern Cavern

The infamous Tasteless Tavern is located in this cavern. The tavern, owned by Ollie, a monstrous, but very intelligent, half-orc, is now fortified and seldom frequented. The tavern, which also doubles as a small inn, is part of the old mines, but it is very clean. The walls are covered with tapestries depicting the glory years of the mine and city.

Ollie is very amiable, despite his appearance, and he will assist those who seek to help clear the caverns of the orcs and other monsters. He can be found in location 1 or 4 most of the time.

1. This room has several long tables and a roaring fire place. There are also six comfortable chairs with ottomans and individual end tables. A pair of human waitresses serve the room. It is never more than half full of patrons. A dwarf thief named Balwin frequents this room in search of easy targets. If the PCs settle down here for a meal, he will introduce himself as a dwarven noble who lost his entire fortune and estate to a group of raiding orcs. He will offer the PCs a drink if they will hear his story and consider helping him retake his property. Balwin, will spike the drinks with a sleeping poison (save vs. poison or fall asleep immediately for 3d4 rounds). He will then try to rob the party (pick pockets each PC at +50%) and make his escape.

Also in the room are six first level dwarven fighters. They are all mercenaries and can be hired as henchmen. The dwarves will hire out individually at 10 gp per day plus 10% of total treasure or as a group with a rate of 60 gp per day and 25% of total treasure.

Balwin, Thief (1) AC 7; HD 2, hp 10; #AT 1; Dmg 1d6 short sword; SA backstab; SD None; MV 6"; AL NE; EXP 65 +2/hp; Thaco 20. He carries 12 gp in a hidden pouch. Second level thief.

Dwarf Fighter (6) AC 4; HD 1, hp 1d10+2 #AT 1; Dmg 1d6 short sword; SA None; SD None; MV 6"; AL NG; EXP 10 +1/hp; Thaco 20. Each dwarf has chain mail and shield and carries a short sword.

2. This chamber is a large communal sleeping chamber. The fee is 1 gp per person per night.

3. The door to this room is locked. This room is used for storage. It contains food and drink to run the tavern for about a week.

4. The main bar is located in this room. There are numerous tables and chairs as well as a long bar with tall bar stools. The bar keeper is Ollie's cousin, a half-orc female. She is also very smart and a great source of information. For every two drinks purchased by an individual, she will tell a rumor (see table). She will tell a total of three rumors per day. Drinks are 10 sp for ale, 1 gp for wine, or 2 gp for spirits. For each gp spent, add +1 to the rumor die roll.

One of the barmaids, Cassandra, a human, wears a special *pendant of charm* that allows her to partially charm other humans. If successful (save vs. spell), the victim will over tip Cassandra by at 10 gp per drink.

Rumor Table (roll 1d6)

The first three rumors on this table are false.

1. A wasting disease affects all who enter Section G
2. The dwarves at the old temple will help anyone in need (Section H).
3. A lich lives in Section F, location 6.
4. A lich lives in Section F, location 7.
5. An evil wizard is searching the caverns for a special gem.
6. The vault at Section D, location 22 has never been penetrated.



THE DWARVEN GLORY ■ SECTION B

5. This area is filled with large, comfortable chairs. It is a quiet area usually reserved for larger groups seeking some privacy. It is served by the barmaids from location 4 (but not Cassandra). An old dwarf has fallen asleep in one of the chairs. For the price of 25 gp he will warn the PCs of the trapped door at Section F, location 1.

6. A total of eight human barmaids share this room. There is nothing of interest here.

7. A blacksmith runs a small shop out of the tavern. He is a very old dwarf who is partially deaf, but very capable. He can repair regular weapons and armor (fee is half original cost). He can only make or repair dwarven weapons and armor, but rarely does so due to the effort required and his advanced years. He does have a suit of dwarf-sized *+1 chain mail* (300 gp) and a *+1 hand axe*

(150 gp) available for sale. The dwarf has a 20% chance of having any type of armor and a 50% chance of any weapon in stock. He charges 150% of the normal price. He also has a special key (see Section G, location 6) that was commissioned but never picked up. He will sell it for 100 gp.

8. This room is available for rent at 5 gp per day.

9. This chamber is used as a store by a young dwarf merchant. He is the last remaining member of his family - the largest merchant family in the city. He has salvaged some of his weapons (50% chance of having an item in the *Players Handbook* [no weapons or armor]). He sells the items at 150% actual cost. The dwarf has some black market connections and he can procure any standard item at 250% cost in 1d3 days.

New Magic Items

Dwarven Totems

These stone totems are used by dwarves to bestow aid to those in need. They are typically found in underground dwarven cities and mines. Each totem will have a magical gem embedded into the stone surface. These gems act exactly as magical dwarven gems but they have unlimited charges. Gems that are removed from a totem immediately lose all charges (though they may be recharged as per regular magical gems of the same type).

Some totems are devoted to an ability or characteristic score. A totem devoted to strength would give each good creature touching it, a +1d4 to strength for one day. Dwarves roll a 1d6 for added bonus. Evil creatures subtract the same amount.

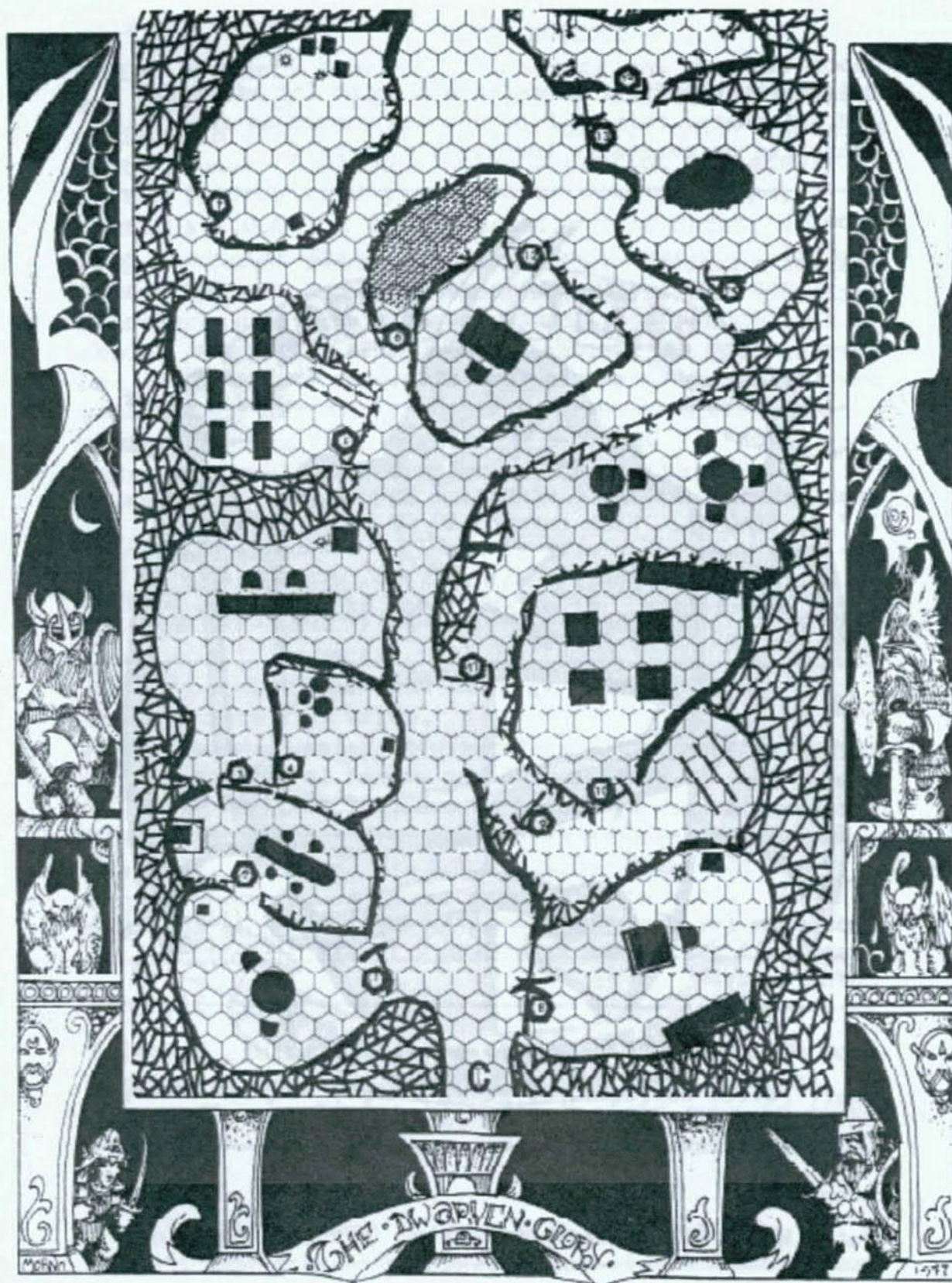
Totems can also bestow abilities based on their type. A totem of lightning will grant any who touch it the ability to cast *shocking grasp* (as their level) regardless of character class once per day. A totem will only grant a function to a character once per day.

