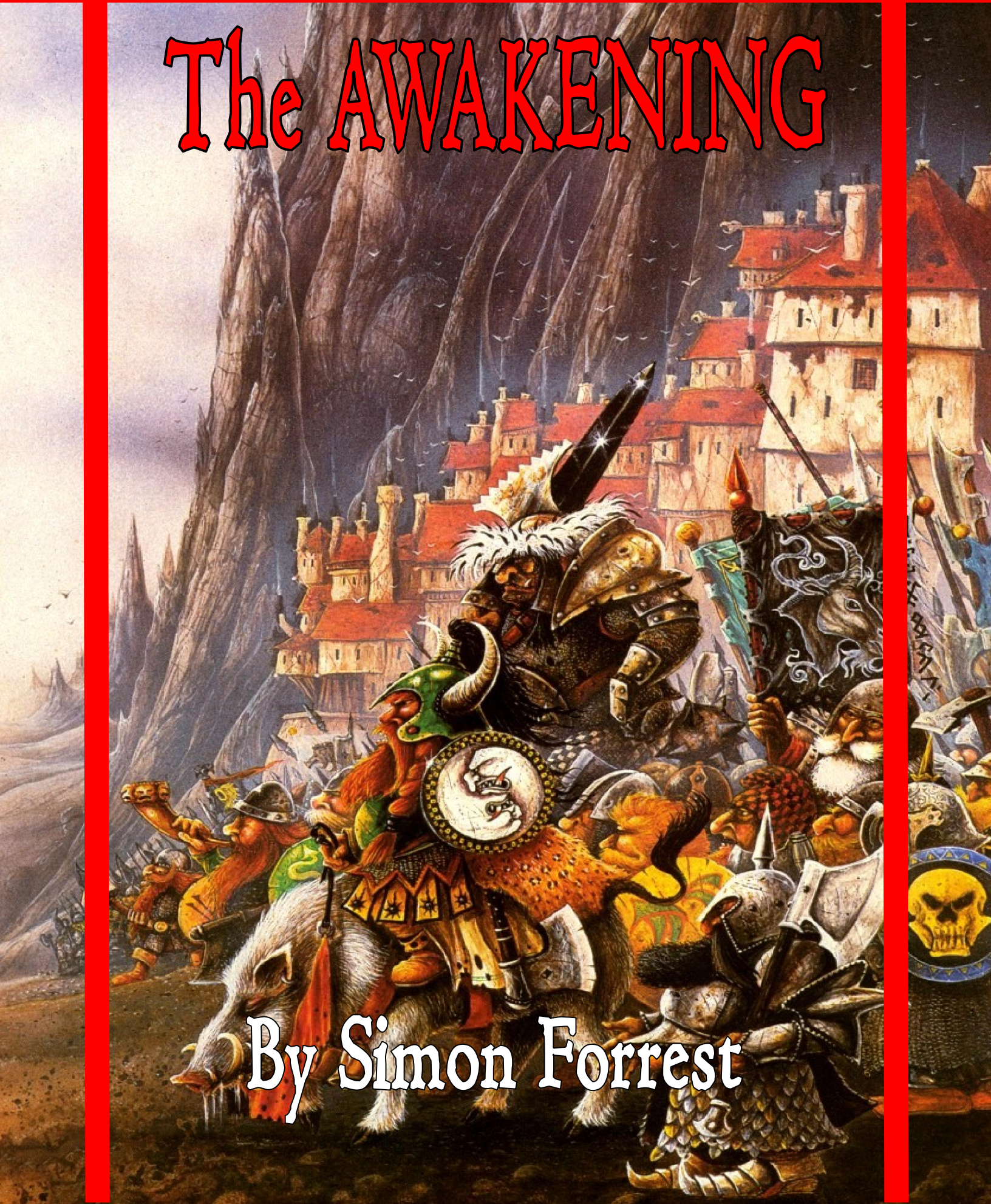


The AWAKENING

By Simon Forrest



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THE DWARVES.



The Dark God slumbers, the ashes of his fires unstirred for many centuries and his earthly servants long dead. From the lost place in which he rests, his dreaming eyes look out upon a barren waste and scour the broken land for the messenger come to summon him, come to call him back...

In the deep places of the earth there are things that crawl and slither that are best left unseen and unmentioned, but in these places the duergar walk - they seek to learn of the old magics of making and breaking and of ways to conquer and extend their black kingdoms, always dominating the weak. In dark chambers the priests of this grim race look into the deep wells of unholy knowledge and search ancient tones for secrets hidden to them, secrets that were once known to the forefathers of their race

when dwarf and duergar were one people, not mortal enemies sworn to annihilate one another.

At times they find strange words of power or cryptic guides to the great halls of legend and then councils are summoned and armies readied. They venture forth in their hundreds, going through the long tunnels that climb steadily towards regions less damned than their own, where their kin the dwarves live in glory and splendour; the duergar seek out weak delves and pillage and murder until they are once more sent back to the deep places, their new powers overcame.

...and the Dark God slumbers still. But on the horizon a small figure moves, hesitant at first, then ever more sure, creeping closer to the Dreamer.



The Awakening is a scenario for the AD&D game, designed for a party of 5-7 players with characters of 7th and 8th level. The game can either be played as a one-off adventure or as part of a campaign - notes are provided allowing you to incorporate it in the Pelinore campaign (see the end of the scenario). It is assumed the characters have a number of minor magical items (they will need magical weapons, for example) but if they are all toting a few lesser artefacts and enough magic to sink a battleship then you should do something about reducing this armoury, at least temporarily. The whole of this scenario is set underground and the characters should be equipped accordingly.

This adventure draws on the mythological background given in Graeme Davis' *The Dwarven Saga* and you should read that article before continuing (Appendix 1). If you wish to use the scenario as part of an existing campaign, you may have to change or adapt the background to your own mythos - this should prove no real problem.

The Awakening is centred around an attempt by the fearsome dwarf-like duergar to summon an ancient elemental power that slumbers in the bowels of the earth to aid them in their bid to overthrow a dwarven delve. The valiant player characters must thwart the duergar stratagem and somehow prevent their enemies from falling on the delve and slaughtering the helpless inhabitants. There is no time to warn the dwarves and the duergar are far too numerous to fight - only a plan as devious as that of their diminutive opponents will bring the characters victory, but at what cost?

BACKGROUND

Millennia ago dwarf and duergar were one race - they became a people of great artificers and wise to the ways of the black expanses of the underworld, searching all the time to create things of ever greater beauty to rouse the motionless form of their god, Grun. In their endless delvings and quests to the deepest parts of the world they disturbed creatures and secrets more ancient even than themselves, and found arcane knowledge that was meant to be hidden for all time. Of the dwarves, the most powerful of the age was Duergar, magician-artificer and tyrant - he drew many to his cause and began a cruel reign of domination, splintering the dwarven race into many parts: the gnomes and their kind to the surface to learn new ways in the sun, the duergar to the depths of the world where their cold evil festered and their hatred of the dwarves came to drive them above all else.

Such splintering only occurred, however, after long years and terrible wars, with the death of countless numbers on each side and the destruction of many of the delves that had been built in earlier and grander days. Although the dwarves and gnomes were to recover from these wars and find new skills and powers, they never quite regained the grandiose glory of the youth of their race; their creations were more beautiful than ever before, but they no longer carved the huge caverns and vast halls that had once been their homes.

Even so, some of these awesome, vast delves still exist deep under the ground, hidden for the most part from both dwarves and duergar or occupied by others of the dark beasts that are to be found in the



underworld. Legends and rumours tell of the sources of ancient power and great treasures that remain buried in these halls, and many adventurers from many races have died in the attempt to discover such wealth.

Of these halls, the greatest was that built around their god and creator, Grun and around this a city was dug from the living rock occupied by the earliest of the dwarven peoples.

On this complex many subsequent delves were modeled, with a central hall dedicated to Grun and the tunnels and chambers spreading out from this, leading deep into the rock. In the main hall were sited the forges and the gemsmiths' workshops, and here the finest of their crafts-men worked with immense dedication and imagination to produce the unrivalled jewelry and ornaments, weapons and armour for which the dwarves are so rightly famous. All these artefacts were offered to Grun, but none managed to lift his eyes or rouse his soul from the gloom that had fallen on him after the rejection of his creation, his children, the dwarves.

Maugraign's Hall was of this design, built by the craftsman, Lord Maugraign, direct descendant of Moradin and the leader of a small band of dwarves who were masterly in the forging of weapons of power. His hall was one of the last built before the wars against the duergar and few rooms were added to the central cavern before a duergar army fell upon the delve, killing Maugraign and his followers and bringing great destruction down upon the hall.

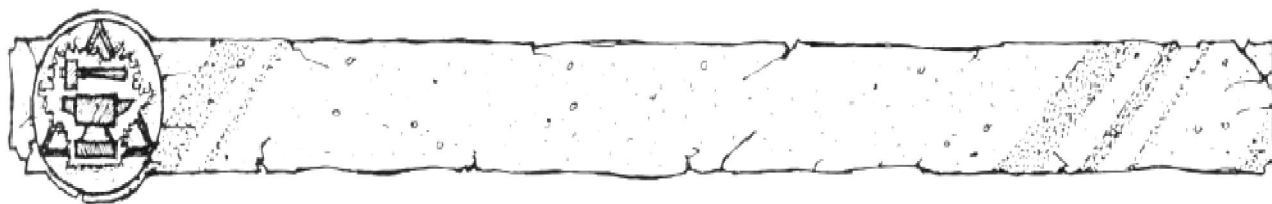
Moving swiftly down the years to recent times, duergar clans are once more preparing an attack on dwarven delves in

their never-ending quest for revenge against their purer kin. The priests and sages of the duergar have searched through the ancient histories and looked where no mortal was meant to look, hoping to find tales of the great halls and a means of tapping the arcane energies that were used by their ancestors in forging the artefacts of power. It was only a matter of time before a priest stumbled across the history of Maugraign and saw there a hint of that great craftsman's greatest secret: magic that could be used to forge awesome weapons, that could bring death and destruction on those who crossed its path and that might perhaps be controlled by a strong-willed priest and used to crush his opponents. The hint was enough and it was not long before the duergar were on the march again, searching for Maugraign's Hall.

INTRODUCTION

This introduction assumes the scenario is being played as a one-off - if you intend to use within a campaign you might have to change some details or invent your own introduction. The essential ingredients are that the PCs must come upon the duergar with no forewarning and with no chance to get reinforcements, and that they should be persuaded that the defeat of the duergar must be their foremost consideration. The bulk of this scenario depends on the PCs trying to destroy or disperse their far more numerous and powerful opponents, and they must be prepared to sacrifice almost everything to defend the dwarven delves.

If you are playing this game as a one-off it will be easy to concoct sane reason for



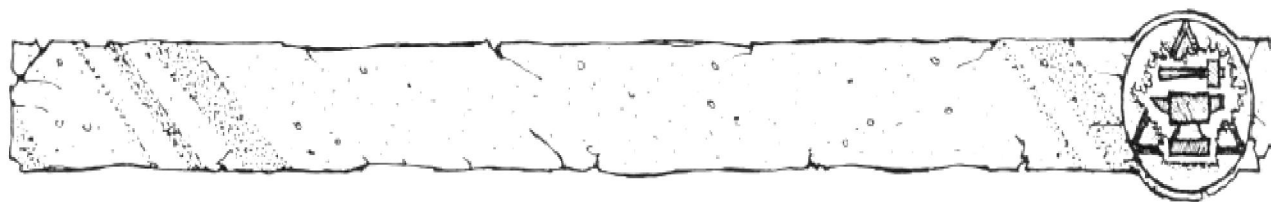
the PCs' interest in the delve. If, on the other hand, the scenario is part of a campaign, players may not want to risk characters unless they have some vested interest in the outcome of the duergar / dwarven conflict. How you then introduce this is up to you and beyond the scope of this adventure; some suggestions are to make them indebted to the dwarves, to have them undertake this service for a reward that is great enough to ensure their compliance, to have the duergar steal something from the PCs they wish to recover and through doing which they will be forced to thwart the duergar plans, and so on.

Assuming a plausible reason can be found to link the PCs to the delve, the following introduction is suggested (whatever you decide to use as an introduction, it is not recommended that the PCs merely happen across the duergar by accident in the course of their subterranean meanderings).

It has recently been a time of consternation for the local delves, with raids on their borders and outlying areas and the slaughter of a number of small clans. There seems to be every indication that this is the work of orcs and goblins, and that it may preface a much stronger attack by a goblin army. Councils have been held and the delves have decided to pool their resources, mustering under the banner of Broin and marching to the orc lairs to face the enemy before they are fully prepared. Few warriors wished to be left out of such a glorious expedition and the delves have been left the old and incapable to guard them. The characters are among those left behind, asked to keep an eye on things. Common adventurers are not taken along on crusades like this.

It is upon a neighbouring, almost defenceless delve that a duergar raiding party falls, murdering and pillaging and making off with a number of prisoners. Nobody can be spared to chase this small party but the characters, who should set off in pursuit, careful not to attack until they are in a good position in case the duergar kill their hostages. The DM should describe a pursuit in which the PCs chase the evil creatures for several days, heading slowly deeper into the earth, along old tunnels that were cut hundreds of years ago by the dwarves' ancestors. At last they seem to be nearing a large cavern that could serve their purposes - the duergar disappear down a stairway into this cavern and the PCs can creep to the edge and peer into the gloom below. And there, instead of an empty cavern ideal to assault the raiders, are hundreds of duergar, grouped around their great war banners and obviously preparing for battle!

The duergar take their prisoners to caves in the side of the cavern (see below) and their captured treasure and magic items to a building cut into the cliff-face on the far side. It will be obvious this army is readying for war with the dwarves, and the delves from which the PCs have just come are the nearest and most likely target. The DM should make it clear there cannot be enough time to get reinforcements. Stirring in the memories of the PCs (especially dwarves) will be vague mentions of this hall - tales of great dwarven smiths, and a supernatural power tapped by them, a power of great destructive force if not properly harnessed (you may choose how much to tell the players, using the background).



DM's BACKGROUND

Although there are the usual fell beasts to combat and the required fabulous treasures to be found, the essence of this scenario concerns the player characters' attempt to destroy the duergar army and save the defenceless delves from otherwise certain annihilation. It has been pointed out that the players should act with the overriding desire to save the dwarves and such a compliance will be assumed throughout the scenario. You may decide to take steps to persuade the players, especially those with dwarf characters, to go along with this; it should be pointed out to players with dwarves, for example, that their racial hatred of the duergar is almost overwhelming and that not trying to defeat this ancient enemy will shatter their self-esteem and honour, hence earning them no experience points for this adventure and probably reducing those to be earned in the future until they redeem themselves.

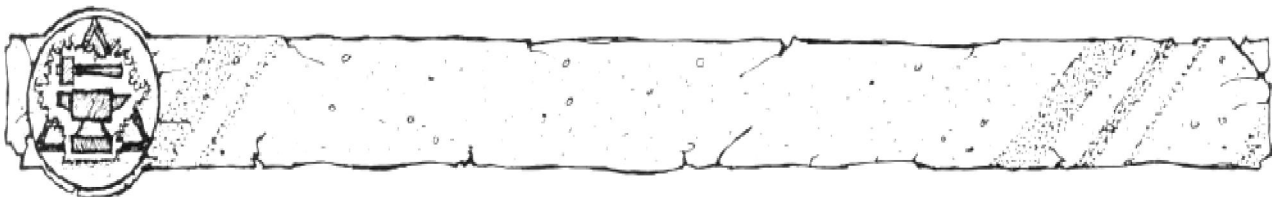
The duergar plan to attack the nearby delves from which the PCs have just come but their timing is merely fortuitous - until the return of their scouting party, the duergar didn't know the dwarves were virtually undefended. Now they are aware of this, they will redouble their efforts to make ready for their assault and will brook no delays, wanting to strike before the dwarven army arrives back from its battles with the orcs. Even with only a minimal force defending the delves, the duergar are not foolish enough to think an attack will prove a walkover: simple skirmishes in the outer areas do not compare with an attempt to break through to the inner halls where there are traps and mazes, strong-points and

battlements to hold back a force as small as the duergar army. The duergar need assistance for this conquest and they think that they have discovered a source for that assistance in the old halls of the Lord Maugragn.

Here the histories tell of an awesome power that aided the craftsmen in their toils, but that could also be used in war if Maugragn so desired; that his hall is still standing is testament to the power Maugragn had bound or befriended. The duergar priests are sure they can find a way to gain control over this being and direct it to their own ends, but even so are unsure of the exact nature of this weapon they hope to wield.

What they do know is 'that it must be summoned - they already have some of the information and old apparatus necessary to perform such a summoning, but are still missing several vital parts without which their plans are dashed. They are convinced these parts are to be found in the remains of Maugragn's Hall, and they have therefore brought their army to camp here while they search for a solution.