Pendant of Charm

Very minor magic items, these charms allow the wielder to establish a charm-effect on a target of the same race. The charm is temporary (2d4 turns) and the effects are as a *friends* spell. The target of the charm may only be affected once per day. Also, the pendant will only function three times per day and can only be used by females.



THE DWARVEN GLORY □ SECTION C





THE DWARVEN GLORY □ SECTION C

SECTION "C"

Originally the first stopping-off point for visitors and prisoners, this section has now become an area inhabited by generally low-level riff-raff.

Room #1

Visitor's Center. Table, 2 chairs, chest (trap, extremely loud siren-type sound if opened, 7 GP), 10 Kabols (HP-5,4,6,7,6,4,4,5,4,6) (AC-6), each carries 2 GP and +2 sword vs. lawfulls. They are seeking allies to settle feud with orcs in Room #9.

Room #2

Cooking spit, table, 4 stools, 7 Hobgoblins (HP-8,4,3,7,7,9,6) (AC-5). Each carries 10 GP and a +3 spear. Are very hungry but will go along with Kabol's plan of enlisting the party's aid only to turn on party at first opportunity. If offered food by the party, will take it, but still attack.

empty

Room #3

Interview Room. Long table with 2 chairs, cabinet, gem at foot of cabinet with bat etched in surface (attracts attack by undead on owner of gem) (750 GP).

Room #4

Storeroom for empty barrels (5), small chest (fireball trap, 1-12 pts damage extending 3 ft all directions), chest empty.

Room #5

Dwarf Police Barracks. 6 beds, 2 empty weapons racks, 20 GP under mattress of bed nearest door.

Room #6

Water Well. Giant Tick on ceiling (HP-4) (AC-4)



THE DWARVEN GLORY □ SECTION C

Room #7

Police Property Storage. 4 chests, one nearest door has spring floor trap (vaults 3 ft section in front of it into ceiling for 1-8 pts damage, chest contains white powdery substance -tick repellant mistakenly siezed in drug raid), next chest with no traps, contains 1,000 1 X 3 inch papers, next chest, no trap, contains dried twigs (heat-activated belladonna siezed in same raid), last chest contains 6 small blackjacks, 2 sets brass knuckles and a length of chain. 2 gems in dirt, one no power, no value, one has cross etched in surface (gem of healing, 1-6 pts, usable once per day). Opening either of last 2 chests frees a rust monster (HP-20)(AC-2) from under spring-loaded section of first chest.

Room #8

Visitor's Information Center. 4 skeletons laying in room (HP-3 each)(AC-5). Fireplace, chair, open empty chest, bookcase with 10 faded visitor pamphlets and 18 booklets of mead-making. Gem on floor by chest, paste, no value.

Room #9

Weapons Storage. 3 weapons racks with 1 spear and 3 swords. 6 orcs (HP-3,5,6,4,4,3)(AC-4) sitting around doorway. All are drunk (-2 to hit). No GP, but have what appears to be a Kobal ear.

Room #10

4 locked cabinets with no traps. Each contains 6 bottles of Dwarven Ripple Wine, 18 empty bottles lay on floor. Long table with 8 plain cups in corner.

Room #11

2 tables, 5 chairs, chess set on each table, several empty wine bottles, dwarf-size helmet under



THE DWARVEN GLORY □ SECTION C

one table (no power), and an Ogre (HP-15)(AC-3) who will challenge members of the party to a game of chess for 100 GP per piece. If agree to play, will be given one King and one Pawn, and he will start with a full set. If disagree with the way it is set up, Ogre will attack, especially if called a "cheater". If refuse to play, he will demand 10 GP from each party member for taking up his time. He will forget charges if supplied with Dwarven Ripple Wine.

Room #12

Booking Desk. Large desk and chair, faded blotter of former prisoners (beyond readability), silver ring (300 GP) hidden in chair back.

Room #13

Large 20 ft deep pit with several skeletal bodies in it (those looking into pit must save vs. charm, as a glowing spot in the pit's bottom beckons them to jump into the pit, 1-6 pts + AC damage).

Room #14

Several sets of chains with 4 skeletons in rags. Will-o-wisp hovers in room (AC- -8)(HP-36). Will fake being mortally wounded and beg the party's aid to get into Room #15. Will attempt to get party members to gaze into pit in Room #13.

Room #15

16 decaying bodies, 8 plain swords, 4 spears, 4 axes, 14 shields, 10 bottles of wine, 600 GP, 16 sets of human-size chain mail suits. Door to Room #15 will wizard lock upon Will-o-wisp's command.



THE DWARVEN GLORY ■ SECTION C

Section C: Entry Caverns

This section of the Dwarven Glory was part of the grand entrance to the city and mines. Visitors were directed to this area before they ventured to their destination. The entire cavern was taken over in the orc invasion but it is now primarily occupied by some humanoids who have set up their own camps.

1. This chamber was once very opulent and served as a welcome center for visitors. Whatever fine furniture it once held has been broken up for firewood or repurposed for the denizens of this chamber. A large group of 15 kobolds have claimed the chamber. The kobolds are led by an extremely large kobold named Yizyag. The kobolds are fiercely independent after having served (as virtual slaves) the invading orcs. They won their freedom in the attack and Yizyag now has dreams of finding treasure within the caverns. The kobolds have a small treasure chest hidden in the floor of the room. Inside is 100 gp.

Kobold (15) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 1, 1, 1; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.

Yizyag, kobold leader (1) AC 6; HD 1; Hp 8; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carries a long sword 1d8 and/or spear 1d6. MM.

2. Deserters from their tribe, seven hobgoblins have made this chamber their home. They are currently planning to attack the kobolds at location 1. The hobgoblins believe the kobolds have found a massive diamond and they want to steal it. They believe the gem is worth 5,000 gp. The hobgoblins, if approached carefully, will ask the PCs to join them in the attack and they will split the profits. Of course, the kobolds do not have the diamond. The hobgoblins will attack the PCs immediately after defeating the kobolds. If the PCs decline the offer, the hobgob-

lins will attempt to ambush the PCs at a later date. A sack hanging on the wall has 75 sp and 120 cp.

Hobgoblin (7) AC 5; HD 1+1; Hp 8, 6, 6, 5, 5, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.

3. This room is empty.

4. This room is empty.

5. This room was formerly a small guard station. It has been ransacked by the invaders and nothing of value remains. However, a small jail holds dwarf, apparently emaciated. His name is Stam Silveraxe. An evil and greedy dwarf, he helped Mortoc gain entry to the Dwarven Glory. However, Stam attempted to steal a gem-encrusted necklace from the king's treasure chamber, but was caught by Mortoc. He was thrown in the jail for a punishment, though only for a short time. A Mortoc likes the dwarf.

Stam will say he was thrown in the jail by the invaders and he was the chief guard in this area. He will suggest that he knows of a secret vault within the weapons room (location 9) that holds some magical weapons. He is sure the invaders have not found it. If freed, he will take the PCs to the chamber. Of course, he will attempt to lead the PCs into a trap. He will feign weakness, but he is really just a skinny dwarf and he is fully capable. He will attack the PCs when they enter location 9 and the orcs in that room are encountered. Stam is attempting to get back in the good graces with Mortoc.

Stam (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg by weapon; SA none; SD none; MV 6"; AL N; Thaco 15; EXP 85+4 per hp. He wears ring mail but has no weapons.

6. This room has a large pool of water and serves as the well room for this section.



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7. This chamber was used as an impound room by the guards. The room was completely looted by the invading humanoids.

8. The remains of six dwarf guards were thrown into this room. An orc shaman animated the bodies as zombies and they now mill about the chamber. They will attack any intruders. One of the zombies has the key to the cell in location 5.

Zombie (6) AC 8; HD 2; Hp 15, 13, 11, 8, 7, 6; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.

9. This room was used for weapons storage by the dwarves. There are dozens of weapon racks lining the walls. Eight orcs are packaging the weapons for travel. The orcs will attack any intruders that are not humanoids. There are 84 spears, 21 short swords, 15 battle axes and 24 hand axes in the room. None of the weapons are magical or special.

Orc (8) AC 6; HD 1; Hp 8, 7, 6, 6, 4, 3, 3, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.

10. This chamber once held packaged wine and ale. The bottles were given to visitors as gifts. The invaders have taken everything and only empty cases are left.