Their success in this quest to date is described below, but it should be noted they are wrong in several important ways which could jeopardize their entire mission. The first mistake they have made is in believing they are trying to summon some powerful but manipulatable beast that will either instill in their forces untold valour, or will march before them, bringing death to all who stand in the way. On a more practical level, although they have achieved partial success in locating the documents necessary to perform the summoning, their current searches are in the wrong place and will be



fairly fruitless - it's only a matter of time, however, before they realize their mistake and rectify it.

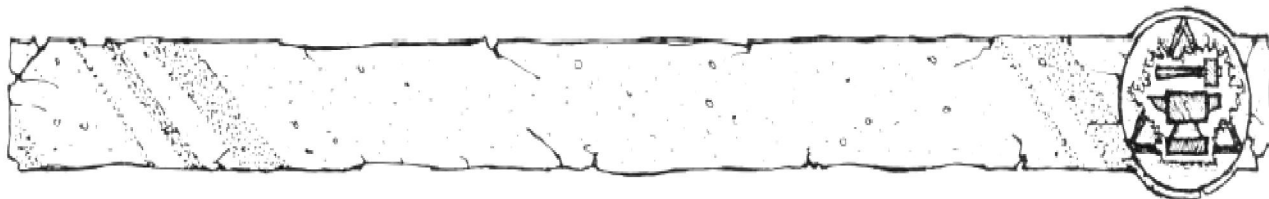
As the duergar forces are far too strong for the small party of PCs to stand a chance of winning in direct confrontation, the PCs will have to devise a more subtle plan to overcome the evil dwarves that oppose them. Once they realize just what they are facing, they have several opportunities to get rid of the duergar army: one of these is to summon the being themselves and try to control it, turning it against their enemy; another is to summon the beast without controlling it and leave it to turn on the duergar of its own accord; and a third is to let or help the duergar succeed.

The first of these options is unlikely to work for the same reason that the duergar priests are unlikely to be able to gain control of the beast for their own employ. Either of the other two plans may work, depending on circumstances, but each conceals its own problems and perils: these will become apparent as the scenario progresses and are described in the relevant places. There is no need to go into any detail at this point other than to note that to succeed the characters will have to avoid capture by the duergar, survive the other dangers, animate and otherwise, that lurk in the vicinity of Maugraign's Hall, and then succeed in finding some or all of the items necessary to summon the unknown but awesome power (several of these occur more than once in the scenario and thus both the PCs and the NPCs may have them and intend to use them).

It may also be useful if you, unlike the protagonists of the adventure, know at this stage the nature of the beast that either side

may be trying to summon - it is, in fact, not a beast at all, but a volcano that currently lies dormant, brooding slowly and awaiting the call that will bring it to life once again. It is for this reason that PCs and NPCs alike may have trouble in controlling it and that success in summoning it may well spell their eventual doom. However, it is no ordinary, mundane earthly volcano, as might be suspected of something that was employed by the dwarves of old, but a thing half-sentient, existing partly in an elemental world, in this case the *para-elemental plane of heat* (also known as the *para-element of lava*).

Maugraign's smiths were masters of the art of forging and as such paid homage to the gods and demi-gods of both earth, as did most dwarves, and fire. As a reward for the greatness of these smiths and the quality of the goods they produced, Maugraign was given the aid of this volcanic energy for his crafts, an energy that allowed him to fashion items no mortal could normally make with powers that drew on the very essence of the being itself. And it is this divine gift the presumptuous mortals hope to summon and command for their own petty ends. This futility and error of the plans of duergar and PCs will probably become evident, however, only when it is too late!





THE DUERGAR

The duergar force comprises three war bands and a priestly contingent, the latter taking overall command of the army. Each of the war bands has been taken from a different clan and each has its own commander and its own loyal ties, though a presiding unity is currently maintained by the chief of the priests. These potentially conflicting loyalties should not be overlooked by the player characters as they may provide a method of splitting the enemy and overcoming the overwhelming odds - the PCs may be able to appeal to one or other of these leaders and promise them glory and renown if they aid or follow a certain plan (remember, however, there is little chance of persuading a duergar warchief to help if it is apparent that there are dwarves or gnomes in the PC party). Each leader and his personal characteristics are described below; you should use these to determine their likely reactions to any player character

suggestions and to work out the interplay between the warchiefs and priests; - the number of possibilities are too great to cover here (but it may be advisable to think about this in advance if you think that the players may try such a ruse).

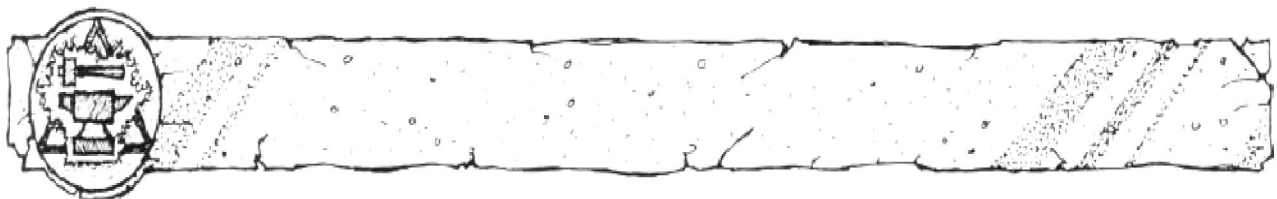
Players of **AD&D** will be familiar with the duergar if they possess **Monster Manual II**; for those who do not, a brief description of these evil midgets is given below, and further information will be given as necessary.

First, the duergar stats:

Duergar: AC 4; MV 60'; HD 1+2; hp 3-10; THAC0 18; #AT 1; Dmg 1-8 or by wpn; SD Immune to paralysis, poison, Illusions / Phantasms, Save vs. Spells +4; Surprised 1 in 10; Sz S; Int Avg; AL LE; XP 30 + 2/hp. (MM2).

They appear as thin, evil-looking dwarves with grey skin, usually wearing drab clothes that blend into their dull underground environment.

The duergar have other creatures with their army, some as a slave force to aid in construction and similar tasks, and a number of war-beasts brought up from the depths of the earth to supplement the army. These are described wherever they appear. It should be mentioned, however, that the PCs may be able to make use of the slaves to aid them, assuming they can stir them to useful action and dispose of the guards that accompany them - any encounter with the beasts, on the other hand, is likely to end less successfully, as these voracious creatures have a tendency to eat just about anything that is not a duergar (and they are not always too fussy on that account).



The main body of the duergar are camped in three groups, one for each warchief, on the floor of Maugragn's Hall; their numbers and composition are described with their respective leaders. Where there are duergar away from the main bulk of the troops, they are described separately in the key and they are not to be counted as part of the main group; generally, these will be taken from all the clans on a rota basis but can effectively be treated as a distinct unit.

The duergar priests will have the following spells (at each higher level they will gain the next spell or spells):

- 1st:** *detect magic*
- 2nd:** *cure light wounds*
- 3rd:** *find traps*
- 4th:** *light, augury*
- 5th:** *resist fire, dispel magic*
- 6th:** *locate object*

Aw1 Dworkim; F9; LE; hp 70; AC 1; **battleaxe +2**

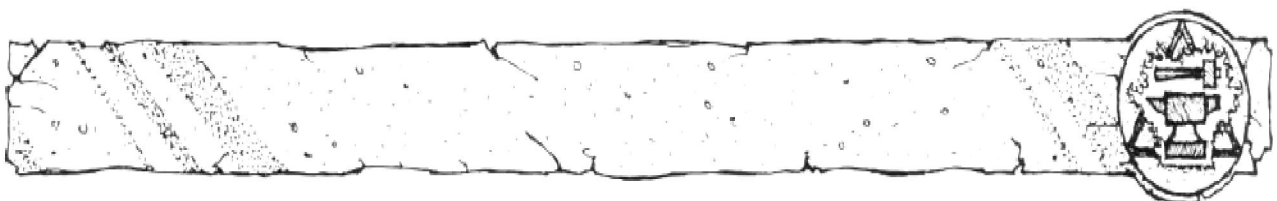
Duergar Male

S	18	▪ Chainmail +3
I	14	▪ Lord
W	9	
D	10	
C	16	
Ch	17	

Dworkim is the most senior of the duergar and commands the largest force. He is an old and experienced hand at tunnel fighting and has been through many campaigns against both the dwarves and

other opponents. Much as he hates the dwarven people above all else, he is not stupid enough to take risks unless the odds are in his favour and the rewards are well worth it (risking other people's lives is, of course, preferable to risking his own} . He does not like the clerical control of this present mission and will attempt to assume command as soon as the real fighting starts; he is, however, well aware of the advantages of having the priests along and will wait until their tasks are complete before acting. Dworkim is the oldest and wisest of the three leaders and it will prove hard to persuade him to act against his compatriots, even to gain control of the army - he thinks he is quite capable of doing that by himself.

His unit consists of 175 other troops, arranged as follows: two assistants, one a 7th-level fighter (AC 3, hp 35, **axe +1**) and one a 6th-level cleric (AC 4, hp 25, **mace +1**); a personal guard of a 5th-level fighter, a 4th-level fighter and a 4th-level cleric, 4 2nd-level fighters and 10 1st-level fighters; and three main forces, each consisting of 1 6th-level fighter, 2 5th-level fighters, 1 5th-level cleric, 4 4th-level fighters, 4 3rd-level fighters, 8 2nd-level fighters and 32 1st-level fighters (each therefore having 52 members; it might be an idea to make a note of these, and of the other forces noted below, before play starts in a format that enables you to deploy and play them with the ease) . At any time, 30% of the force will be asleep (i.e. roughly one of the units) , 30% will be maintaining weapons, preparing food and so forth, 20% will be sitting around doing little or nothing but able to jump into action at short notice, and 20% will be on guard around the perimeters of the camp.





Aw2 **Skrunto;** F8; LE; hp 50; AC 1;
battle axe

Duergar Male

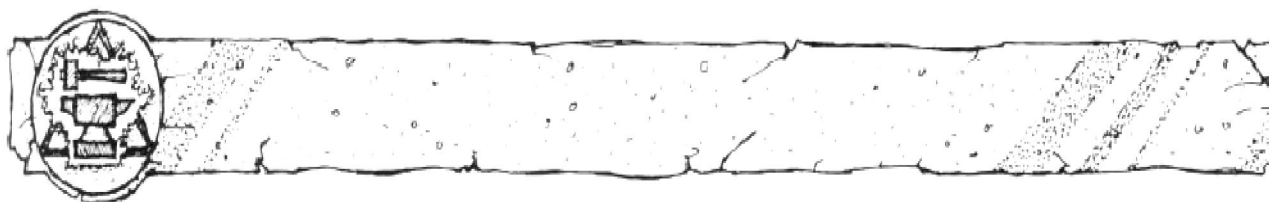
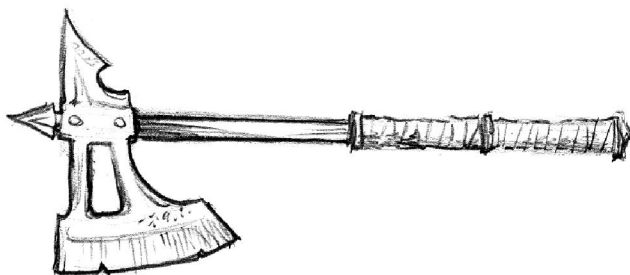
S	17	▪ Platemail +1, Ring of Protection +1
I	9	▪ Superhero
W	10	
D	13	
C	15	
Ch	16	

Skrunto is the youngest of the three chiefs and this is only his third mission as a commander - his career to date has been reasonably successful but not outstanding and he feels that it is about time he really distinguished himself. He is a strong believer in the superiority of the duergar race and has no patience for either any form of dissent from this point of view nor for any of the other races that dwell with the duergar in the depths of the earth. Despite his extreme views (and equally extreme methods

of implementing than) , he is quite willing to take advantage of anyone who offers him a chance for glory, regardless of race - the reason for such equanimity is that he will, of course, attempt to kill them as soon as their usefulness is ended. Unlike the third chief, Snargoil, he will be happy to do away with any who stand in his way and has little concept of subtlety. A few arguments have already occurred between Dworkim and the younger duergar, and Dworkim is suspicious of the parvenu - the latter will think carefully before accepting any opinion or suggestion of Skrunto.

Skrunto's force is the smallest of the three, comprising the following 95 troops: two assistants, a 6th-level fighter (AC 4, hp 35, **hammer +1**) and a 6th-level cleric (AC 5, hp 27, flail); a bodyguard of 1 5th-level, 2 3rd-level and 12 1st-level fighters: and two main units each with a 6th-level officer, a 5th-level fighter, a 5th-level cleric, and 2 4th - level, 4 3rd-level, 6 2nd-level and 24 1st-level fighters.

Skrunto's force are loyal to their leader, but they may be cautious of following his every command if it becomes apparent that he is trying to take over the army in an unsubtle manner - check as you see fit. He will deploy his troops in the same way as Dworkim.



Aw3 Smargoil; F8; LE; hp 45; AC 3; **short sword +1**, heavy crossbow

Duergar Male

S	18	▪ Chainmail +1, potions of fire resistance and extra-healing and eleven quarrels +1 to go in his heavy crossbow.
I	12	
W	10	
D	11	▪ Superhero
C	10	
Ch	18	

The third chief is a staunch follower of the clerics who lead this expedition and will support them in almost all eventualities; if he gets wind of any plans by either of the other two he will do his best to protect what he sees as the main interests of the army - this will probably mean he will take steps to eliminate either one or both of the other chiefs and take sole command of the military side. He has been on several similar campaigns before, often with Khand, the overall commander, and has an understanding of priestly ways not matched by the other warchiefs. The only things that may sever his strong connections with the clerics are an attempt by them to curb his maniacally violent methods of dealing with the enemy, or if he believed they were siding with either of the other chiefs (such a rejection of his loyalty would be met with a string of petty, though bloody, reprisals against his erstwhile friends).

Smargoil's force is as follows: three assistants, a 6th-level cleric (AC 4, hp 30, **mace +1**), a 5th-level fighter (AC 2, hp 27, hammer) and a 5th level cleric (AC 3, hp 23, hammer); a bodyguard led by a 5th-level fighter, with 2 3rd-level fighters, 4 2nd-level fighters and 16 1st-level fighters; and 3 units each comprising 1 6th-level fighter, 1 5th-

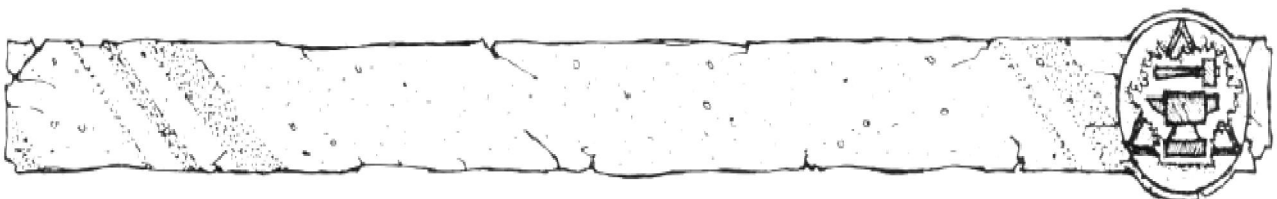
level cleric, 3 4th-level fighters, 3 3rd-level fighters, 6 2nd-level fighters and 24 1st-level fighters. A larger number of Smargoil's 150 troop are left on guard: he has 25% chance of acting in such a role at all times, with a 35% chance of doing other useful duties and only 10% sitting around unoccupied. His troops have been chosen for their loyalty and ferocity rather than for any great tactical and strategic ability.

Aw4 Khand; C10; LE; hp 41; AC 3; **mace +2**

Duergar Male

S	9	▪ Chainmail +1, potions of flying and invisibility , scroll of protection from magic , ring of regeneration
I	15	
W	18	
D	9	▪ High Priest
C	12	
Ch	18	Spells Available (4, 4, 3, 3, 2): 1 (2, 4, 6, 8) 2 (1, 2, 5, 7, 8) 3 (6, 9, 11) 4 (1, 6) 5 (5)

The priest, Khand, is the overall leader of the duergar army - it is his duty to discover the secret of Maugraign's Hall, a not inconsiderable feat, and to use the power hidden there to aid the army in crushing as many of the delves as he can. He has undertaken several similar expeditions, some with Smargoil, and is competent both as a commander and as a researcher into the mystical secrets of the early kingdoms of the dwarves. Though an investigator into the old mysteries he is not given to too great an academic streak - his major interest is in the uses to which these ancient powers can be put, not in them for themselves. As a military



commander or tactician he is aware of his own limitations and will take the advice of those wiser in such matters, though reserving all final policy decisions for himself. If he is approached by the player characters, they will not be able to dissuade him from his purpose, whatever they may offer - they might, however, convince him that they know something he doesn't and that he should take advantage of such help (like Skrunto he will dispose of such embarrassments as soon as they have served their uses). His relations with the rest of the duergar officers are restrained but polite; he has a reasonable trust for his old companion Snargoil, but does not really trust the others. A rare misunderstanding of character means that he is worried by Dworkim more than by Skrunto, feeling the latter is too inexperienced to offer a threat - he thinks Dworkim will try to take over during the army's expedition, probably soon (in fact, as has been noted, Dworkim will only try to take control of the fighting, leaving the investigations to the clerical types - Khand will not be entirely unwilling to let Dworkim take over for the battles, provided he still appears to have the final say).

Khand's force is formed of a bodyguard and several priestly units that are conducting their various searches around the dwarven halls; the latter are described as they occur in the key, the former consists of 1 7th-level fighter, 3 4th-level fighters and 12 2nd-level fighters - these 16 duergar are of fanatical loyalty and will gladly die for their leader.

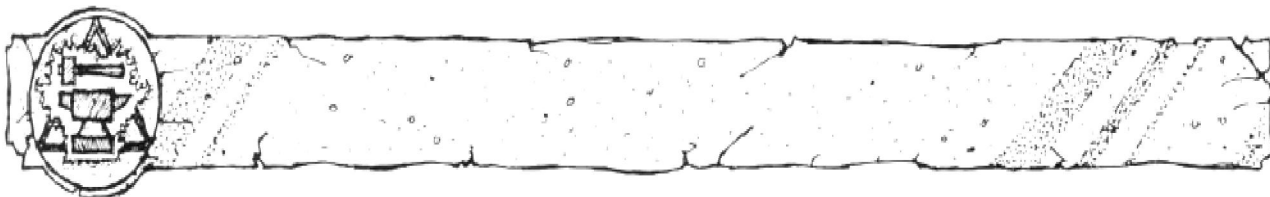
DUERGAR REACTIONS

In the foregoing sections it may have been made to seem that there is no solidarity in the duergar forces and that, even if the player characters leave them well alone, they will be at each other's throats before they can achieve anything. A largely exaggerated picture has been given of the strife in the army so that you may have an idea of how the different groups and their leaders will react to possible suggestions by the PCs. If they are left alone, or if the PCs act in a way that presents the duergar with an external enemy (be it the PCs themselves or some other enemy), they will, in fact, achieve their aims with group unity fairly solid and will go on to destroy a number of the nearby delves. However, some actions by the PCs, or weaknesses that may appear resulting from PC actions, might cause egos to clash and disagreements to bubble to the surface - it is up to your discretion. See the key, especially room **86**, for details of their searches.

MAUGRAIGN'S HALL

Although the different areas of the old halls are described below, there are certain features that are common to all or nearly all the areas; unless otherwise noted in the key, the following information is relevant to all parts of the halls.

The rock from which the passages and chambers have been cut is dark grey in colour and very hard - it will be obvious to a dwarf, on close inspection, that the apparently rough and unfinished nature of the walls, floor and ceiling is the end result of careful and highly skillful fashioning by dwarven craftsmen of old. Unless noted, all of the stone structures are sound and will



serve their original function (i.e., the stairs and bridges will support the weight of the PCs, roofs will not collapse, etc.) - the halls are dry, without any of the usual dankness or stagnant pools lying in the middle of passages, and there is consequently little in the way of the ubiquitous moulds and lichens that generally cover the stone surfaces of underground constructions. All room and passage sizes have been given in convenient 5' units, but you may vary these if you wish (make sure you are consistent so rooms and passages still join up). In any case, you should only give rough measurements to the players, with the further the distance the greater the inaccuracy (unless they are using some sort of measuring device). Another such factor may be introduced by only giving approximate compass directions, or by using left and right rather than north and south, slightly disorientating the players - in both cases, dwarves will be much better at estimating than other races.

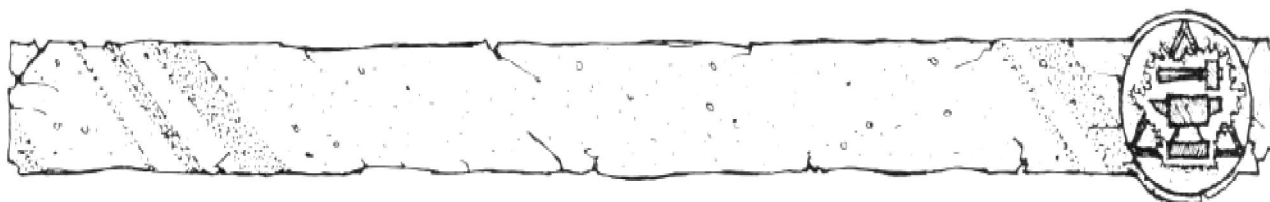
Doors, locks and other mechanical devices will be jammed and rusted (as applicable) and will prove difficult to open; the normal rolls for opening or activating such mechanical items should be used as they take into account such decrepitude (a normal, unlocked house door would only open on a 2:6 roll - in dungeons, all doors are assumed to be old and jammed). Doors noted in the key as being locked can be barged open at -2 chances; double doors normally open at -2, and at -3 if locked as well - doors are wooden and bound with iron. The secret doors are made of stone and can be broken open as if they were locked; they will all, however, have an opening mechanism hidden somewhere near to them that will make them swing open when activated (it is

possible for PCs to find the mechanism before the door - note that some doors have easily visible handles on one side, indicating they are secret from one side only).

Passages are generally about half as high again as they are wide (for example, a 5' passage is 7'-8' high, a 10' passage is 15' high). Small rooms are 10'-20' high - decide roughly in proportion to their horizontal dimensions. Large rooms are usually suitably described in the key but can be assumed to be up to 50' high where not mentioned. Stairs and slopes climb or descend at a rate of 1:1 (i.e., a set of stairs will change height by 50' over a length of 50') .

Although thieves are the only characters who can *find and remove traps*, certain actions may be described in terms of a chance to succeed equal to the PC's FRT (*find and remove traps*) percentage - it is assumed that thieves will probably be attempting these actions. In these cases all PCs may be assumed to have an FRT % but this will be half-that of a thief of the same level (all dexterity and racial modifiers applying as normal, that is to say, not at half rate) . Any other thieving abilities that are noted as being applicable to all classes for that use only should be treated in the same way.

You should ensure that you keep note of the positions of all the duergar and associated forces as they move around the halls. You may wish to predetermine certain things such as the sizes of units sent to chase the PCs etc., to speed up play (actual sizes are left up to you, though, for example, no more than 10% in one pursuing group, or 25% altogether, are suggested)



RANDOM ENCOUNTERS

The encounter table below is given only as a guide and you should not feel any imperative to be ruled by a chance throw of the dice if it is likely to ruin the game or influence it in a direction you do not wish it to take. Part of the responsibility of the DM lies in interpreting and applying the dice rolls called for by the rules, and a good DM

should always feel free to ignore the dice if necessary (though the circumstances should dictate when you can turn such a blind eye - combat rolls, for example, should, on the whole, not be tampered with, and you are quite entitled to ignore good rolls for the players as well as bad ones, as long as you maintain some sense of consistency and game balance).

RANDOM ENCOUNTERS TABLE

d%	Creature	Number
01-04	Black Pudding (MM)	1
05-06	Boring Beetle (MM)	1-4
07-10	Carrion Crawler (MM)	1-2
11-14	Cave Fisher (MM2)	1-4
15-20	Duergar (MM2)	2-5
21-50	Duergar Party (MM2)	11-20
51-52	Fire Beetle (MM)	1-4
53-54	Gelatinous Cube (MM)	1
55-58	Green Slime (MM)	1
59-62	Grey Ooze (MM)	1
63-66	Hydra (6 + 1d4 heads) (MM)	1
67-70	Ochre Jelly (MM)	1
71-72	Phase Spider (MM)	1-3
73-76	Roper (MM)	1-2
77-78	Shambling Mound (MM)	1-2
79-82	Stone Giant (MM)	1-3
83-84	Susurus (FF)	1
85-88	Svirfneblin (FF)	3-30
89-90	Trapper (MM)	1
91-94	Troglodyte (MM)	11-30
95-98	Troll (MM)	2-5
99-00	Umber Hulk (MM)	1



You should throw random encounters in the outer areas of the halls only - there will obviously not be a plethora of odd creatures wandering around the parts occupied by the duergar and the encounters in these areas can always be assumed to be with the duergar themselves (20% chance of meeting 1-3, 30% chance of 2-8 and 50% chance of 11-20 - choose the unit and its own position as you will from the details provided in the section above on the duergar army). To a certain extent you may choose when to throw for an encounter: on the whole, it is a good idea not to interrupt other encounters or more serious parts of play with troublesome wandering monsters, but you can assume that such interruptions will occasionally take place. As a rough guide, one encounter an hour is fair enough if the PCs are stationary or moving carefully, and 2 or 3 an hour if they are moving around the halls at speed - you should, of course, remember that if the duergar chase the PCs around, they too may have to deal with encounters!

No encounters will take place inside sealed areas that could not be entered by the monsters concerned - always make sure that there is some reasonable route for a monster to have reached an encounter position (anywhere that could only be reached by air or climbing up a sheer rock face, for example, would not contain trolls or stone giants) - If you wanted to spend the time, you could decide what intelligent creatures in the area knew of the halls, their attitudes to the duergar, chances of aiding the PCs and so on, possibly adding a few special wanderers to the list, with purposes of their own that might coincide with those of the PCs.



ACTION IN MAUGRAIN'S HALL

As this scenario covers quite a large area (there are 113 descriptions in the key, sane covering several rooms), and probably several days of both game and real time, it may be useful to you to have a few ideas of what may happen in the scenario, ways that you can play it, things to prepare in advance and so on. This page briefly outlines such matters, but do not let it constrain your imagination nor direct the game in a direction that you do not wish it to take.

First, you need to consider the duergar; to get the best out of this scenario, it is essential that you do not regard them in the same way as the other monsters that appear, the difference merely being in their numbers and disposition. These are not a static group only to be encountered where they are mentioned in the key, but a diverse and mobile entity with their own aims and problems: give sane thought to the



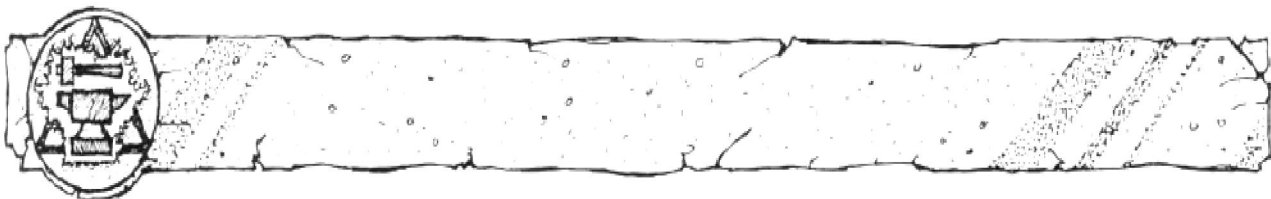
interaction between the duergar leaders and possible meetings with the PCs, and to the way in which the duergar explorations progress throughout the scenario (see room 86 for further details). Remember, they can follow the PCs, alter their plans in accordance with new information, react to PC actions in an intelligent and forward-looking manner and so on. To facilitate the playing of the duergar, it is a good idea to begin by setting out their various unit strengths and the stats for their leaders, to make up a few smaller groups in case the PCs have a random encounter with them, to write out the arms and armour, hit points and so forth of one or two average parties that may pursue the PCs through the caverns, and to generally prepare as many of the likely encounters in advance as possible. You might want to make a rough sketch of the maps and use markers of some form to indicate the positions of both PCs and any duergar pursuit groups, plus the whereabouts of the duergar leaders (rather than leave their positioning to random chance whenever it is possible that a location containing them is entered). These things are relatively quickly accomplished and will save precious time during the actual game itself, making it run far more smoothly and enjoyably.

The course of the scenario will depend on the PCs actions and on the responses you determine for the duergar. However, it is possible to give some idea of what may happen in a general sense. The PCs are likely to try to explore the outer parts of the halls, keeping as far away from the duergar as possible while collecting information on their activities and on the power that is said to have once occupied this area. Eventually, it is quite likely they will have to attempt to

secretly enter the areas controlled by the duergar, if only to release the captive dwarves from the cells. The earlier parts of such a game are easy to DM as each section can be dealt with more or less in isolation and have the form of a normal, straight-forward, dungeoneering expedition.

It is when the PCs tune into contact with the duergar that things became a little more tricky (some PCs may, of course, choose to infiltrate the duergar immediately and others may never go near them, leaving the dwarves that have been taken prisoner to their fates). with reference to all areas, however, it is worth noting that the scenario has been designed to take several days of game time and that it is hence assumed that the PCs rest, relearn spells, possibly making use of several healing spells before moving on. If, for sane reason, this is not the case, it may be worth reducing damages inflicted by traps, hit points and numbers of creatures and so forth, though do not make the mistake of overdoing such reductions to the point of making the game ridiculously simple. The scenario has also been designed with a relatively magic-weak and monetarily balanced world - if your games normally dispose of vast quantities of magic and treasure all over the place, you should either try to rectify these excesses or increase the amount available in this scenario. Remember that if you choose the latter, the duergar will also have more magical equipment at their disposal (as a rough guide, they will have about two-thirds as much as the PCs would at the same level).

With regard to the duergar, notes have been given above and throughout the key as to their likely actions. The duergar are a major part of the scenario and you should make sure you use them to the

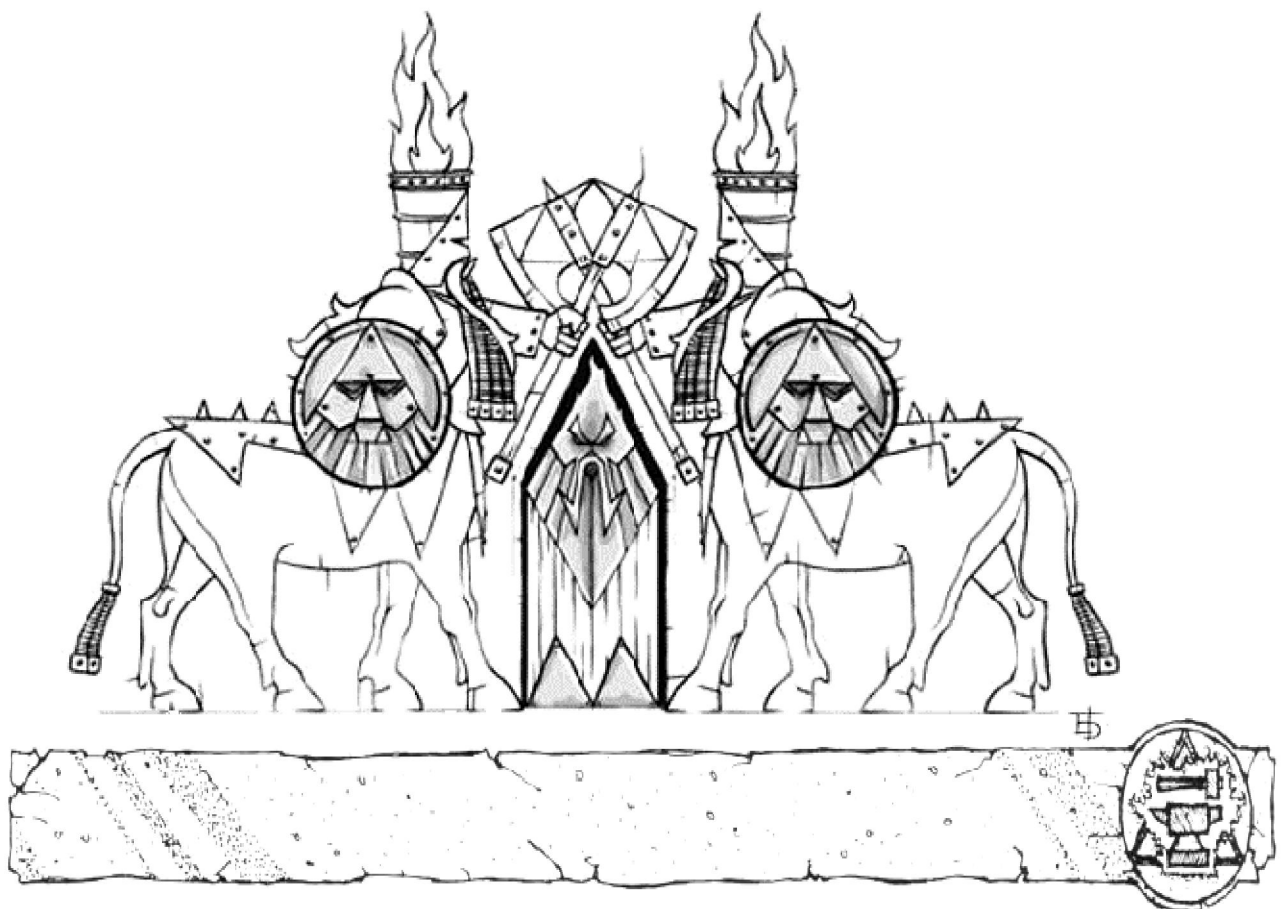


utmost - do not merely send hordes of them after the PCs and instantly obliterate the latter, but, equally, do not leave the duergar standing around to be fodder to a deluge of fireballs. The whole scenario should be built around the conflict between the PCs and the duergar and you should do your utmost to develop this conflict with the NPCs detailed not just with a faceless, nebulous force. It is possible to play the scenario using the duergar as given in the key and no more, but it is far more challenging and far more fun to use them as independent characters.