11. A massive battle took place in this room. It was a dining hall used by the guards. A pair of ogres are sitting at a large table playing chess. One of the brutes knows how to play and he is trying to teach the other with little success. If given the chance, the largest ogre will challenge the PCs to a game of chess. If he wins, the PCs must surrender 300 gp or one of their own (to become dinner). The ogres will bet a *gem of healing* (they don't know it is magical). The ogre is very good at chess and you can ei-

ther play a game out, or roll 1d20 to determine the winner. The ogre receives a +4 to his roll. The PC playing him gains +1 for every point of intelligence over 14. The ogres will honor their bet. If the PCs decline, the ogres will attack.

Ogre (2) AC 5; HD 4+1; Hp 25, 19; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM. Each ogre carries 2d12 gp, 1d4 gems worth 10 gp each. The largest ogre has a *gem of healing*.

12. Empty location.

13. The invaders dug a massive pit and threw in the slain. Mortoc's lead shaman cast a curse on the pit, and anyone who looks into the pit must save vs. spell or jump in. A total of six skeletons will animate if anyone enters the pit. They cannot be turned while in the pit. However, a successful turning roll will inflict 1d4 damage to each skeleton. One of the bodies holds a *gem of smiting* in a clenched fist.

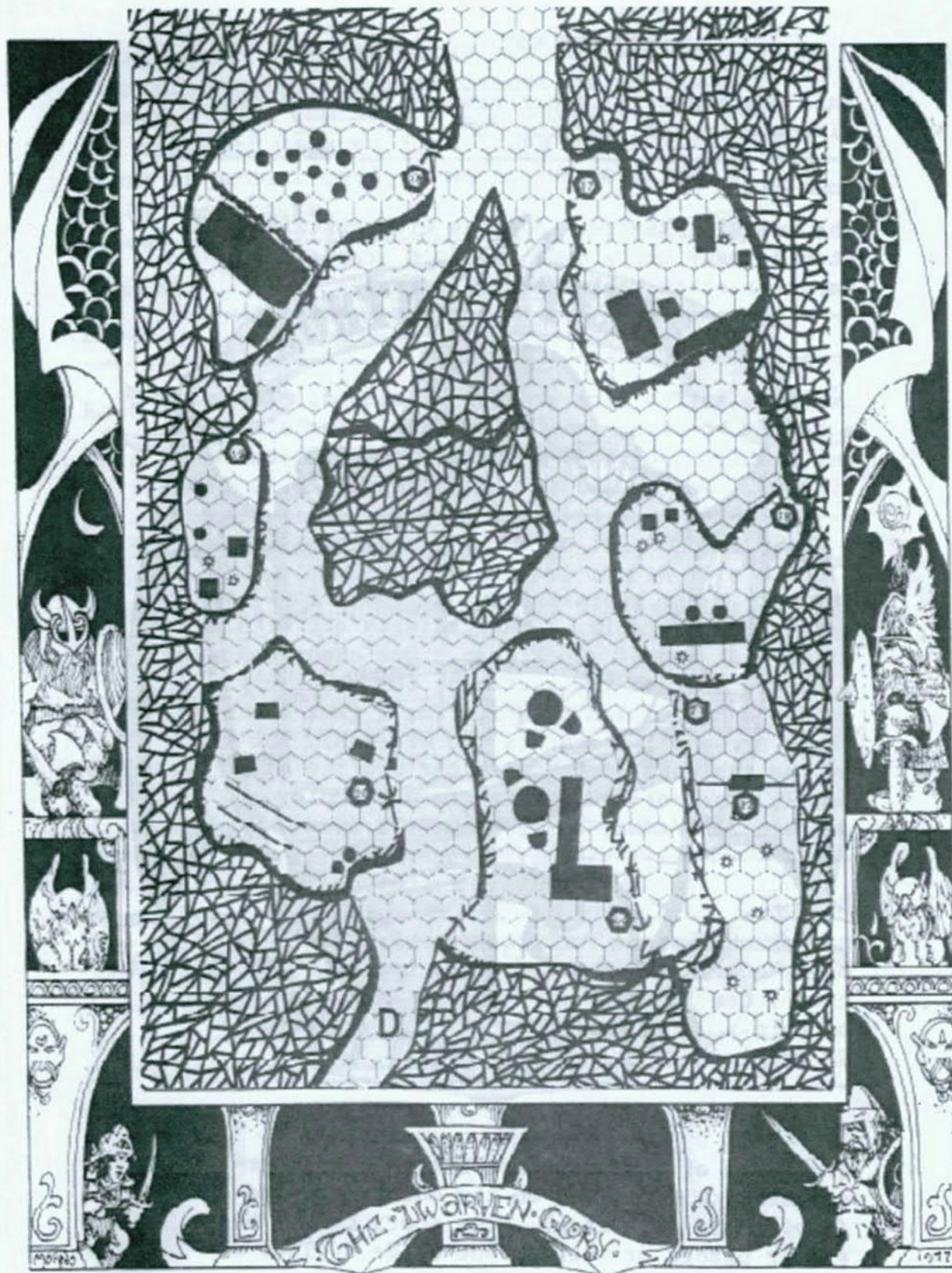
Skeleton (6) AC 7; HD 1+1; Hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.

14. This room is empty.

15. The door to this room is wizard locked. Inside, a dead elf lies in the corner. He died after casting the spell. The elf was visiting the complex when the invasion started. He wears +1 *chain mail* and carries a +1 *long bow* with 10 +2 *arrows*.



THE DWARVEN GLORY □ SECTION D





THE DWARVEN GLORY □ SECTION D

SECTION "D"

This was a general entertainment area and ties directly in with Section "C".

Room #16

The Dwarvin Theatre. A stage with curtains, 10 stools, many empty cups and food wrappers. Wardrobe chest behind stage (empty).

Room #17

Crossbow set to fire at door if opened. There is a bed, a bookcase (empty), a desk, armchair and a small chest (no trap) containing several rolls of tickets. Gem by bed is paste (no value).

Room #18

Formerly a gem appraisal area. There is a long table with 2 stools, 2 chests (each set with an electrical 1-8 pt shock trap. One chest contains a record book of transactions, the other a gem cutter's hammer and chisel. The 2 gems by the chest are small fragments (70 GP each), the gem by the table is etched with the profile of a dwarf. The holder of this gem may employ a dwarvin war hammer as if he were a dwarf.

Room #19

Refreshment stand for theatre. 2 barrels of mead, one chest of dried corn, one chest of melted chocolates (gold foil wrappings appear as mounds of gold). 2 gems in room are badly flawed (30 GP each).

Room #20

The doors of this room are set to a counter-weight with wires set on the outside of the door (may appear as a trap). The doors cannot be either pushed or pulled, but slide up like a



THE DWARVEN GLORY □ SECTION D

garage door. If the wires are cut to the counter-weight, the door cannot be physically opened. Room contains 3 ore carts filled with all kinds of weapons (are stage props and will break in actual use), 2 water barrels and 2 empty tool racks.

Room #21

Empty.

Room #22

This is a vault. The door can only be opened by an individual with a strength of 18. There is a poison gas trap on the vault, also a wizard lock to be placed on the door of Room #21 if the vault trap is tampered with. Thirdly, the entire wall section will slide towards Room #18, moving at 3 ft per turn, if any of the traps are tampered with or if any attempt is made to deactivate them. There are 6 rubies in the vault (600,000 GP each).

Room #23

A nightclub/tavern room. 2 tables, 4 chairs, a ramp and stage. Posters and pictures on walls proclaim it as the only tavern to feature topless dwarf go-go-dancers. There are 6 bottles on the far table. One contains a potion of endless shrinking, the others are wine. The other table holds a deck of marked cards (no value).



THE DWARVEN GLORY □ SECTION D

Section D: City Caverns

This area is a small section of the outer city. It was once considered an entertainment district, but the section usually attracted the dredges of the dwarven society. This section is directly connected to Section C.

16. This cavern holds a small theater. Typically, bawdy stage shows operated here. The entire room and its contents are in ruin.

17. The dwarves who ran the theater used this room as their office. The door has been destroyed and room ransacked. Desks are toppled over and their drawers thrown about. However, the invaders missed a secret compartment in one of the desks. Inside is a pouch containing 20 - 15 gp gems.

18. This cavern was a pawn shop. It has been thoroughly sacked by the orcs and nothing but broken display cases remains. There is a scale with balance weights lying amidst the rubble. The weights are all light by 5%.

19. A small bar is set here. The bar served patrons to the theater. Lying behind the bar is a very drunk orc. He has no relevant information on the mines or his comrades. In fact, even when sober he has no idea where they are or where he is!

Orc (1) AC 6; HD 1; Hp 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.

20. This room was used as storage for the theater. Everything in the room is simple stage prop ware. However, a group of six orcs were convinced that the weapons in the room were magical. They have just returned to gather them for their own use. The orcs will attack the PCs with the prop weapons. An orc who hits a PC will inflict no damage and the weapon will break apart.

Orc (5) AC 6; HD 1; Hp 8, 6, 6, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM. Each orc has 1d8 gp.