The last thing that needs any mention here is the search for the items to awaken Ustroda-Elloth and bring him back to this plane. The clues to be found around the halls should tell the PCs what they are facing and what is needed to succeed, especially in the context of the information given in their introduction. If you feel the clues are not specific enough or that there should be more of them, add them (in a cryptic manner if possible) as you see fit, but do not make it too easy. One type of clue you may wish to

add more of, especially for less experienced players, concerns the final appearance of the being and the terrible damage that will occur. The minimum information has been given in the scenario key, but you may wish to be more specific, letting the PCs know that summoning Ustroda-Elloth is guaranteed to destroy the duergar, but making it equally clear that it will destroy them as well unless they leave very, very fast.

Their best hope, in this respect, is, of course, to enable the duergar to summon the beast while they themselves have escaped (hopefully with their companions who were stolen from the delve) and are far away by this time - this option has the advantage of bringing the PCs into direct contact with the duergar leaders and should perhaps be encouraged with a few subtle hints and leading clues. Do not be afraid to ad lib the contents of the halls when it comes to this sort of material, though try to ensure that the scenario is still a challenge for the players.



KEY TO MAUGRAIGN'S HALL

MAUGRAIGN'S HALL: The main hall is a vast cavern, apparently natural but which was actually carved out of the rock by the dwarves at the time of the first settlement here. The cavern is about 1000 feet long and roughly half as wide, the walls rising fairly sheerly from the floor and then curving over to form a domed ceiling about 250 to 300 feet high. Spread over the base of the hall, between the temple in the east and the barricaded entrance in the west, are the duergar forces. All three main forces are camped around the three strange, squat buildings that poke out of the floor.

Many of the most important areas of the scenario lead off this cavern and that they are merely identified for the moment, full descriptions following later in the key.

1. ENTRANCE LEDGE: This ledge is 150' above the floor of the cavern; from here the PCs will get their first glimpse of the massed forces of the duergar - it can be assumed they will be able to step back without being seen (unless an uncharacteristic fit of bravado should overtake them, and impel them to show themselves to the army below). Leading east from the ledge is a shallow staircase that winds slowly down (at a rate of 1:2), ending up in the perimeter area of Skrunto's force; there will be at least 7-12 duergar at the bottom of the stairs, greeting the incoming group (i.e., the group that the PCs were chasing) and guarding the entrance.

2. HARKIN'S CAVES: This small cave system is described more fully below, in the sections numbered **60-68**.

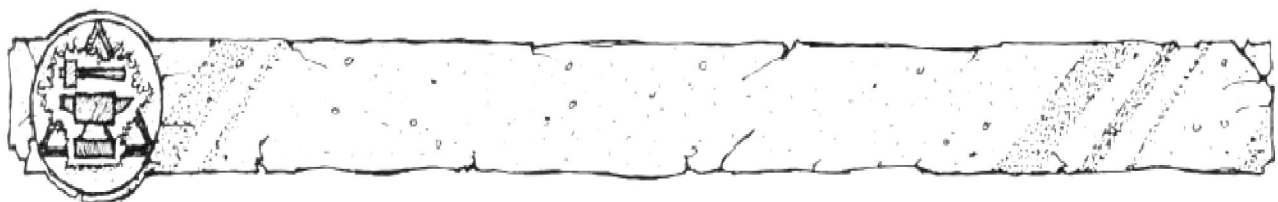
3. TEMPLE OF GRUN: The old ruined temple and its contents are described below, in the sections numbered **91-113**.

4. DAUDHRIN'S CAVES: The caves, once occupied by an eccentric dwarven hermit, are described below, in the sections numbered **69-73**. The ledge and the caves are 100' above the floor level of the cavern. The ledge leading to the west enters the Mansion at a height of 100' (see **78**); the stairs drop at a rate of 1:1. Note that the ledge is guarded; see **73** for further details.

6. ENTRANCE PASSAGE: This was the entrance used by the duergar and the passage to the north eventually leads to their deep lairs. The lairs, however, are many days travel away and need not concern this scenario (if you are playing the scenario as a part of your campaign, you may wish to work out details of this route and the lairs at the end of it, remembering that there will be innumerable crossroads, forks and other alternatives before the lair is reached: even if the PCs are able to survive all the dangers lurking along the way, they will still need to use duergar guides to have any hope of finding the lairs).

A makeshift barricade of small boulders and numerous wooden planks and beams has been thrown up across the end of the passage, with several sharpened stakes placed facing north to prevent easy assault from outside the cavern. The duergar have 12+d6 guards here at all times, commanded by a pair of 4th-level fighters - their orders are to shoot first and ask questions later (all are armed with light crossbows).

7. STONE GUARDIANS: The two niches, to each side of the main entrance,



hold huge statues of dwarves - these are carved from the same stone as the cavern and stand about 30' tall, sporting great double-bladed axes. See below for further details (**91** and **104**).

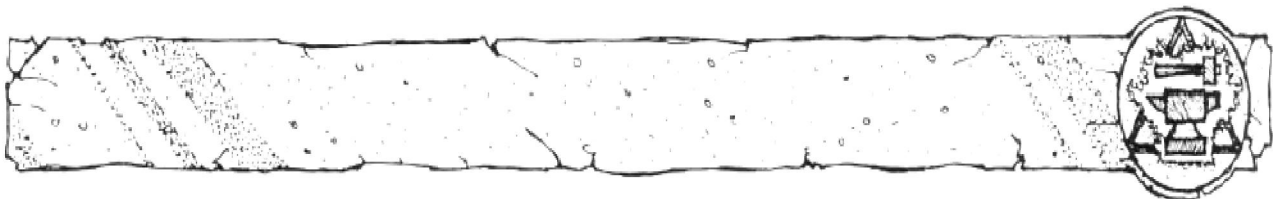
8. MAIN ENTRANCE: The enormous tunnel at the west end of the cavern (about 50' wide and 75' high) eventually leads to the delves of the dwarves from which the PCs have recently come (though they came by another, more torturous route). It is down this tunnel that the duergar mean to march when they attack their mortal foes, using force of numbers, and the being they hope to summon, rather than surprise or subtlety. If you play this scenario as part of a campaign, you may wish to decide what lies beyond the area of the tunnel marked on the map, in the same way as noted above for the passage leading north from the cavern (see **6**).

The eastern end of the passage is partially blocked by rubble from the two towers that once stood guard at the entrance of the main hall; these are 30' high and still have the remains of floors at 10' intervals and spiral staircases at the back (though the staircases are not safe and have a 1% chance of collapsing per pound, or 10 encumbrance points, placed on them - normal falling damage plus 1d4 from the rubble). The duergar have arranged the rubble in a 15' high wall and have used boards on the east side to act as a catwalk, peppering the west side with long sharpened stakes. There will always be 12+2d6 guards here, commanded by 2 4th-level fighters and a 5th-level fighter (AC 2, hp 28, battle axe); like those at the north entrance they all have light crossbows and are under orders to shoot anything that moves in the passage.

9. DWORKINS FORCE: Each of the three major groups of the army is camped around one of the domed buildings that stand in the cavern. Guards will be placed around the perimeter of each force (although there is still plenty of movement between the groups; on the whole the enmity between the commanders will not be felt by the troops unless actual fighting breaks out) and separate units within a force will be roughly split up. The section of the army under the command of Dworkim is based around the westernmost of the buildings. '

All three buildings are roughly the same (varying only in a few minor details) and are described below (see 12). This one currently houses Dworkim, his assistants and his three unit commanders; the pit (see 12) has been covered over with a solid flooring of wooden beams and is quite safe to walk on. Apart from the simple cots and personal possessions of the occupants, the building only contains a stove, a couple of tables and chairs (most of which have maps and similar papers spread over them), some arms and part of the stores for Dworkim's force.

10. SKRUNTO'S FORCE: Skrunto's troops are placed around this building in much the same manner as Dworkim's; like the older commander, he too is using the building as a base and has the pit covered over with beams and planks. Occupying the room are Skrunto, his assistants and the bodyguard officers (3rd-level or higher), the unit commanders having to stay with their troops. The contents of the room are much the same as Dworkim's, except Skrunto has several cases of a fiery duergar spirit (for the troops if they perform well in battle) and two large padded chests, each holding three big



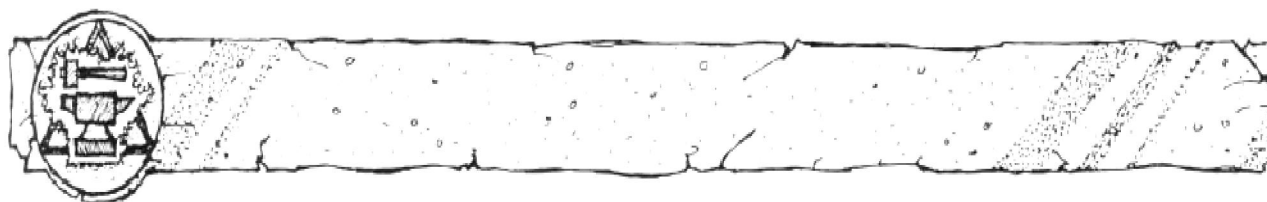
crystal flasks of an equally fiery substance, a duergar variation on greek fire. Whereas the latter bursts into flame on contact with water, this ignites when brought into contact with air; smashing a flask will spread the liquid over a 10' radius, causing 2d12 fire damage that round and 2d6 for 2-5 rounds thereafter — this pernicious substance clings to clothing and flesh alike and will keep burning a character even if he runs out of the splash area. Both the cases and the carefully packed and padded chests are locked, the latter also being trapped with a simple needle trap. If the character attempting to open the chest (presumably a thief - normal FRT chances) does not disarm the trap, 2-5 poisoned needles will hoot out of the lock area and may strike the character (roll under DEX to avoid); if they do so, they will inflict 2d4 damage and cause the character to fall unconscious for 2d6 turns.

11. SNARGOIL'S FORCE: Though Smargoil's troops are camped near the eastern of the three domed buildings, they are mainly sited to the south-east rather than surrounding it, and a gap of about 20' has been left between its walls and the troops. Snargoil, his assistants and the unit commanders are camped slightly apart from the other troops at the foot of the temple, with the bodyguards separating the two groups. Unlike the other warchiefs, Snargoil spends much of his time with the clerics, either here or in the Mansion set in the north wall of the cavern, and you should determine his whereabouts at any time bearing this in mind. As well as all of the usual bedding, personal possessions, and so on, Smargoil has, stored in six largish crates, a pair of ballistae (range 320'/32", damage 2-12 vs. small and medium or 3-18 vs. large, rate of

fire 1 every 2 rounds, crew 4 or 2 at half rate of fire - it will take 3 turns for the crew to assemble one of these, and six turns if people unfamiliar with such weapons try). If Snargoil is expecting trouble (whether of his own making or otherwise, he will order the ballistae assembled).

12. EAST BUILDING: The general description of this building also goes for the other two, except, as noted in the key above, the commanders in those two have covered over the pits with boards and are using them as headquarters and billets; the various clerical activity in this building is, not, of course, relevant to the other two (though it may occur later).

The building has four doors, one at each cardinal point (the other two have three doors barred - east open in 9, north in 10, but this one has all four unbarred, and usually open). Above the lintels of each of the doors are a number of dwarven runes, the names of a smith who worked there. The walls of the buildings are 15' high, and from these a domed roof reaches up another 10' - the walls and ceiling of the buildings are made of the same rock as the cavern and, upon close inspection, it will become apparent that the buildings have been cut directly from the living rock. Inside there are stone shelves and niches, iron hooks and rails, and so on, designed to support all manner and size of tools (none of which are now present). In the roof of the building, at the highest point, there are a number of fittings that can support ropes, pulleys, chains and so forth. But noticeable above all else (in the eastern building, at least) is a deep pit, 20' in diameter, that disappears down into the earth. This was once part of the forges of the dwarves, piping heat from



below to the workrooms (for that is what these domed buildings originally were) where the dwarven master craftsmen created the weapons of power and other exquisite items.

The clerics are currently searching the caverns below the main hall that can be reached by descending via this pit, as they think some clue to the summoning of the power they seek can be found down there - in this they are only partly right (see below), and though their high expectations will be dashed, perseverance will lead to some success. Rigged above the pit is a frame of beams and planks, securely held together by spikes and rope and suspended from the fittings above for extra safety, from which depend several pieces of rope. These are used by duergar to descend or to move tools and finds to and from the caves.

The clerical contingent keeps a permanent guard on this area and there will always be one 4th-level fighter with 4+1d4 1st-level fighters either in the building or, if work is under way, at the entrances. In addition, there will be a fairly constant flow of clerics and their minions between here and the Mansion (assume a 25% chance of 2-5 present at any time with a 10% chance per turn of some turning up if none are there - these may appear from the Mansion or from the caves below). Inside the building are a variety of materials and tools for use in the explorations below: picks and hammers, bracing beams, spikes, buckets, rope, chains pulleys, cases and chests, lanterns and oil, torches, spades and trowels, chisels and saws and a multitude of other similar items.

13. SPIDERS' LAIR: The winding part of this passage (the shaded area) is about 30' high with a number of ledges and

cracks that hide their contents from those passing along the floor. Concealed in these, and waiting for passers-by, are 3 phase spiders, that will drop onto victims or onto the floor and attack (they also may opt to phase in from the side of the passage). The spiders will attack until their hit points fall below 6. Note that these spiders will, of course, attack duergar as well as PCs.

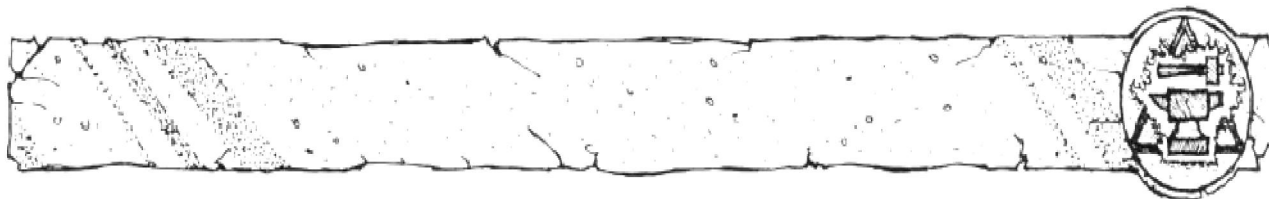
Phase Spiders (3): AC 7; HD 5+5; hp 50, 48, 37; MV 60'; #AT 1; Dmg 1-6; SA poison, save at -2; SD can shift out of phase; Int Low; AL N; Sz L. (MM)

These spiders have no webs and will appear as particularly large hunters.

14. SHAFT: At the end of this short passage is a shaft leading up and down - it is a rough, natural fault, not a dwarven construction. The shaft goes up for about 100' before petering out; it descends, however, for 160' and eventually exits into room 39. Residing in the shaft is a large black pudding that will try to consume anything that passes through.

Black Pudding (1): AC 6; HD 10; hp 55; MV 60'; #AT 1; Dmg 3-24; SA can travel on walls and ceilings, can corrode wood and metal; SD they are only damaged by fire, cold and lightning having no effect and weapons merely chopping them into several smaller creatures each able to attack; save as F5; Int Non; AL N; Sz M. (MM)

15. DEAD-ENDS: The three branches of this passage end in rock-falls which are apparently where the passages were left unfinished, and not a later collapse blocking the way. They are all still a little dangerous and either exploration or vigorous activity (such as combat) in these areas may bring



the roof down; for each round of activity there is a 20% chance that the roof may collapse per person indulging in such activity (you may increase or decrease the percentage depending on the action concerned). If the roof falls it will do 2d12 damage to all in the area - save under DEX on a d20 for half damage. Any dwarves or duergar who examine the area will know that it is dangerous and that the roof may collapse.

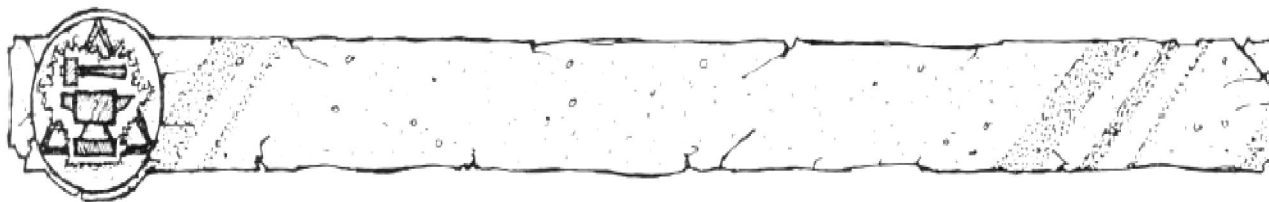
16. CRYSTALLINE SHAFT: This large and strange shaft has smooth, sheer walls that seem to be made out of some black crystalline substance. It is a sample of the immense power that was wielded by dwarves and duergar in their initial conflict, the shaft being the result of a destructive spell cast by a duergar priest that fused the rocks together with the great heat generated. It ascends for 200' and descends for 400', closing to a point above and eventually arriving in room **49** below. The smooth nature of this shaft will make it very difficult to climb, and somewhat tricky to hammer spikes into (though the latter may be knocked into the floor of the passage with the usual efficacy) - thieves should check their chance of falling at every 60' rather than at every 240', and with double the normal chances of falling (e.g., for an 8th-level thief *Climb Walls* will be 92% rather than 96%).

17. BROKEN BRIDGE: Where once there was the great span of an arched bridge, now there are only two broken ramps and a drop of about 200' to the raging waters of the river below. There is a gap of 60' between the two remaining projections and there is unluckily no wall or rubble on which a grappling hook might catch on either side.

See **20** for details of the crevasse.

18. BRIDGE: The arched bridge that crosses the crevasse appears to come straight out of the living rock but has actually been built by the dwarves and the joins magically closed. Like that at **17** it is unwalled, but is perfectly sound and quite safe to cross, assuming that nothing interferes with the character's progress. If a character is engaged in combat on the bridge (or some other similar diversion is present), there is some chance he may fall in; a combatant is shoved toward one side or the other each time he takes damage (the direction will depend upon the position of the opponent) and may equally be able to push back an opponent if he inflicts damage. The distance pushed is equal to 20, minus the character's DEX, plus the damage received, and a character pushes at a rate equal to his DEX, minus 4, plus the damage inflicted, though he does not have to push back if he does not want to - for every 5 points calculated in this manner the movement equals 1' (the bridge is 10'-12' wide). Note that if the PC or NPC pushes his opponent close to the edge (i.e., he himself moves closer to the edge), he may easily be pushed off by an attack from the rear (you must decide how close combatants must be to make an attack, depending on weapon length).

Leading from the east of the north side of the bridge there is a narrow ledge that can be walked down; this will be safe unless the characters are in combat or similar, under which circumstances each character must roll under his DEX on a d20 minus any damage received or fall to the river - any PCs who do not rope themselves together or take other measures probably



deserve to fall the 200' to a messy death! See **20** for details of the crevasse.

19. BRIDGE: The details for this bridge are the same as those for area 18. The passages that lead off to the north and south have obviously not been completed but are quite sound. The ledge that finally peters out some 600' to the east is similar to that above but is sloped - at the east end it is only 100' above the water level. Because of this slight slope there is an extra penalty of -1 made to saves vs. DEX to fall off.

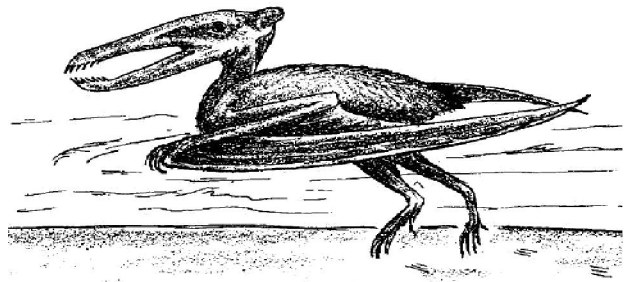
20. CREVASSE: This enormous tunnel is 50' wide and between 300' and 400' high (300' high at the east end, rising slowly to 400' high at the west end, making it about 350' high around area **19**). The walls are rough and sport a multitude of small ledges and footholds that will make it easy for any trained climber to traverse than; however, below 100' the spray and dampness from the river makes the walls slippery, doubling the chance of a climber slipping (see **16** for example of double chances) - normal movement rates apply (240').

Perched amongst the ledges and niches in the upper parts of the crevasse, are 12 giant pterosaurs which generally hunt the raging waters of the river but which will not turn down any tender morsels that happen to move along the bridges or ledges. A number of these (typically 2-5) are likely to spot anyone moving in the crevasse if they have some light source or if they are making a large amount of noise; if not, there is only a 20% chance per turn that the giant reptiles will locate intruders. Once combat has been joined there is an additional 10% chance per round of further creatures turning up. If there are more possible target groups, the creatures are 50% likely to only pick on the

weaker and 50% likely to split up and attack both. They will attack until it becomes obvious that they are losing (10% chance per hit point below 15) and will then fly up to their lairs - the latter have no treasure and their only contents are old bones.

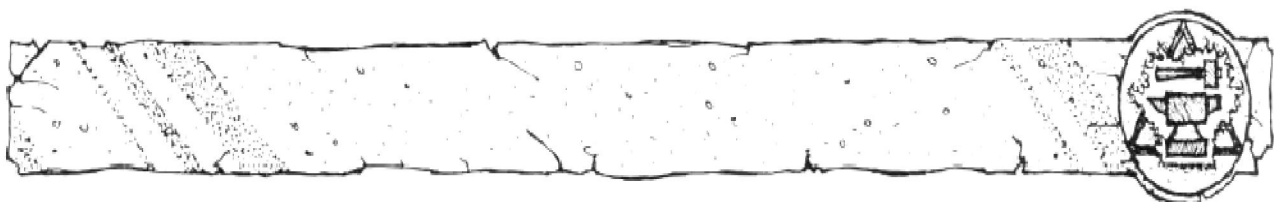
Pterosaurs (12): AC 5; HD 6+6; hp 32 each; MV 30' or 120' flying; #AT 1; Dmg 3-12; SA can surprise on 3:6 and then make a swoop attack at +4 to hit and double damage; save as F3; Int Non; AL N; Sz L. (MMII)

DMs who do not have MMII should regard them as large pteranodons, except with respect to the above.



The river at the bottom of the crevasse is fast-flowing and rough with a very jagged and rocky bed. It varies in depth between 5' and 15' deep with the odd sharp rock breaking the surface. Despite its unenticing appearance there are some small creatures that live in it; none of these will be able to harm characters should they be so unlucky as to fall in, but the latter might be able to fish with some success if they had the right tackle.

To work out the damage from falling into the river, roll to discover the depth of the water (5+d10) and add this figure to the character's DEX - this will give the damage deducted from the total fall damage due to landing in water, but can be no more than



half of the total. Once in the water a character may drown, calculated as follows; add AC to DEX and multiply by 3, the result being the character's percentage chance of keeping above the water that round (e.g., AC 5 & DEX 12 equals a 51% chance of not drowning). A drowning character will take 2d6 damage each round and his DEX will be reduced by 1 for purposes of this calculation only; in addition, he will be swept downstream at a rate of 100' per round. Any character who keeps afloat may hold his position that round, or opt to be buffeted downstream and move to either side, moving 1' for each 10' that he is swept along (he may choose the distance travelled).

The above figures for falling from bridges/ledges (**18**) and drowning (**20**) are referred to below and you may wish to note them down for future reference.

21. WATERFALL: At this point there is a smaller side tunnel leading off the main crevasse; this is only about 25' wide and 50'-75' high. At the conjunction of the two tunnels there is a deep pool in the floor of the crevasse with a calcified wall built up between it and the side tunnel, and this only allows a small amount of water over the top, forming a waterfall dropping 20' to the floor of the side tunnel. This water flows down the tunnel in a shallow stream (far too shallow to drown in) and makes most of the walls damp with spray (the chances for climbing slippery walls are given above; see **16**). There is a noticeable slope to this tunnel, and it descends at a rate of about 1:6. With the wet floor, characters must move at half rate or have to roll under DEX on a d20 or fall over, taking 1-3 damage from the rough floor (in combat characters must attack at -4 or suffer

the same penalty).

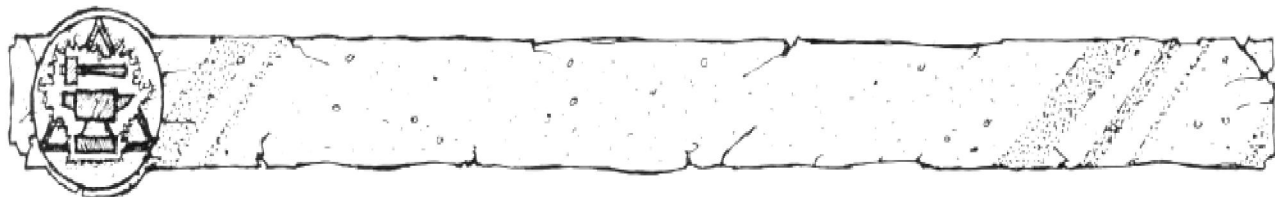
In the dark, damp conditions of this tunnel, there is a 10% chance of encountering a black pudding (25% chance) or gray ooze (75% chance) per turn; these chances are in addition to the normal wandering monster percentages.

22. FLOODED CHAMBER: This cave is slightly below the level of the stream and has therefore flooded right up to its 15' high ceiling. If a PC wishes to swim underwater to inspect the cave, he may do so for 10 seconds for each point of Con - depending on actions underwater you may wish to reduce this.

In the centre of the otherwise empty cavern is a roughly triangular column of rock about 15' across, into which have been carved various images and runes. On each side is a life-size figure of Maugrahn (it is named as such) hammering a huge sword on a great anvil and before him stands a being apparently of flame. Around this are smaller symbols of a hammer over an anvil with a flame background and the runes for death, strength and fire are intertwined with the letters M and U. Lurking in the dark corners of the cavern are 3 snakes.

Snakes (3): AC 5; HD 4+2; hp 27, 18, 18; MV 90'; #AT 1; Dmg 1-3; SA poison; save as F2; Int Animal; AL N; Sz L. (MM)

23. LEDGE: 5' above the water level (which is about 2'-3' deep at this point) is a cave to the east with a ledge leading north and south. The ledge is not very wide and is slippery - see 18 for the chances of falling off due to combat, etc. (damage 1-4). Further to the north the ledge disappears on the east



and begins on the west - characters may lower themselves to the stream and walk over or find some other method (but they cannot jump the 25' gap) and you should adjudicate chances of success as you see fit (see **20** for climbing wet walls; see below for reasons why the characters may not choose to walk across the stream). There are fish, eels and so on in the stream and in the cave there is a variety of poorly made fishing tackle lying heaped and jumbled; a closer look will reveal that this has been used recently (rangers may be able to spot tracks leading northeast).

24. STOREROOM: This section of the caves (areas **24** to **29**) is occupied by a band of cave trolls. These ferocious creatures live on fish they can catch from the river, supplemented with what-ever or whoever happens to pass within their domain; they fish from the cave and ledges at **23** and also from the small lake to the north-west of that area (see below). If the PCs come through this part of the caves, the trolls will attack them, ambush them, or take whatever other action seems most appropriate to securing them as dinner; note that the trolls are bright enough to realise that if they attack the PCs in the stream it will be all the harder to burn them - as they are familiar with this form of combat they move at 90' in the water and attack at only -2. There are 9 trolls; there is a 10% chance 2-5 will be fishing and a 5% chance per turn they will begin or stop this activity as relevant (decide where they are fishing randomly, or choose a place). The trolls are terrified of the old dwarven magics and will not go up either passage to the temple nor will they go into room **30** unless absolutely necessary.

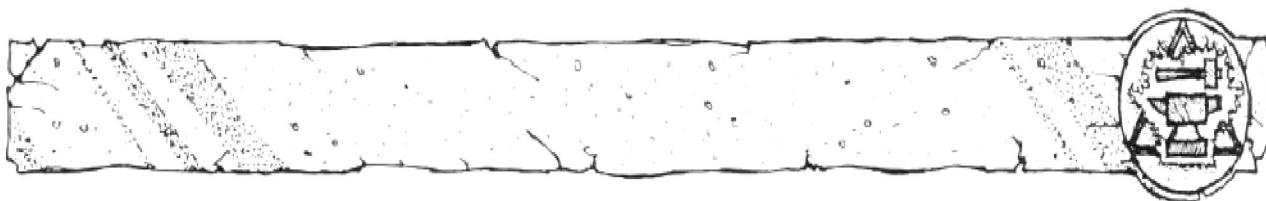


Cave Trolls (9): AC 4; HD 6+6: hp 47, 43, 41, 38, 34, 35, 36, 29, 27; MV 120'; #AT 3: Dmg 5-8, 5-8, 2-12; SA attack 3 different opponents; SD can regenerate 3 hp per round and can only be permanently killed by immersion in acid or burning; save as F6; Int Low; AL CE; Sz L (FF)

Note that these trolls may use spears or tridents as missile weapons (normal damage).

The storeroom holds various of their non-edible catches and more of their fishing equipment (tridents, nets, heavy lines with rusted and bent hooks etc.). Amongst a collection of battered rubbish of no real use, there are a few things that may interest the characters (searching through the piles of garbage will take quite a while and it is certain to attract the attention of the trolls): rusted shields, swords, axes, daggers and so on, several pieces of rope from 10' to 100' long, a horn, an empty scroll case, some old sacks, a wooden box (and whatever else you choose to include). The door to this room from **23** is barred from the east side.

25. LARDER: Hanging on rusty spikes knocked into the wall are a few fish and eels, a large snake that has already been



half-eaten and a decapitated duergar who wandered too far from his camp. A quick search of the duergar will reveal nothing of interest, but a more careful probing may turn up three small keys that have been concealed in his left boot (see room **86**).

26. LAIR: This is the cave used as a lair by 4 of the trolls: it has a diabolical smell of unwashed troll and slowly rotting fish, and looks like it has just been ransacked by an overactive party of adventurers. Amongst the old rags and skins that the trolls use as bedding may be found about 25gp, 150sp and 60cp. The PCs may also find a small potion bottle: the seal has unfortunately broken and the content's only effect will be to cause drowsiness for 7-12 turns (Save vs. Poison for half duration) - it will, however, register as magical.

27. LAIR: This room has much the same appearance and contents as the one to the south-west, though without the potion. There are also 4 of the trolls living here. The door to room 28 will be barred from the other side if the chief troll is there.

28. GASHKA'S CAVE: The chief troll lives in this smaller cave, which, despite only having one occupant, is messier and smellier than the other two. In addition to his rotten dinners, the cave has a chest and a small sack in the south-west corner and a suit of chain mail, roughly cobbled together out of several small suits that the trolls have recovered - the latter hangs on a hook in the east wall, next to a huge axe (treat as a double damage halberd if Gashka chooses to use it). The chief has stats as above with the exception of: AC 2; HD 7+7; hp 45; Save as F8; Int Avg.

The sack contains 15pp, 450sp, 4 gems worth 25gp each and a jeweled silver

goblet worth 175gp. The chest contains the chief's morbid souvenirs (teeth, bones and skulls, rotten fingers etc.), a bottle and three scroll cases. The bottle contains a **potion of extra-healing**; one of the scroll cases is empty (if you are playing a campaign you may decide to place a map for another scenario in the case); the second contains a **scroll of three clerical spells: *silence 15' radius, cure blindness and neutralize poison***; the third has been water-damaged and will crumble to an illegible pulp when removed, leaving only the following readable: "... and such a sight! Maugraign called on his ally and the palace was filled with light and heat, but it was only with great care that he could use ..." and "... ran in a stream of red fire from which the words of power could forge.'

29. SHRINE: This cave contains one of the old shrines that were built by the dwarves when they first began construction here; it is still relatively intact and is now regarded with great awe and respect by the trolls - they will attempt to defend the shrine from incursion by any characters, though they do not ever actually enter it themselves. Carved all around the walls of the room are dwarven runes and other arcane symbols that, to a scholar versed in ancient dwarven religions and rituals would indicate that the shrine was dedicated to Grun in his manifestation as a god of great craftsmanship, notably of forging and associated arts.