21. This room is empty.

22. The door to this room has been trapped by Mortoc's men. If opened, a slab of stone will fall on all who are within 20' of the door (outside the room). Each victim will suffer 1d6 damage.

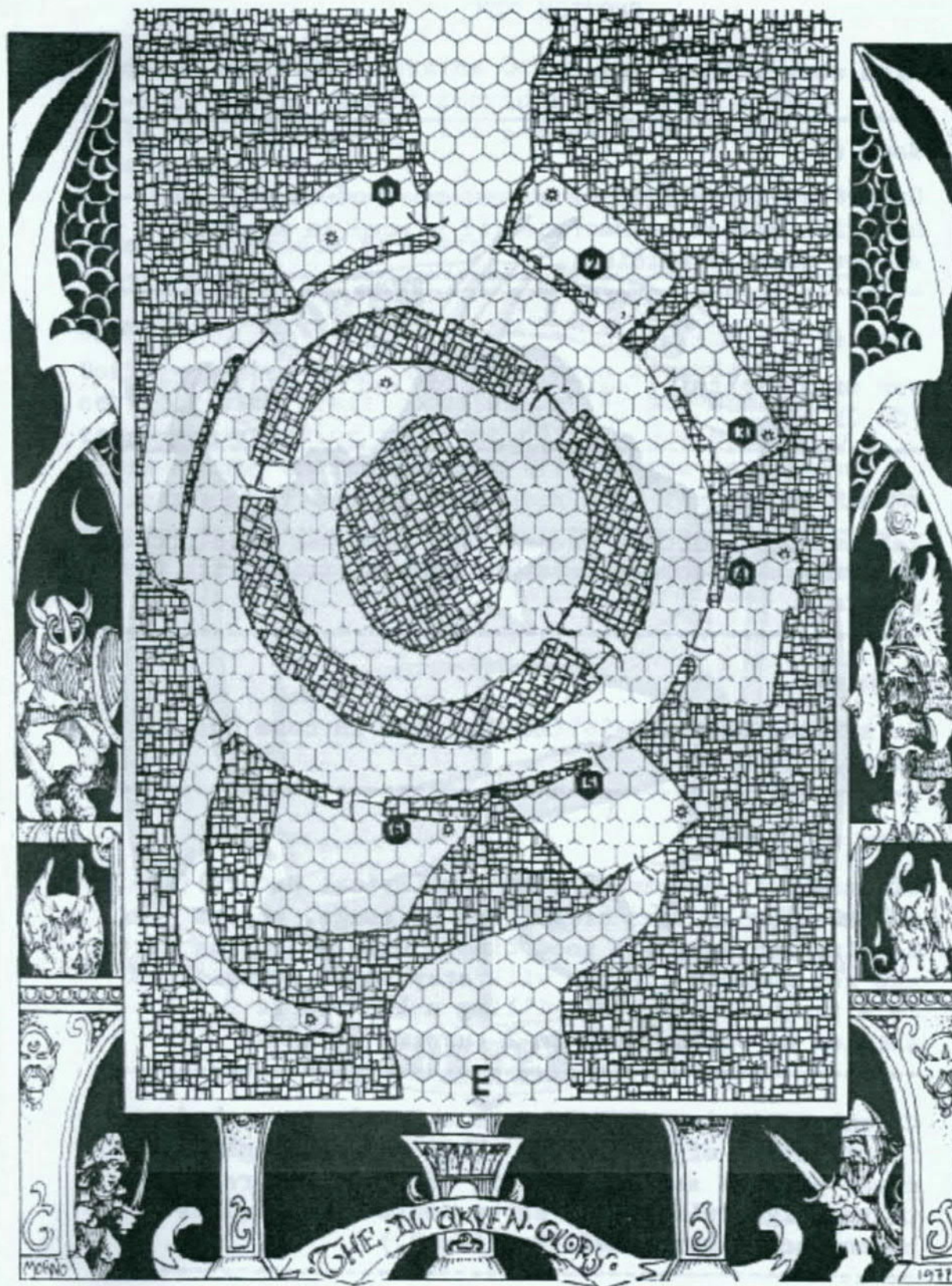
Inside the room is a *dwarven totem* (see page 10). This totem is devoted to strength.

23. This chamber was a nightclub with artwork and decoration related to the theater (location 16). The club has been destroyed and nothing of value remains.





THE DWARVEN GLORY □ SECTION E





THE DWARVEN GLORY □ SECTION E

SECTION "E"

Mine work storage area.

Room #1

Gray Ooze (HP-12)(AC-8) covers most of floor. Gem has fish etched on surface (if placed in mouth, allows water breathing).

Room #2

Gem with lightning bolt etched on surface. No power, 700 GP.

Room #3

Yellow mold thickly on ceiling. Gem has tree etched on surface (allows telepathic communication with plants).

Room #4

Gelatinous Cube. (HP-16)(AC-8). gem in cube has no power, 1,000 GP.

Room #5

Old man (air elemental with a whimsical nature)(HP-60)(AC-2). Is fond of singers of songs, enjoys dancing and having a good time. Will offer the party the gem in room if they will stay for a party. Gem is a fungus destroyer, killing a 10 X 10 ft section of yellow mold in 2 turns.

Circular section contains gem which is scratched as if pried out of something. This gem is sought by dwarf priests and a reward is offered. (If returned to the High Priest, the party would be killed as human sacrifices. Ref. Section H.)



THE DWARVEN GLORY □ SECTION E

Dead-end corridor contains Ochre Jelly (HP-20)
(AC-8). Gem at end of corridor has cross etched
on it (gem of healing, 1-6 pts per use, usable
once a day).

2-doored corridor is empty.

Room #6

Spring-mounted door that will open towards the
corridor with great force doing 1-4 pts damage
to anyone standing in front of it. Gem with
arrow etched on its surface (if the gem is thrown,
it acts as a 1-6 pt weapon with a +7 for hit factor).



THE DWARVEN GLORY □ SECTION E

Section E: Mine Storage

Used for the mines, this area has several caverns that are devoted to storing mining equipment. The invading orcs have taken all of the equipment or destroyed what remains. The chambers are generally empty of contents, but not monsters.

1. A young gray ooze has recently entered this chamber looking for food. It has been dining on the corpses created during the invasion. The ooze will attack any who enter. The ooze is still small and does not hit for as much damage as a full grown specimen.

Gray Ooze (1) AC 8; HD 3+1; Hp 16; #AT 1; Dmg 1d8; SA corrodes metal; SD impervious to spells; MV 1"; AL N; Size M; Thaco 16; EXP 325+4 per hp. MM.

2. A dwarven totem stands in this room. The blackened remains of two orcs lie before the totem. This totem is devoted to lighting.

3. This room is empty.

4. A gelatinous cube is making the rounds. It has been consuming the remains of the dwarves in the mines. Various weapons (nonmagical) are inside the cube as well as two gems worth 200 gp each.

Gelatinous Cube (1) AC 8; HD 4; Hp 25 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 6"; AL LE; Size L; Thaco 15; EXP 150 +4 per hp. MM.

5. An air elemental occupies this room. The elemental will only attack if it is attacked. It guards a gem, sitting on an iron pedestal. Six dead orcs lie on the floor of the room. Mortoc decided not to waste any more troops on trying to defeat the air elemental. The elemental will make no action and it will not communicate with the PCs other than to whistle a tune. If the PCs recognize the tune and sing a few bars of the appropriate song, the elemen-