Standing at the far end of the room (south-east), in recognition of this status, is a large, black anvil, 5' long and 4' high - in the side of the anvil is a design in the shape of a T or a hammer, the three ends of which have depressions that would appear to designed for large gems to be set into them. The anvil



is very heavy and it is unlikely the PCs could move it without assistance, magical or otherwise - see below reasons why the PCs may wish to move it. There are, however, a set of three gems that may be placed in the side of the anvil and cause it to become light enough to be moved with relative ease - see **34** below for the location of these three gems. The anvil will radiate a magical aura if such is detected for - other than its movement ability noted above, any dwarf within 10' of the anvil will fight at +1 wherever applicable.

Standing on either side of the anvil, in large niches in the walls, are a pair of stone dwarven warriors, each dressed in chain mail and bearing shields and axes. In their current form they are virtually impervious to all normal methods of attack, but if a character crosses between them (including flying over them, or similar actions), they will animate and defend the shrine until destroyed.

Stone Guardians (2): AC 2; HD 4+4; hp 18, 13; MV 100'; #AT 2; Dmg 2-9, 2-9; SA can detect invisible; SD immune to *sleep*, *charm* and other mind-affecting spells, paralysis and poison etc., take quarter damage from edged weapons, no damage from normal missiles, and half damage from fire, cold, electricity; save as F5; Int Non; AL N; Sz M. (MM2)

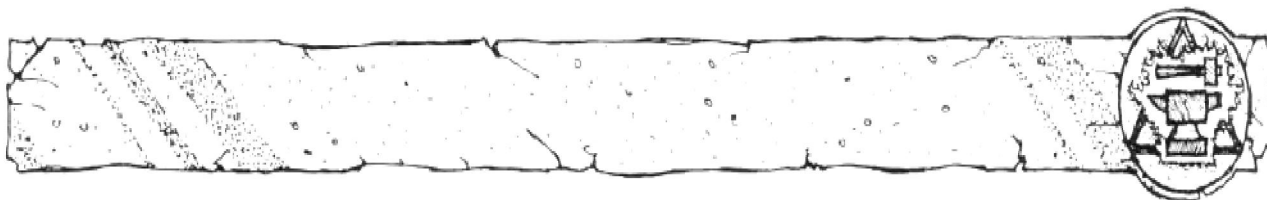
30. SECRET DOOR: The passage to the north is blocked by what is apparently a dead-end; carved on this are various runes and symbols of a similar nature to those in room **29** (though not with the same specific religious import). if this area is successfully searched or a suitable spell is used, it will become obvious that the dead-end is, in fact,

a secret door - there is no mechanism hidden nearby to open it, though it may be smashed down (treat as 3' thick hard rock). However, another hidden opening may be found, this time in the ceiling - treat this as a secret door to find, but once found it may simply be pulled open. As this happens, a length of rotten rope will fall out, attached to something out of sight along the 10' wide, 4' high tunnel leading north. If the rope is pulled it will snap. If the tunnel is investigated, characters will find the rope is or was attached to a pulley system above the secret door. If the rope is replaced, the door may be slowly pulled open if the pullers have a combined strength of 40 - for each round of pulling the door will open 1' (it is very heavy and needs a complicated pulley system) - there is no ratchet, so letting go of the rope will drop the door unless the rope is secured (at least 200' will be needed). There is no mechanism to open -the door from the north.

31. CRYPT: The secret door and trapdoor are the same as those for area **30** and the same details apply (the runes relate to death). Lining the sides are a multitude of small plaques, each 2' square and engraved in dwarven with the names of the dead.

Some have been smashed and reveal short shafts, 2'-3' square and 5'-7' long. In these are the embalmed (though often mutilated) corpses of dwarves. When the PCs enter the room, they will be attacked by the spirits that haunt this place.

When the PCs get about half-way up the room, a strange mist will coalesce from all the open tombs and form into a ghost. The ghost will attempt its magic jar attack and, if successful, will use the controlled character to attack the others (roll randomly for character attacked). Otherwise, it will try



to age as usual. If the ghost is turned it will move ethereally into the walls and return as soon as it can for further attacks.



Ghost (1): AC 0 or 8; HD 10; hp 44; Mv 9": AT 1; Dmg age 10-40 years; SA fear, magic jar: SD can become ethereal; if not only silver (5 damage) and magic weapons will damage, if ethereal attacks (including spells) from ethereal plane only; Int High (14); AL LE: Sz M. (MM)

Note that it will not jar MUs as first choice.

The bodies are covered in shrouds but often have clothes and jewelry, weapons and other personal items in the shafts with them - amongst these are jewelry worth about 10,00gp, an **axe +1**, a **potion of levitation**, and a **scroll of reincarnation**.

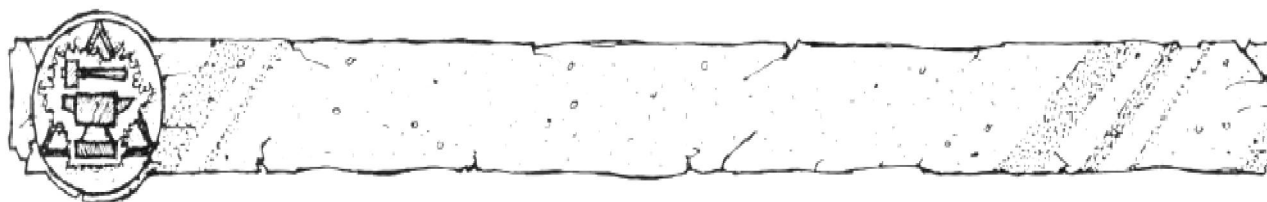
32. CRYPT: Of similar design to the room described above, this one has not been completed and merely has open shafts in the south-east part and crumbling walls and ceiling in the north-west part - treat the

latter in the same manner as area **15**.

33. STORAGE CHAMBER: Sealed by a secret door similar to those above, the room can be entered merely by pressing a group of raised letters in the middle of the door (FRT to notice). Inside the room are a variety of mining tools that were being used to dig room **32** and all manner of embalming wraps, shrouds and fluids.

34. JORRED'S WORKSHOP: The door to the workshop is heavily barred from the inside open at minus 3), and the duergar who now occupy the room use the west entrance. The workshop is split into two areas, the eastern part which is where the construction and design was undertaken, and the western part which was mostly stores - it retains this rough division since the arrival of the duergar as they do not expect to find any clues amongst the craftsmen's raw materials, only among their finished artefacts. The west side of the cavern lie, the north-west and south-west projections) is stocked with old rocks, slabs of marble, cases of metal ores, manikins for roughly fitting suits of armour and so on, along with the tools and supplies brought by the duergar, including various ancient books of history describing the arts of dwarven forging techniques, axes, picks, saws and chisels, lanterns and oil and provisions for the duergar working down here.

These comprise the head researcher, a 6th-level cleric named Gerlan (AC 7, hp 30, flail), 2 3rd-level and 2 2nd-level assistants, and between 5 and 10 1st-level clerics who are acting as dogsbodies and messengers and who continually have to bustle up and down the stairs to the Mansion and the area below, carrying strange finds, asking or answering questions, bringing new orders



and so on. In addition there are 7 2nd-level guards with a 4th-level leader (AC 2, hp 22, **axe +1**) who watch over the researchers, just in case.

The researchers are working in the east part of the room, in which are benches and work-tables, boxes full of finished or half-finished pieces of work, innumerable tools for forging and the crafting of fine pieces of jewelry etc. Most of the valuable finds (in either monetary or historic terms) have been removed and given over to Khand for consideration. The room does contain, however, a pattern for a shield-covering that shows fire bursting out of a hole underneath the hammer of Maugragn, a series of smaller, triangular designs that all show the hammer over an anvil on a background of fire, and a carefully lined jewelry case that holds three largish gems worth about 250gp each - these gems, although not the original gems to move the anvil in room **29**, will do the job, as they were also constructed by the dwarf craftsman Jorred for a similar apparatus (see also **45** and **59**) .

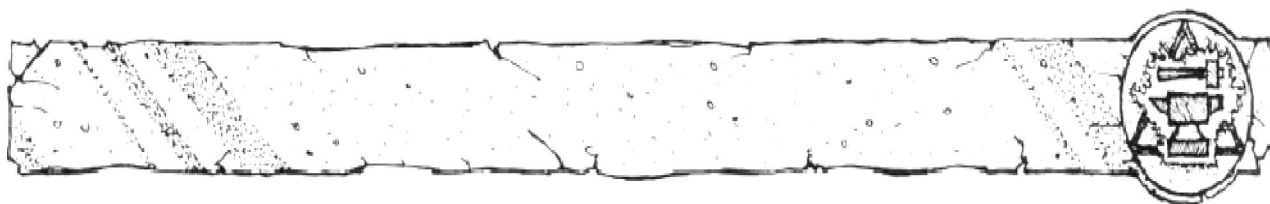
The lower level researchers know little of the duergar plans or even what they are seeking or have found - hints of great powers, fire and an arcane summoning ritual are about all. Gerlan, however, knows more or less as much as Khand and, if captured and 'persuaded' to talk by the PCs, may be able to help than in their quest: see the section describing Khand's finds and conclusions for an idea of how much to reveal - it may depend on the length of time that has passed, and on the persuasion used on Gerlan (who will not be keen to talk).

35. SPIRAL STAIRCASE: The rough stone staircase spirals down at a rate of 1:2, and eventually reaches **57** below - note the

clockwise spiral.

36. SECRET DOOR: Once a storeroom, this room has been gutted and any contents of use to the duergar taken to room **34**. At the north-west end there is a secret door; this is known to the duergar but they have not worked out how to open it yet and, as they do not think anything interesting lies beyond (rightly, as it happens), have not bothered about it. In case of a sudden attack from this direction, however, they have placed 4-5 1st-level guards with 1 2nd-level fighter here.

The door itself can be found as normal and is inscribed with the words (in dwarf runes) "*Touch Maugragn's Crown and pass on*". Opening it is, in fact, very simple, the person merely needing to press in both the words '*Maugragn's Crown*' at the same time - a case of the over-educated duergar priests not seeing the wood for the trees. From the other (north) side the door is obvious and has an easily visible lever to the east side to release it.



37. KENNELS: The duergar were possibly wise to not investigate on the far side of the secret door as, though there is nothing of real interest here, these caves are being used by 3 fire giants; the duergar have not heard the giants because of the vast 5' slab of rock that serves as a door. This room is used as a kennel for their hellhound pets; there are iron rings in the wall to which they may be chained and a big hunk of meat usually hangs from a spike in the ceiling in case the dogs get peckish. The 3 hellhounds are completely loyal to their masters and will do whatever they are ordered.

Hellhounds (3): AC 4; HD 7; hp 32, 24, 22; MV 120'; #AT 1; Dmg 1-10; SA breathe fire for 7 points of damage, surprise on 4:6; SD see invisible and are surprised on 1:6; save as F4; Int Low; AL LE; Sz M. (MM)

The hellhounds may be roaming this area, chained up or out hunting.

The stairs that lead to room **39** drop about 60' at a rate of 1:2; to the north of them is a small crevasse that descends for 290' and ends up at **48**.

38. HUNTING PIT: This room shows signs of unfinished dwarven workings in the form of two passages heading off to the west. The hole in the floor is used by the giants to hunt creatures passing along the passage 20' below (like all the passages that go off the map, this can be assumed to meander for a long way in either direction). The giants either climb down, send the hellhounds down or try to spear things passing by. Beside the hole are several lengths of strong rope, dozens of small boulders, spears, javelins, darts, axes and so on. Decide if the giants are hunting here when the PCs enter.

39. GIANTS' LAIR: The 3 giants live

amongst the spartan comforts of this cave, sharing the furs and skins of their victims, feasting and discussing the old days when a giant was a thing of awe and fear for men. The cave holds little of interest for PCs, mainly old weapons and suits of armour (rusty and battered versions of most normal sorts), a large collection of coins used for gambling (about 35pp, 95ep, 750gp, 2500sp and 5,000cp), a large magical cooking pot that gives off a good heat and can cook a decent roast for six without using fuel or producing smoke and a scroll of protection from undead.

The giants will defend their lair with great ferocity, but will grab their riches and flee if it looks like they might lose. They know nothing of the past of Maugraign's Hall nor of the duergar's actions: they have, however, an unexplained feeling of comfort here, as if something intrinsically fiery were nearby or were exercising its influence on the locale.

Fire Giants (3): AC 3; HD 11+2; hp 58, 48, 44; MV 120'; #AT 1; Dmg 5-30; SA hurl rocks to 200' for 2-20 points of damage; SD impervious to all fire, even magical; save as F11; Int Avg; AL LE; Sz L; (MM)

Note they cannot get up the shaft to **14** as they are too big.

40. SPIRAL STAIRCASE: The rough stone staircase spirals down anti-clockwise at a rate of 1:2, and eventually reaches **51** below.

41. SECRET DOOR: From the junction at the south of this passage to the door there is a steep slope that climbs 40' over this distance.

From the south side the secret door is obvious and has a handle to open it; from the

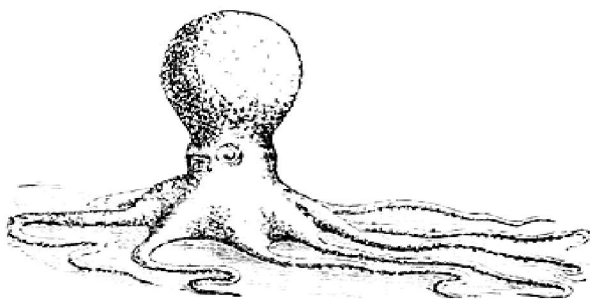


north, however, it must be found as usual - the duergar have not yet found it. To cause the door to open a character must depress a pair of studs set at the base of the door on the north side (find at FRT chance).

42. LEDGES: This side of the lake (the stream flows west) the channel is about 5' deep and flows faster although the slope of the bed is only about 1:20. The ledges are 2'-3' above water level, as are those south of area **39**.

43. LAND OCTOPUS' LAIR: On either side of the cave there are iron bars preventing access. The bars are set 1' apart and have been here for so long that they have effectively fused into the rock and may not be lifted or otherwise opened. They are very strong and any attempt to bend bars will be at -20%. The success of other attempts must be determined by you as appropriate (e.g. sawing the bars, smashing the rock around them etc.).

Held inside the cave, living by catching and eating any creatures that pass down the passage to the south, is a land octopus. This strange being is like a giant octopus, but can survive on land, dragging itself around by its tentacles and hunting smaller creatures for food. It will attempt to grab any character coming too close to the bars and there crush or bite him to death, eating him at its leisure.

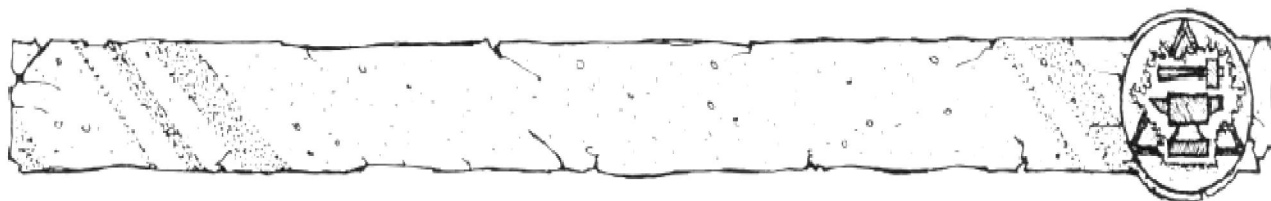


Land Octopus (1): AC 5; HD 12; hp 88; MV 30'; #AT 7; Dmg 6 x 1-4 and 2-12 (from tentacles and bite; it will always leave two tentacles as an anchor); SA anyone caught by a tentacle has a 5% chance per point of damage inflicted of being trapped and unable to attack or defend that round, plus it can squirt a cloud of noxious fumes in a 60' x 40' cone, causing victims to Save vs. Poison or act at -4 or -20% in all respects for 7-12 rounds, then at -2 or -10% for 2-12 turns; SD *darkness 10' radius* at will; save as F6; Int Low; AL N; Sz L; (New Monster).

The land octopus is too large to fit down the tunnel to area **45**.

44. LARGE CAVE: The tunnel passing through this cavern leads out of the scenario area on each side and need only be detailed if you wish to do so; otherwise assume there is nothing of interest in it. Wandering creatures may pass down the passage, many feeding the octopus; the remains of sane of these can be seen in the cave (the land octopus only being interested in their food value): odds and ends of skeletons, pieces of armour, weapons, rotted or old adventuring equipment and so on. Of value are 120gp, 350sp and 190cp, half a dozen gems worth 10-20gp each and two potion bottles - one a **potion of diminution**, the other **poison** (the victim must Save vs. Poison or take 8d6 damage; a successful save indicates only 4d4 damage is taken). The passage leading north-west is unfinished and unsafe (see area **15**).

45. DURWARD'S WORKSHOP: The four main caverns of the workshop are all subsumed under the one heading due to their essential similarity. Spread all over this area in a complete jumble (left by the looting



duergar hundreds of years ago) are materials for forging and smithing, moulds for casting, books of heraldry and patterns and so forth. A few clues may be gleaned from this mess, mainly in the form of the oft-repeated devices used by Maugragn: a triangular device with a hammer over an anvil on a background of fire, or a similar symbol with hammer over anvil on flaming background with the runes for death, strength and fire locked with those for M and U. In the south part of the southwest room stands an anvil similar to that in room **29** (see above). The three short passages to the shaft from **10** to **52** lead to 3' square holes in the shaft through which items for forging were originally placed - PCs may climb up or down the smooth sides of the 20' wide shaft.

Defending the caves and the anvil are 17 dwarven zombies - not normal undead of their type, but possessed by the power of the anvil and drawing their greater strength from that.

Elsewhere in the complex they can be turned as spectres, and in the room with the anvil as vampires - if turned, the effect will last for 1-4 rounds and then they will return to combat. attacking until physically destroyed; plus they can regenerate at 1 hit point per round until at 0 points.

Zombies (17): AC 8; HD 3; hp 10 each; MV 90'; #AT 1; Dmg 1-10 (using rusted weapons); save as F2; Int Non; AL N; Sz M. (MM)

Destroying the anvil (unlikely) or moving it will remove their special powers - they will chase PCs if they try this.

46. SMALL CAVE: Standing in front of the south exit to this cave is a large statue of a dwarf, about twice life-size, armed with plate mail, shield and huge double-headed axe. It will give off a magical aura if such is detected. It will do nothing if characters either emerge from the south or merely pass from one of the north passages to the other - however, anyone attempting to pass the stone warrior and enter the passage to **45** from the north will cause it to animate. (once it has animated, it will attack, not ceasing until the intruders are dead; it can follow PCs but will not cross or enter the lake or streams. While in stone form it is almost entirely impervious to normal attacks (short of hammer and chisel and hours of hard labour or disintegrate spells and the like).

Statue (1): AC 0; HD 10; hp 80; MV 90'; AT 1; Dmg 2-16; SD immune to mind affecting spells & damage from edged weapons, ½ damage from fire, cold, electricity; no damage from missiles: save as F10; Int Non; AL N; Sz L (New Monster).

47. LAKE: This cave is about 75' high (from water level) and the water is 20'-40' deep. The walls slope up slowly to the roof and are damp and slippery, hence the chances of falling will be four times normal (e.g., for an 8th -level thief *Climb Walls* will be 84%). The lake shows no unusual features or items of interest from the surface, but lurking beneath it are many fish which could be caught as food (assuming there is the right tackle available). There is also a large, and usually hungry, creature that dwells below time surface, only showing itself when some tasty bite-sized morsel appears; as it is so big, it hardly notices the normal



inhabitants and waits for dwarf-sized or larger snacks to pass by (the cave trolls are wary of this beast). It will attack anything and everything from halfling up to hill giant size that enters the water of the lake - it will then pursue them down the streams if they flee (it must have the lower part of its body underwater so it cannot leave these streams, though it does not need much water). It appears as some sort of sick cross between a shark and a crab, having a body like the former and the clawed front of the latter; to attack it either swims through the water at high speed to gain a butt and bite attack, or, to attack those who are on ledges, will swim alongside and snap with the claws - it may also attack opponents behind with its tail even if they are on land.

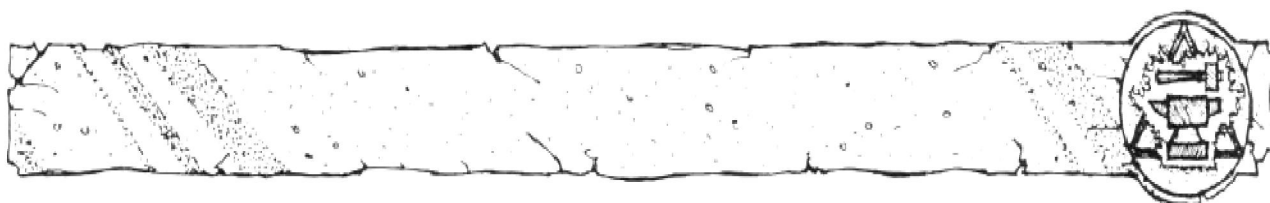
Claw Shark (1): AC 5; HD 15; hp 75; MV 180'; #AT 3 - either butt, bite and tail, or 2 claws and tail; Dmg butt 2-12, bite 3-18, 2 x claws 2-16 and tail 3-12; save as F15; Int Animal; AL N; Sz L; (New Monster).

At the bottom of the lake (40' deep here) is a statue of a dwarf clad in plate mail with a full-face helmet and a large war-hammer with many runes upon it. This statue is encrusted with calcific growths. Around its neck is a finely crafted gold chain with 100 links, from which depends a medallion showing Maugraign's triangular symbol (see 45 et. al.) - this will register as magical if detection spells are used. This has not been covered over like the rest of the statue and can easily be lifted off. If this is done the statue, predictably, comes to life and will attack the PCs (they may be willing to risk this to get the hammer; see below). It will attack until killed and if evaded or there are no more opponents it will make its way towards the temple, attacking anything it finds there, finally coming to rest in **r104**.

Statue (1): AC 0; HD 12: hp 100; MV 90'; #AT 3 every 2 rounds; Dmg 2-8+6; save as D14; morale 12; Int high; AL N; Sz M. It has the following abilities: operate underwater or walk on the surface of the water at no penalty, walk over crevasses where dwarf bridges previously existed (e.g. 17-19), see invisible objects and immune from *charm* etc. - the creature is a mindless killing machine and cannot be communicated with. It wields a **+3 hammer** (also see room 110).

48. INTERSECTION: This covers the shaft, tunnel and subterranean river that so conveniently intersect at this point. From the river level, the shaft ascends to the stairs in area 37, 290' above (to base of stairs). The shaft narrows as it ascends but the sides are rough with many ledges so scaling than is easy.

The tunnel running north-south is a purple worm hole, so it is roughly circular in section with smooth sides. The shaft breaks through it 20' above the river level. On either side the tunnel leads on for miles to nothing of real interest. Wandering monster chances should be triple down this tunnel. The river runs through a tunnel, 25'-30' wide and 10' high, filling the whole tunnel with fast-moving water. To the east, the duergar have discovered the river, but their natural dislike of water and their other investigations have lead them to ignore it. The only way that a PC may pass along the river is to have a water breathing spell or item, or otherwise to hold his breath (for 10 seconds per point of CON before beginning to drown, taking 6d6 points of damage per round until dead). Movement in the tunnel will be at ½ speed; any faster and the character must save under DEX on a d20 or fall over, taking 1-4 damage from buffeting and being swept 50' downstream (i.e., to the west). The river has



numerous small fish and other creatures in it, plus several larger predators - there is a 10% chance per turn of encountering such a fish, typically::

River Fish: AC 7; HD 3; MV 180'; #AT 1; Dmg 2-8; save as F2; Int Animal; AL N: Sz L.

49. GATEWAY: The crystalline shaft from area **16** passes through this cave before ending 50' below at the tributary to the subterranean river (this tributary is the same as the river apart from its width). This great cavern has two noteworthy features, other than its size (it is roughly 150' high) and the shaft: the blocked passage to the east and the strange smooth rock-face between the pillars at the west end of the room. The former is merely a natural blockage across the passage (50' wide and 75' high) and that area is dangerous, some further collapse being possible (see **15**, but a 10% chance for 3d6 damage - mostly from rock slides rather than the ceiling).

The smooth area of rock, smoother even than the sides of the shaft, is 50' wide and 100' high and it appears to be almost translucent, observers feeling that they can see the cavern continue on the far side of a thick, darkened piece of glass. No normal attacks will affect this surface, and even spells such as disintegrate will merely lightly scar it.

The cavern is home to a group of 12 semi-aquatic kopoacincths that conform to the normal gargoyle stats, except that they can also breathe underwater and swim rather than fly.

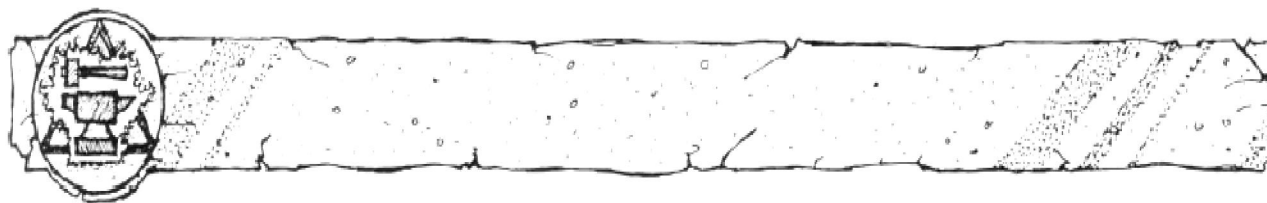
Kapoacincths (12): AC 5; HD 4; Mv 150'; #AT 4; Dmg 1-3, 1-3, 1-6, 1-4; SD +1 weapons to hit, unaffected by *sleep* or *charm*; save as F8; Int Low; AL CE; Sz M (MM).

The leader has a gold bracer set with gems, worth 250gp, and a **potion of speed**.

50. MAIN TUNNEL: This is the tunnel down which the lava poured, flowing into the side chambers to provide heat for the forges. The frequent flow of molten rock has caused the tunnel sides to become smoothed and coated with a bright black igneous rock.

For details of the collapsed areas at each end, see **49**. It is, in fact, the solidified form of a gateway to another plane; when the being that aided Maugrign's smiths produced a river of lava to fire their forges, this lava had to go somewhere without destabilizing the local geological formations and this magical gate was made, drawing on the being's energy to sustain it - when the being left and the lava stopped flowing, the gate solidified into a supra-planar field of energy that is impenetrable without the correct summoning spells. As such magics are no longer available, the consequences of summoning the lava-producing being without an outflow will be disastrous (see below).

In the widest part of the passage stands a statue, similar to that at the bottom of the lake (see **47**), except this one does not have the marine dressing of the other, but an outer layer of the shiny stone that covers the walls; it does have the same sort of gold chain and medallion, also unaffected by the covering on the rest of the statue. Its actions and stats are the same as that from **47**, except as follows: it is unable to walk on



water or over broken formations but it can pass through blockages in passages.

Statue (1): AC -2; HD 10; hp 80: SA in addition to the 2-8+6 damage it can burst into flame on alternate rounds for 1-6 fire damage in a 5' radius (Save vs. Dragon's Breath for 1-4): Save as D12; (New Monster)

51. MALON'S WORKSHOP: One of the three great dwarven smiths (other than Maugraign himself) to work here was Malon, and these rooms represent all that remains of his workshops. They are placed together under one heading as there is little of interest here - before the last of the lava flowed out the gateway in **49**, the great stone doors to these caverns were breached and the lava poured in, burning all but a few lumps of rock used as tables or waiting for carving, and fusing the walls for the same smooth effect as in the main tunnel (see **50**). The west chamber has a hole in the floor that leads, via a 10' wide shaft, to the worm hole 30' below. The central chamber has both the shaft to area **9**, 400' above. and the bottom of the spiral staircase from **40**, 190' above. The east chamber contains several large blobs of metal fused into the rock, one of which is made of silver and could be worth about 200gp if it was all extracted, another of gold worth 500gp (it would take hours of chipping to get enough metal out to make it worthwhile). This last chamber is also home to a huge black pudding that will drop on any character who stoops to inspect the gold or silver.

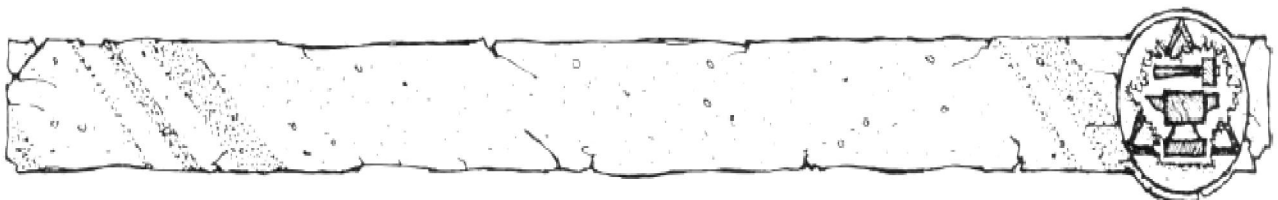
Black Pudding (1): AC 6; HD 10; hp 80; MV 60'; #AT 1: Dmg 3-24; SA dissolve wood and metal; SD cold and electricity have no effect, weapons merely split it into several smaller units; save as F5; Int Non; AL N; Sz L; (MM).

52. LARGE CHAMBER: This otherwise undistinguished cavern originally fuelled the forges of Durward and his assistants. The shaft opening into the centre of the roof goes up to area **45** (190' above) and eventually ends up in the main hall at area **10** (400' above). The two secret doors and their opening mechanisms are described below with their respective chambers.

53. DURWARD'S WORKSHOP: This chamber has been looted of any items of value, but the remaining contents may still prove of some use to the PCs or the duergar. The secret door cannot open mechanically any longer (although it can, of course, be broken down), but the spell that once opened if from the outside will still do so - carved on the inside is the phrase: "*Knock once, then Open Durward's Door*". To open the door, a knock must be cast and then the character must say "*Open Durward's Door!*"

Left in the chamber, generally rotting but intact, are the work benches and stools for the smiths, some of their more cumbersome tools and a few blocks of stone or iron ore, that have only been partially worked on (including 4 vaguely dwarf-like pieces that were intended as statues). Among several instructions concerning safety and care of tools cut in the walls of the chamber, the following may be found: "*Once your ally is arrived, make to him your pledge, lest he betray you, for so said Lord Maugraign.*"

The hole in the floor of the chamber leads to the worm hole, 30' below, from



where a pair of cockatrices sally forth in search of prey. They are likely to drop onto the PCs underneath the hole, attacking with surprise.

Cockatrices (2): AC 6; HD 5; hp 22, 20; MV 90' or 180'; #AT 1; Dmg 1-3; SA can turn opponents to stone if touched unless Save vs. Petrification is made: Save as F5; Int Animal: Al N; Sz S; (MM)

54. DURWARD'S STOREROOM:

One of the few sealed chambers in this area, the store still appears much as it did when abandoned. The secret door to **52** is closed in the same way as that to **53** and may be opened by the use of the same incantation. Inside the room there are a dozen pieces of granite and marble awaiting carving, a large pile of old metal items ready for smelting - (these are battered but unruined - there are shields, helmets, swords, axe-blades and so on, plus more mundane household items), a largish but plain and dented anvil, moulds for casting items of jewelry (goblets, plates etc.) and three large but locked chests stacked against the east wall. The first of these (a poor lock; open at +15%) holds the stamps and models for use in creating the symbols pertaining to Durward and Maugraign (Durward's symbol is a hammer and anvil with a glowing sword in-between; for Maugraign's see **45**). The second (good lock; open at -5%) contains 30pp, 350gp, a box with a bejeweled silver coronet (worth 750gp) and a bag of assorted gems (25 of values from 10-30gp). The third (good lock and trapped; open at -15% and save under DEX or be enveloped in a cloud of poison gas, doing 10d6 damage or Save vs. Poison for half; find and remove trap at -5%)

contains a box with 3 large gems (that will fit the anvils in **29**, **45** or **59**), a **dagger +1**, a **potion of fire resistance** and a **scroll of 3 MU spells: *conjure elemental*, *wall of stone* and *stone to flesh***. Inside a false bottom to the chest (FRT to find if searched) is a bunch of tiny iron keys and a copy of the first part of the summoning scroll also held by Khand (see **110** for details).

55. JORRED'S STOREROOM: One of the stores of the smith Jorred, this only contains a few lumps of rock, anything of interest having been removed by the duergar. The pit at the north end of the room opens onto the river 50' below. Though the duergar are currently not interested in exploring further down the river, they are keen to guard their rear - positioned in this cavern are 12 1st-level duergar, led by 2 3rd-levels and a 5th --level.

56. MAIN TUNNEL: The main tunnel (see 50 for description) has little to offer PCs or duergar - the latter are interested in it only as a means of access to other areas and have therefore got their small slave force digging at the rubble at each end. As the game progresses, the work-force will come closer to breaking through - your decision on their rate of movement (consider that they mean to clear the width and height of the tunnel and that they must constantly beware the dangers of a cave-in; 3' per day is reasonable for the force given below).

The slave force is a rag-bag mix of races, all of whom were taken from their dwellings during duergar raids, beaten and tortured, and then sent to work as miners for the expedition - they all exhibit the same lacklustre, glazed expression, emaciated and drawn appearance and total absence of



spirit. Their days consist merely of eating their meagre rations and digging where they are told to dig. There are roughly 30 dwarves, 10 gnomes, 15 humans, 15 orcs, and 5 hobgoblins: in their state, they can all be assumed to have the same stats:

Slaves (75): AC 10; HD 1-1; hp 1-4 each; MV 60'; #AT 1; Dmg by weapon; Save as F1; Int Low; AL N; Sz M.