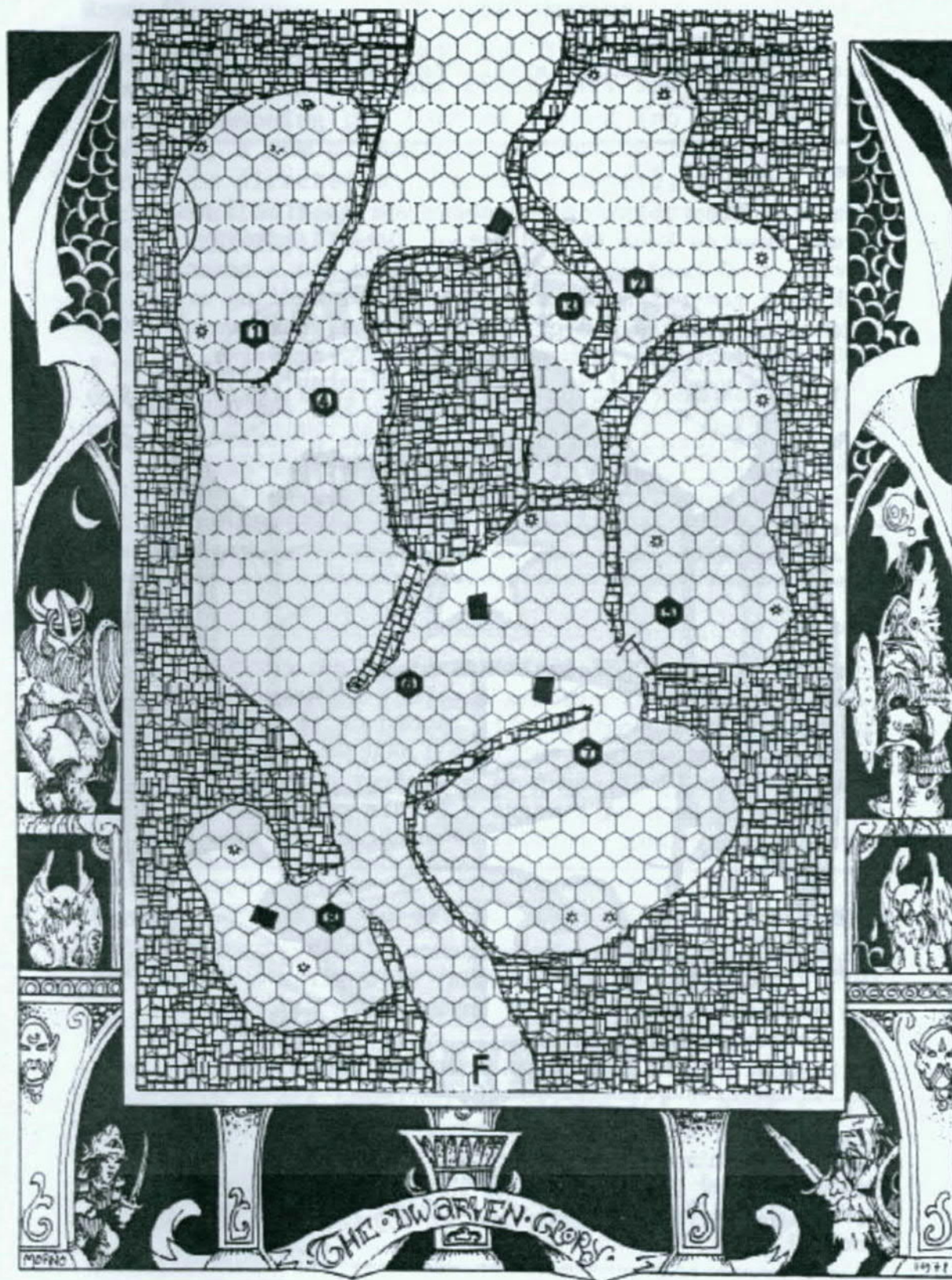
tal will move aside and let the PCs touch the gem. It will not let them take the gem without a fight. It is a *gem of extra healing*.

DM's Note: To add some fun into this encounter, you may play a small part of some song your players will recognize. Have them actually sing a few bars to placate the air elemental.

6. This room is empty.



THE DWARVEN GLORY □ SECTION F





THE DWARVEN GLORY □ SECTION F

SECTION "F"

This is a former mining area. Many mine implements litter the area.

Room #1

Door with trap (bank of crossbows set to fire 5 hexes across towards Room #4), Minotaur (HP-21)(AC-6), carries a +2 hand axe, 4,000 SP. Room has a roasting rack with several human skeletons and 2 bedding areas. 4 gems, closest is gem of sexual change, next worth 1,000 GP, next gem is broken, no power, no value, last gem a gem of giant strength. Minotaur will put party under a geas to find and return his son unharmed to him. Failure to perform will invoke a curse upon party members (loss of 1 intelligence pt per day unless the geas is resumed). Effects are not reversible. If the geas is fulfilled, Minotaur will obtain for each party member gauntlets of ogre power.

Room #2

2 ogres (brothers)(HP-24,23)(AC-5). Each carries 1,000 GP, the first carries a scroll in belt (rent-due notice from upper level). 4,000 GP is scattered on floor. Gem nearest entrance 1,000 GP, next is flawed, worth 10 GP, next is a perfect diamond 500,000 GP. Each ogre wears a girdle of giant strength. Are sworn enemies of Minotaur in Room #1.

Room #3

Ore cart partially blocks entrance. Young Minotaur (HP-23)(AC-6)(+4 on all attacks) is wearing a yellow gem around his neck (gem of insanity). He is on his way to attack ogres in Room #2 when party finds him. He is hostile and cannot be reasoned with.

Room #4

Capture squad of 20 ghouls (HP-6,7,8,6,5,4,7,8,10,9,8,7,10,3,7,5,9,4,8,11)(AC-6) working for Minotaur in Room #1.



THE DWARVEN GLORY □ SECTION F

Room #5

Cave troll (HP-27)(AC-4), has 3,000 GP, 7 regular swords, 7 suits of dwarf chain mail and 3 gems, one of summoning the Lord of Undead (no control, however), a gem of magical attraction (any magic thrown is directed at the gem's owner), a gem with a bull's head etched on its surface (no power, 300 GP).

Room #6

2 ore carts, 10 lizard men (HP-5,7,10,11,10,9,8,6,7,12)(AC-5) will try to ambush party from ore carts. If unsuccessful, will fake panic and try to lead party into Room #5. Are on friendly terms with Cave Troll and Minotaur. Gem in dirt of floor with praying hands etched in surface (raise dead, usable once per day).

Room #7

Liche (18th level magic user)(HP-42)(AC-7). Is not active unless gems in room are disturbed. Appears as plain skeleton in dirt. If gems are disturbed he will arise, block the party's path of retreat and place them under a geas to bring him the head of a young Minotaur. Gems in the room: one contains the Liche's ego, one his will, one his intelligence. Gems are the hardness of jade, and to destroy one is to destroy them all and the Liche will cease to exist.

Room #8

Door with 1-10 pt rock trap above it. Ore cart (actually black pudding)(HP-40)(AC-6), 2 gems, one nearest door will cure any poison if gem is ingested (gem has skull & crossbones etched on it). other gem shows a line of human figures etched on it (shape change, change is permanent, useful only once per person).



THE DWARVEN GLORY ■ SECTION F

Section F: Mines

This area is just a small section of the mines. There is no light here and the caves and tunnels have been taken over by a minotaur. Mortoc gave the minotaur the area as payment for helping in the attack.

1. The door to this room is trapped. A group of five crossbows are hidden behind a false wall next to the door. If the door is opened (without proper precautions), the crossbows will fire. Each crossbow has a THACO of 18. The crossbows are set so they will fire away from the door (potentially striking any who stand near the front of the door outside the room). The trap will inflict 1d4 damage per hit.

A minotaur resides in the chamber. He is very evil and short-tempered. He will attack intruders on sight. The creature is currently roasting some victims over a massive fire. If attacked, the minotaur will roar loudly

enough to summon his ghoul comrades at location 4. In a sack, near his bed, the minotaur has five gems worth 200 gp each and 341 gp.

Minotaur (1) AC 6; HD 6+3; Hp 29; #AT 1; Dmg 2d4 head butt, 1d4 bite or 1d10 by weapon; SA none; SD none; MV 12"; AL CE; Size L; Thaco 13; EXP 400 +8 per hp. MM. He carries a halberd. He wears an emerald necklace worth 1,500 gp.

2. Two ogres are planning to attack the minotaur. They are after the minotaur's emerald necklace. The ogres are completely evil and greedy. They will attack the PCs rather than talk with them.

Ogre (2) AC 5; HD 4+1; Hp 21, 18; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM. The ogres have 900 gp, a gold





THE DWARVEN GLORY □ SECTION F

scroll case (300 gp) with a magic-user *scroll: fireball, levitate* and *strength*, and a pair of gems worth 100 gp each.

3. This room is empty.

4. This area is littered with the partially consumed bodies of many dwarves and orcs. A group of four ghouls reside here. They are allied with the minotaur.

Ghoul (4) AC 6; HD 2; Hp 13, 11, 9, 7; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.

5. This room is empty.

6. Lying on a pile of glittering rubble is a skeleton. The skeleton wears ornate robes and a crown of bone. The rubble is ore filled with fool's gold. The skeleton will only move if the fool's good is touched. It will point a finger at the nearest PC and fire a *magic missile* (it has a *gem of magic* in its other hand. It will continue to do so, targeting random PCs, until it is destroyed.

Skeleton (1) AC 7; HD 1; Hp 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.

7. A lich lies on a bed of gems in this chamber. It looks exactly like the skeleton at location 6. If any of the gems are disturbed or the lich is attacked, it will spring to life and immediately cast a *time stop* spell. It will

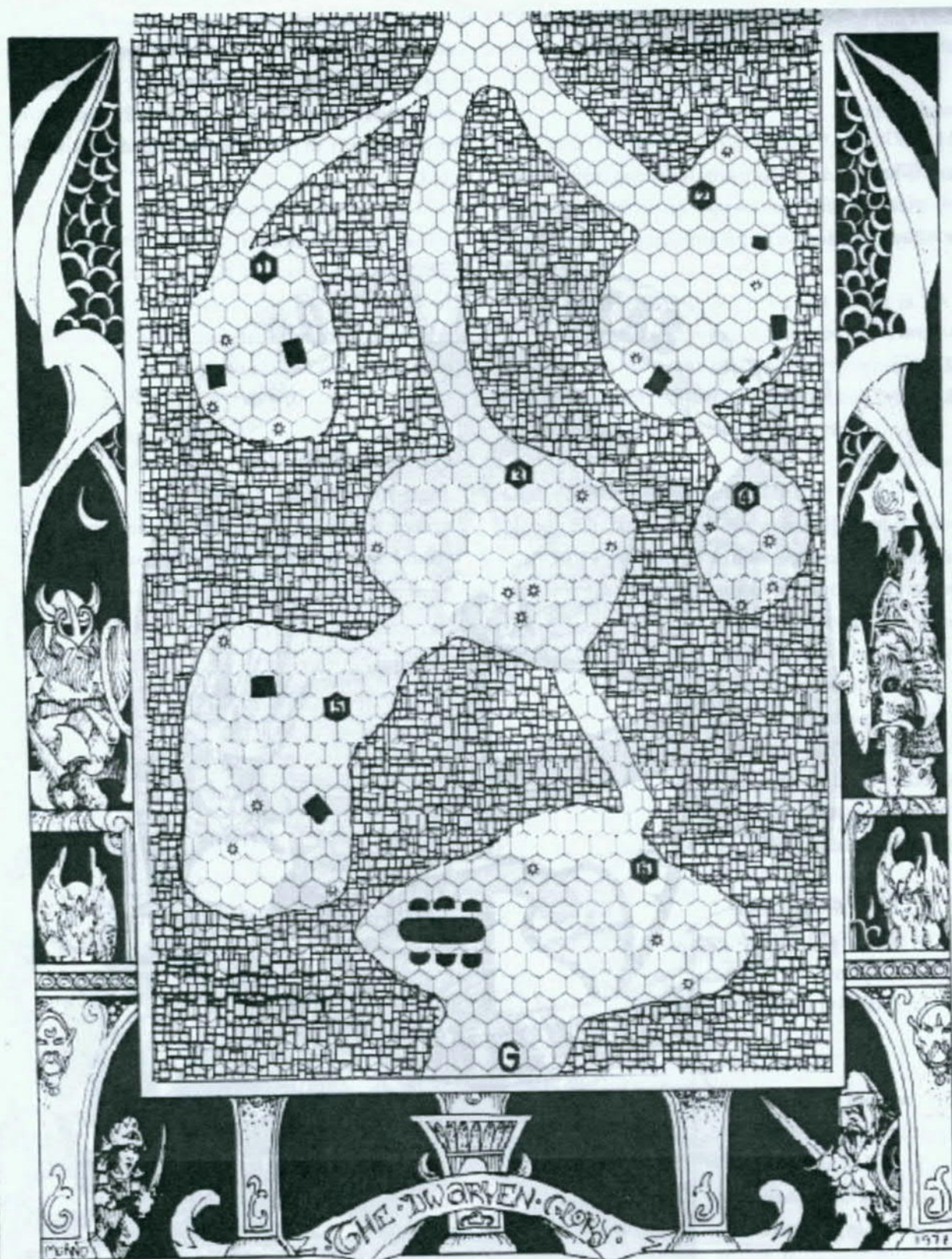
then cast a *geas* spell on one of the PCs. That PC must search the dungeon for a *gem of finding*. The gem must be returned to the lich immediately at which time the lich will let the PCs take one gem each from his pile. The gems are worth 1d12x100 gp (roll randomly when selected).

8. This room is empty.





THE DWARVEN GLORY □ SECTION G





THE DWARVEN GLORY □ SECTION G

SECTION "G"

A section of the caverns which was struck by disease following the orc invasion. Mine area. The area is becoming habitable again.

Room #1

2 ore carts. Bodies of 2 dwarf priests, recently dead and stripped of weapons and wealth. 3 Umler Hulks (HP-27,30,38)(AC-2) devouring bodies. 4 gems in room. 3 have no power (300 GP each), the one nearest the entrance has flame etched on surface (will call forth fire elemental to serve the user for one day, but if called upon again by same character, will attack him).

Room #2

2 ore carts, small chest with 6-hex chlorine gas trap on it. Chest contains a value directory of gems, which tell GP value, but not powers, of any gem found in mine. Tool rack at back of cavern, empty.

Room #3

30 skeletons (HP-3 each)(AC-3) placed as guards by magic user in Room #5. They will not attack the party but will try to keep them out of Room #3. If party enters Room #3, skeletons will attack. 6 gems in chamber, one gem of protection from an evil High Priest, one a gem of healing (1-6 pts), one gem 1,000 GP, one gem of disease curing, one a gem of weakness, one a gem of diminunization. All gems are property of magic user in Room #5.

Room #4

Skeletons of dwarf warriors (2) locked at each other's throats. 2 swords, 2 shields, 70 GP on each dwarf. 4 gems, one 900 GP, one gem of delusion, one a gem of translating languages, one gem which enrages holder to do battle with closest person, still in one dwarf's hand.



THE DWARVEN GLORY □ SECTION G

Room #5

2 ore carts, neutral 17th level wizard. (HP-50) (AC-7). He carries a ring of skeleton control, a scroll with 6 3rd and 4th level spells. He is a seeker of magical items willing to trade gems if he can make the best of the deal. He is knowledgeable about the qualities of magical gems, but will not freely reveal his knowledge. He will search alone and will not join the party. 4 gems in room (no power) 1,000 GP, 700 GP, 859 GP and 800 GP.

Room #6

Large table with 6 chairs, +3 war hammer with 6-inch throw and return range. One Grahuk (ref. pg.56, Gods, Demi-gods & Heroes), carrying net, shield and curved sword. He is in search of an Elenoin (same ref.) whom he was summoned to kill. He will telepathically contact the party leader and ask that the party assist him in his search. If they refuse he will attack. If they agree he will lead them to Section H. 3 gems, no power, 500 GP each.



THE DWARVEN GLORY □ SECTION 6

Section F: Shrine for the Mine

When the mines were first established, the dwarves built a shrine to their gods. Miners often visit the shrine to gain luck and safety. This area was also one of the most rigorously defended. The dwarves who fought in this area refused to surrender and they all died, including a priest. As the priest fell, he used the power of the shrine to curse all the enemies in the area with a terrible wasting disease. Many orcs fell to the disease and, now, Mortoc refuses to let his troops enter the area despite the rumors of a magnificent gem within the shrine.

The disease only affected the orcs that were in the area at the time of the curse.

1. A large gate is set against the south wall of this room. Inside the arched gate, flames burn with unearthly intensity. Looking into the gate, the PCs will simply see an infinite area - like the sky - burning with red and yellow flame. This gate is an entrance to the plane of fire. Entering the gate will result in immediate death.

2. Several ore carts and mining tools are stored in this room. The bodies of six orcs lie on the floor. They will jump up to attack the PCs. The orcs are now diseased zombies. They move at normal speed but they are more fragile than regular zombies. Also, the zombies will animate three rounds after being killed. However, each time they animate, the zombies have one less hit point. When reduced to zero as starting hit points, the zombie will no longer animate. The best solution for the PCs is to kill the zombies and throw them through the gate at location 1.

Zombie (6) AC 8; HD 2; Hp 8, 6, 5, 4, 4, 3; #AT 1; Dmg 1-8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. MM.

3. This chamber holds a very simple shrine. A dwarf totem stands within a circle of carved stones resembling dwarf miners. The gem in the totem is a *gem of finding*. This gem has no charges left.

4. A pair of dwarf priests (evil) are in this chamber arguing over where to go to find sacrifices for the evenings festivities at the temple (Section H). The dwarves, upon encountering the PCs, will smile and act as friends. They will suggest that the PCs will receive a reward if they would only safely return the priests to the temple (Section H). The dwarves will lead them to Section H, location 5.

Dwarf Cleric (2) AC 5; HD 3; Hp 22, 19; #AT 1; Dmg 1d6 by war hammer; SA Spells; SD Spells; MV 6"; AL CE; Thaco 20; EXP 150 +3 per hp.

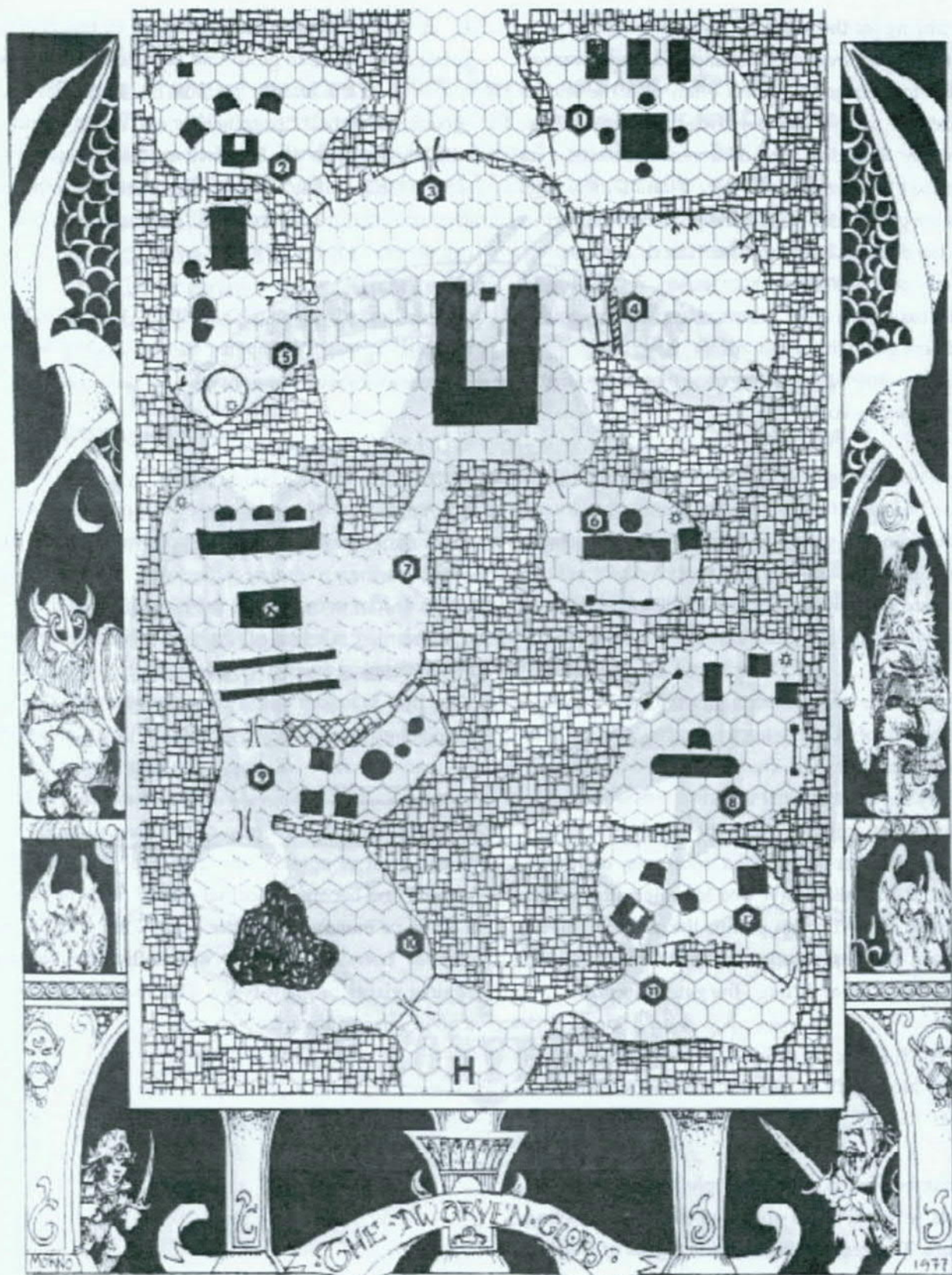
5. This cavern is empty.

6. A massive stone slab is set upon four short granite columns to form a table. An iron chest rests on the slab. Lying on the ground near the table are the charred remains of four orcs. A large ruby hovers over the chest.

The ruby is a *gem of fire* and it will cast *burning hands* at 10th level at any evil creatures that approach the table. The chest is locked and it can only be opened by using a special key (see Section B, location 7). Any other attempt to open the chest will cause the *gem of fire* to release a *burning hands* (see above) on the offender. While hovering over the chest, the *gem of fire* has unlimited charges. If the chest is opened, the gem will simply fall to the ground and become a normal *gem of fire*. The chest holds a *+2/+4 vs humanoids battle axe*. Along with its magical combat bonuses, the axe will inflict double damage against giants or giant-types. This axe is only useable by a good-aligned dwarf.



THE DWARVEN GLORY □ SECTION H





THE DWARVEN GLORY □ SECTION H

SECTION "H"

This area has the last concentration of dwarfs in the area. It is the Temple Area, but the remaining dwarfs have become fanatical religious zealots, replacing their noble deity's ways with barbarian paganism.

Room #1

3 beds, 1 table, 4 stools, an empty weapons rack, 3 third level dwarf warriors (HP-10,12,14)(AC-4), armed with +2 war hammers. They are door guards for the temple.

Room #2

Fireplace with 3 chairs, a chest (no trap) which contains incense, the fumes from which, if burned, render all within 6 feet dreamy and unmoving.

Room #3

This is the main Temple. Inside the door is a 3rd level dwarf warrior (HP-11)(AC-4). There is an altar of black onyx, an idol of black onyx with one gemmed eye and one empty socket. 3 dwarf priests (HP-10, 10,12)(AC-7). 16 first class warriors (HP-5 each) (AC-4) with maces. There is one 12th level High Priest (HP-34)(AC-3 under leather). They are having a meeting, planning how to get a human sacrifice for their evening ritual.

The eye that remains in the idol is a perfect diamond (500,000 GP). The High Priest does not want the other eye returned (diamond from Section "F", Room #2) since the theft of the eye is the excuse he uses for his excesses, human sacrifices and general unpriestly behavior. The return of the eye would end his complete power. The other members of the dwarf community are eager for the return of the eye. Some have plotted, and have summoned an Elenion, which has been shape-changed into a human female, to assassinate the High Priest. She is in Room #8.



THE DWARVEN GLORY □ SECTION H

No gold is allowed in the temple itself. If any is carried in, it will be taken from the party and placed in Room #6 for safekeeping. A generous contribution will be taken from the gold before it is returned to its owner.

Room #4

Prison area. There is a captive orc chained to the wall. He has 3 turns of life left after party enters the room. He will confide that he stole the diamond eye for the High Priest, but will only do so if no dwarfs or priests are in the room. He will also give section location of eye.

Room #5

Torture Room with racks and assorted items. There is a water well with a gem in it (gem is a defective levitation gem; once employed and commanded to levitate, the holder will be forcefully levitated to the ceiling for 1-4 pts smash damage, then fall for 1-6 pts fall damage).

Room #6

Chamber of the High Priest. A desk and chair, a bookcase filled with religious books, a black-velvet oil painting of Billy Dwarf, a chest with spring-spear firing trap from above (contents 20,000 GP, 100 SP, 1 scroll to raise the dead, usable once).

Room #7

Courtroom for religious matters. Judge's table, 3 chairs, witness stand, 2 rows of benches. 12 1st level dwarfs (HP-12 each)(AC-4) seated at benches. In corner is a gem of obedience (placed in an accused's hand, will make him say anything the High Priest commands him to say. Confessions



THE DWARVEN GLORY □ SECTION H

made by persons holding the gem are thereafter believed by him).

Room #8

High Priest Sleeping Room. One bed containing female (shape-changed Elenion, ref. pg.56, Gods, Demi-gods & Heroes). She will attack the first person into the room, believing him to be the High Priest. 2 bookcases filled with X-rated reading material, 2 chests, one with poison needle trap (200 sapphires, 800 GP each), one with floating ruins on its lock (8 +1 swords, 6 +2 daggers, 4 pair elfin boots). Gem behind chests will make any liquid it is placed into a deadly poison (no saving throw).

Room #9

Storeroom with 3 chests of food, one barrel of ale, 2 barrels of wine.

Room #10

This is the refuse dump. There is a HUGE pile of trash in the middle of the room.

Room #11

4 dwarf guards (HP-11,11,12,10)(AC-4) placed there by assassins. They will attempt to keep all but the High Priest from entering the chambers.

Room #12

Fireplace, 2 chairs, large cabinet filled with 13 robes (all non-magical).



THE DWARVEN GLORY ■ SECTION H

Section F: Temple of Desecration

As the mines and city were overrun by Mortoc and his minions, an evil faction of dwarven priests attacked the main dwarf temple. These priests, led by a complete fanatic, believe that mining for gems is corrupt and a crime against their god. These zealots want to preserve all things natural; they even want the dwarves to live among the elves in the forests.

1. This area was once a small chapel but it has been converted for use as a guard room and armory. Four dwarf guards are always on duty here. They will confront anyone entering the temple. Non-members must be accompanied by a dwarven priest of their order to enter the temple.

Dwarf (4) AC 4; HD 1+1; Hp 8, 7, 6, 5; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.

2. This room is a simple lounge that was used by the priests to have casual conversations with guests and visitors. There is nothing of interest in this room.

3. This is the main worship room of the temple. A large onyx altar is set before the onyx statue of the evil god worshipped by the new dwarf order. The idol is of a strange-looking dwarf who is slightly slender with pointed ears. One of the statue's eye sockets is empty while the other is filled with a large ruby (500 gp). The evil dwarves are searching the mines for another ruby to match.

As luck would have it, the dwarves are planning on sacrificing some of their enemies this evening. However, they have no one in their possession. Of course, the PCs would fit the need.

4. This chamber was once a place of serenity and meditation. Now, shackles line the walls. A single orc hangs from a pair of shackles. The orc is to be sacrificed this

evening, but this is a very meager offering. The orc is near death (1 hp) and he is of no particular help.

5. Various instruments of torture are organized in this room. A large dwarf is cleaning off the rack at this time.

Dwarf (1) AC 4; HD 3+3; Hp 30; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL CE; Thaco 16; EXP 75 +3 per hp. Carry battle axe 1d8. MM.

6. The door to this room is locked. This room is used by the temple's high priest, but he is away on business. He is meeting with Mortoc to discuss cooperative opportunities. There is nothing of particular interest in this room, though an examination will clearly reveal the dwarf temple is a place of evil.

7. This chamber is nothing more than a lecture hall. A single long table with an ornate chair are at the head of the room. Simple benches make up the remaining furniture. The room is otherwise empty.

8. The high priest of the original temple used this room as his personal quarters. The new high priest does not live here and the room has been emptied of its valuable contents. Only some furniture remains including a bed and end tables. However, a secret compartment under the bed holds a small, brass chest. The chest is not locked and it holds three *potions of extra healing* and a *gem of curing*.

9. This is a simple store room.

10. This room is piled high with trash. Under some of the trash are the remains of some of the original priests. One has a *gem of smiting* on a gold chain (100 gp) under his tunic.

11. This room is used as a guard station. Four dwarf guards are always on duty here. They will confront any-



THE DWARVEN GLORY □ SECTION H

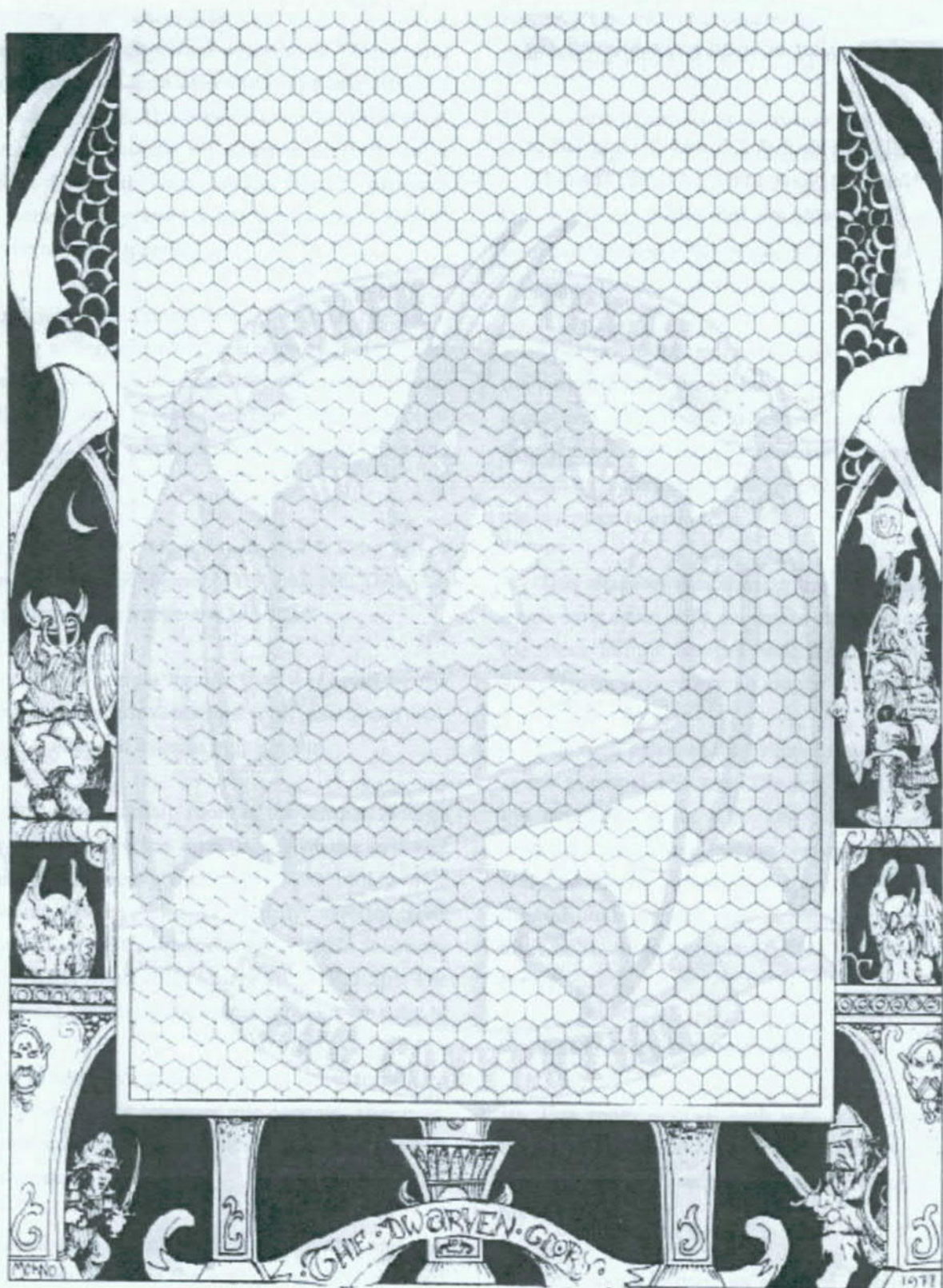
one entering the temple. Non-members must be accompanied by a dwarven priest of their order to enter the temple.

Dwarf (4) AC 4; HD 1+1; Hp 9, 7, 7, 5; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.

12. This room is empty.



THE DWARVEN GLORY





MORTOC



PLANETMASTER



THE GLARING LIGHT OF THE FINAL EXPLOSION LIES AND A HUSH FALLS OVER AN ENTIRE PLANET. IN THIS ONE INSTANT A THOUSAND YEARS OF SLAVERY TO AN ALIEN RACE HAS ENDED . . . THE LAST OF THE IMPERIAL FORCES SCOURGED FROM YOUR PLANET BY THE FIRES OF REBELLION. AND THROUGHOUT THE ENTIRE PLANET AFTER PLANET JOINS IN THE LARKENING OF REVOLT.

YOU STAND BEFORE THE EMPTY THRONE IN THE PALACE OF GOVERNMENT. YOUR LIEUTENANTS SALUTE YOU AND THE PEOPLE PROCLAIM YOU THEIR HERO. WITH RESPECT, LOVE AND HOPE FOR A GLORIOUS FUTURE YOUR PEOPLE OFFER TO YOU THE REINS OF GOVERNMENT TO THE RIGHTS AND TITLE OF "PLANETMASTER".

"PLANETMASTER" IS A COMPUTER MODERATED SIMULATION WITH YOU AS THE GOVERNMENTAL HEAD OF YOUR WORLD. YOU ALONE CAN DECIDE THE FUTURE FOR YOUR PLANET AND ITS PEOPLE . . . THE POLICIES WITH OTHER PLANETS IN THE EMPIRE . . . TO ENGAGE IN A BOLD OF CONQUEST OR TO JOIN IN JOINT EXPEDITION, AND HOVERING OVER ALL LURKS THE FUREST OF THE IMPERIAL SPACE FLEETS . . . BEATEN FOR THE MOMENT BUT WATCHFUL . . . AND STILL THE MASTER OF THE DARK VOID OF SPACE.

AS "PLANETMASTER", YOU ALONE WILL RECEIVE THE HISTORY OF YOUR WORLD, COMPLETE WITH SOCIAL CUSTOMS, ENVIRONMENTAL, AGRICULTURAL AND INDUSTRIAL DATA. INFORMATION ON OTHER PLANETS CAN BE RECEIVED ONLY BY SENDING SPACE FORCES TO MAKE CONTACT.

EACH MOVE IN "PLANETMASTER" COVERS THE ACTIONS OF ONE MONTH AND IS PLAYED ONE MOVE PER MONTH. YOU MUST MAKE AN ACCURATE ASSESSMENT FROM THE COMPLETE PRINTOUT DEALING WITH ALL ASPECTS OF YOUR EXTRA AND EXTRA-PLANETARY ACTIVITIES AND EXECUTE THE MOST BENEFICIAL OPTIONS.

ENTRY INTO "PLANETMASTER" CONSISTS OF A FIDELITY SET-UP CHARGE WHICH INCLUDES YOUR FIRST THREE MOVES, PLUS BOOKLET AND OTHER NECESSARY MATERIAL (EXCEPT RETURN POSTAGE). MOVES THEREAFTER ARE \$2.00 EACH.

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