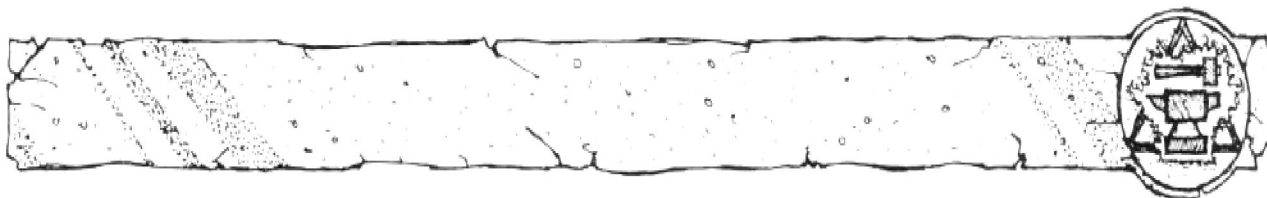
If the PCs can get to them and attempt to persuade them to aid them, it will take 2-12 hours to arouse them (choose as appropriate for the PC methods, or roll, as you wish). They are guarded by 15 1st-level duergar with 4 3rd-level taskmasters and a 5th-level leader - these will force them to dig at the easily-removed rock-falls at each end of the passage, working 8-hour shifts with all sleeping during 1 shift. They have all manner of tools necessary for mining and shoring up, and sacks full of mouldy provisions rest in the middle of the passage.

57. JORRED'S WORKSHOP: The north-western parts of Jorred's lower workshops are kept in isolation from the south-east areas by blocked passages. That between this area and the stairs to **59** is blocked by a collapsed tunnel and the exits to the main shaft are blocked by fused and unopenable doors: the duergar have not tried to break through these as they have another entrance to **58**. A few researchers are still looking about these rooms, but all that was deemed of interest has been taken up to the Mansion via the spiral staircase to **35** (300' above). There will be 2-5 clerics in here of 2nd-4th level, and 3 2nd-level guards to both protect and aid them.

Other than the usual benches, tools,

lumps of rock and so on, the workshops also have a number of patterns carved into the floor: one is in the form of a triangle with a hammer at its centre, another appears to be a large snake crawling away from a sword into a hole and a third has the runes M and T, followed by an inverted triangle and then U. The duergar, if captured, can tell PCs that the second indicates the powerful being they seek is summoned with a sword, and that the third indicates some connection between a hammer, anvil, Maugraign and a fourth feature, probably the being; the first diagram's meaning is beyond them - they think it a pattern for a heraldic device. See **86** below for details of the duergar's explorations, and the knowledge that can be expected from captured priests.

58. JORRED'S WORKSHOP: The south-east workshop and the cavern below the main shaft are also being explored by the duergar priests. Khand will spend some time down here supervising the exploration and ascertaining the progress of work. It is here they expect to discover the answers to their problems - as there are a large number of references to Maugraign in the books here and many items bear his symbol, the duergar think this is where the great dwarven smith summoned his powerful ally. This is corroborated by an indentation in the floor of the chamber under the shaft that, from its size and the symbols next to it, would appear to be designed for an anvil of large dimensions, and to the way that there are unusual score marks spreading out from this hollow - this erroneous guess on their part is the result of other dwarf experiments in this chamber, but they persist with attempting to locate the artefacts they believe are needed



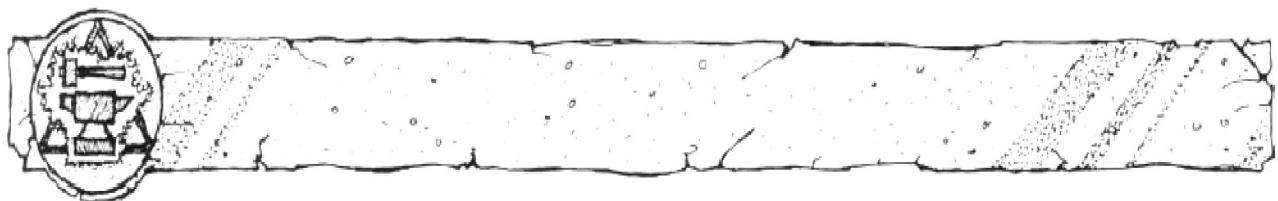
to summon the being.

Like the chambers to the north-west, these are essentially empty, all of the interesting items having been transported upstairs, but work is being carried out by 1 5th-level and 3 3rd-level clerics, with the assistance of 6 1st-levels and a guard of 6 2nd-level fighters led by a 4th-level fighter. A slow and painstaking attempt to decipher all the coded or arcane symbols on the walls is being undertaken (these are actually only directions for gem-cutting etc.) and the walls are being thoroughly searched for secret niches. The state of their activities is covered by the general section seen in **86**.

59. JORRED'S STOREROOM: The stairs to this chamber descend 50' from area **58** (at the relatively shallow rate of 1:4). The chamber was used as a storage room by Jorred and still contains several artefacts that he crafted, plus stores and materials for future works. The duergar have listed the relevant items in the room, but are currently leaving them here, not wishing to disturb the things they may have to use to summon Maugraign's beast.

The foremost of these items is the large iron anvil that stands in the south corner of the room - it is the same as that in room **29** in all ways. Aside from the usual collection of tools and materials (listed in various places above), there are also half a dozen suits of dwarven plate mail so finely crafted that they have an encumbrance of only half the usual value, a pair of battle axes that have kept their edge after all these years and count as +1 to hit and damage (although not magical in any way; they cannot strike creatures only damaged by magical weapons) , an enormous ogre-sized

shield that needs a minimum strength of 17 to lift, giving a +1 AC bonus to anyone with STR 18, and a case of 20 **heavy crossbow quarrels +1**. There will be 4-6 1st-level guards here (to make sure that idle hands do not damage the artefacts).



In the middle of the floor of this chamber there is a secret trapdoor, as yet undiscovered by the duergar (who have only catalogued, not fully explored, the room) . It can be found at half normal chances and it is released by twisting a hidden stud in the floor 5' to the south - the latter can be found at FRT -10%. Under the trapdoor is a small cache, 18" square and 2' deep, containing a locked iron box (OL as normal) and three sheets of parchment. Of the parchments, one is a list of work to be completed (a dozen shields, two full-size nude statues - that sort of thing), one a **scroll of cure serious wounds** and the third a scrap with a diagrammatic picture of a shaft filled with fire, before it a hammer over an anvil, and beyond those what appear to be small figures; under this are written the words "*Maugraign tames the fires in the Hall of Kin, offering one of his children to the flames*" and what appear to be rough notes of dates, prices and dimensions. A time will come when the duergar find this and realise that they may be searching in the wrong place (see **86**). The box contains three finely engraved platinum rings (worth 100gp each) and twelve small diamonds (also worth 100gp each) .

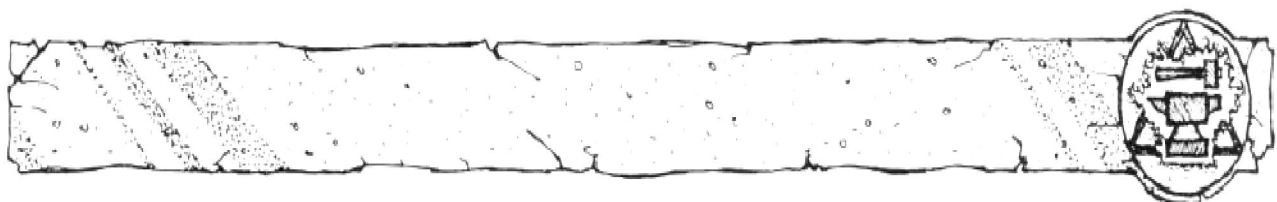
60. HARKIN'S CAVES: This small cave system leads off the main cavern at area **2**; note that from here on, the maps are on a larger scale than before due to the greater complexity of the areas described.

Harkin was a dwarf of Maugraign's time who studied the dark creatures that lived with the dwarves deep below the earth. His pens and workrooms are contained in this section of the halls - they have been taken over by the duergar as pens for their own beasts, and as cells for captives. This

room is now the guard room and there will always be 7-12 duergar on watch here, plus 2-3 2nd-level types and a 4th-level leader.

The room itself is fairly bare, having only a table and a few bdwarf enches in the middle. The two small doors (north-east and north-west) are locked - the guard captain has the keys, plus the keys to the doors in rooms **62**, **65**, **67** and **68**. The larger doors (the three to the south) are opened by means of a large wheel set into the south-east wall - turning this (a combined strength of 20 is needed) will lift all three doors in a round. Each door, however, has a small lever set to the left of it which can be pulled down - doing so will dis-engage the ratchet attached to the chain pulled by turning the wheel, and hence that door will not open (as all are up under most circumstances, PCs would have to lower one or two of them to select a specific door or doors). These larger doors are very well constructed and will open at -4. It is possible the duergar may choose to release their war-beasts - this is up to you depending on the PCs' actions.

61. PENS: These three rooms are essentially the same, each holding three of the fell war-beasts the duergar have brought with them. These vicious, permanently hungry creatures resemble the paleocincus - a dinosaur with plated back, sharp spines down its sides and a spiked tail. Unlike their prehistoric forebears, however, these subterranean monsters are more fleet of foot, far more aggressive and, most importantly, highly carnivorous. They attack with bite and spiked tail, and in close quarters can crush and gore with their spiked sides (making them useful against massed enemies).



Warbeasts (3): AC -2; HD 15; hp 71, 70, 51; MV 60'; #AT 2; Dmg 2-12, 2-12; SA may crush with spikes for a further 3-18 if in enclosed space (decide when applicable; also any opponent coming within striking range must roll under his DEX or suffer 2-5 damage as the beast lumbers sideways): SD any creature biting one will cause itself 3-12 damage if it hits; Save as F9; Int Animal: AL N: Sz L; (New Monster)

They have been trained (by the use of *charm* spells) to accept riders in harnesses that may guide them in combat; these are described below - killing a rider will cause the beast to attack the nearest creatures (duergar or otherwise) until dead.



62. STOREROOM: This small cave is currently used to store harnesses for the war-beasts (against the north-west wall). Untrained PCs who try to use these will be gored to death trying to fit them, or smashed with the creature's spiked tail once on. A secret door leads to the southernmost of the pens; it has no mechanism to open it from the pen side, but a small stud in the ceiling

above the door on the north-west side opens it if pushed (FRT+15% chance to find) - once this door has been opened, the hinges will snap and it cannot be pulled shut.

63. TORTURE ROOM: Once Harkin's laboratory, this now houses the tools of the warped duergar interrogators. There are three of these, all the equivalent of 3rd-4th - level cleric-thieves, (AC 5, sword and mace) who stay in here, maintaining their precious tools and equipment, and perfecting their techniques. The room is full of sick and wicked versions of all the normal equipment expected to be found in a torture chamber - at the north end there are three pits, each 20' deep (the bottoms 4' deep in slime) with locking iron grills on them (the torturers each hold the keys). There is a chance (decide as applicable) of one of the prisoners from **67** or **68** being interviewed here.

64. BEAST RIDERS: The nine beast riders have their quarters in this room; they are an elite and live apart from the mass of duergar troops, meeting them only when taking orders or receiving prisoners as food for their mounts. They are 5th-level fighters and have spent years training in the art of controlling their great mounts. Their armour is heavy plate mail, spiked like the hides of their mounts with huge horned helmets designed to terrify or disconcert their opponents (treat as AC 0); they use hooked spears to guide the beasts and huge spiked maces to fight, being able to attack at the same time as the beasts (treat the spears as normal spear and the maces as +2 damage).

The cave contains their simple cots and personal possessions (of limited value, say 5-10gps worth), and they will be in here unless you decide the beasts are being used.



65. APPRENTICES' QUARTERS:

The beast riders have five apprentices with them to tend the beasts, clean their armour, cook their food and so on; these 2nd-3rd -level fighters live here, in even greater simplicity than their masters, with all the equipment needed to look after both beasts and riders, plus, generally, the riders' spiked armour and weapons. Keys to the door hang on a nail beside it. The stairs up to this room are shallow, gaining only 25' over their distance. The passage to the south goes over the pens below; there are bolted trapdoors above the pens through which food (usually still alive) is thrown to the beasts - PC prisoners may be used in this capacity.

66. STOREROOMS: These rooms merely contain sacks and cases of assorted offal and entrails, plus a number of small creatures in cages (the number will decrease as the scenario progresses - there will be lizards and snakes, bear-cubs, bats, toads, young goblins and so on). PCs eating the offal will certainly become ill

67. CELL: The stairs drop steeply about 50' leading to the cells. The sturdy door to this cave is both locked (see **60**) and barred. The room contains a dozen hobgoblins who were encountered enroute to the halls and who have been kept for consumption or entertainment, whichever seems more important at the time (they may be eaten by the war-beasts, not the duergar). The hobgoblins have all been beaten and tortured, then manacled hand and foot and hung up on spikes driven into the wall - if the PCs free them, they will be willing to help but will be so weak as to act at -4 or -20% in all capacities and have only 1-4 hit points. If questioned, they will have a very rough idea

of what the duergar plan for the dwarves and will know that they seek something powerful in the halls, but will have no details.

68. CELL: The second cell door is closed like the first. This larger cave contains a number of dwarves waiting for the duergar to sacrifice them in one of their perverted rituals of blood and death. 'There will be at least 6 dwarves, but you should increase the number depending on how many prisoners were abducted by the duergar from the delve to which the PCs are attached; this will be a matter for your judgment based on the introduction to the scenario you have chosen, but a minimum of 6 is recommended and more might be preferable (about 12). Of the 6 dwarves there already, 4 are fighters (3 2nd-level, 1 4th), 1 a thief (5th) and 1 a cleric (4th) - the composition of the prisoners from the delve is up to you, but they need not all be classed (i.e., they could be normal, 0-level types). It goes without saying these incarcerated dwarves will aid the PCs if they are freed, though, like the hobgoblins, they are at -4 or -20% and will have a maximum of half



normal hit points (and no spells, where applicable). The dwarves are manacled, but not hung up. If any of the PCs are captured, they will be thrown in here: the dwarves know of the duergar plan to attack the delves and have some inkling that the duergar are here to summon some ancient dwarven power that will crush any and all opponents.

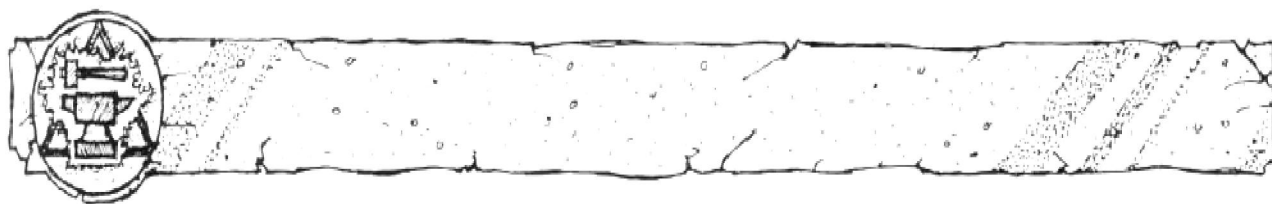
69. LEDGE: For details of the ledge and stairs see area **4**. There are 6 2nd-level guards on this ledge, led by a 4th-level fighter, and they have strict orders not to let anyone but Khand or his assistants pass. They also have a ballista trained over the main hall (ostensibly as a defence in case of attack but actually a precaution by Khand in case of revolt by one of the war-chiefs). These guards, unlike most of those listed above, can be considered to be in Khand's force and loyal to him rather than to the normal troop commanders.

70. DAUDHRIN'S CAVES: These caves were originally occupied by the dwarven hermit, mystic and visionary, Daudhrin, a close friend of Maugraign and one of those who helped him summon and control his fiery ally. The caves are currently being investigated by Khand, who believes they may hold a key to his explorations but who is afraid of the spirit that haunts them; this spirit is the soul of the hermit and it waits in the inner chambers for a character to come who can release it from this plane. This cave emanates an overwhelming feeling of lurking menace and subdued evil (enough to cause characters under 3rd-level to Save vs. Spells or flee in fear) and clerics will quickly become aware of an undefinable 'presence' from the area of room **71**. The cave itself still contains some mouldering

and broken furniture from its early days, no creature having had the courage to enter the room for many years. The furniture is simple in the extreme: a bare table, three hard-backed chairs and a long bench down the east wall. Painted above the table, on the ceiling, is a sun or ball of fire, and on the floor below the table there is the image of a dark hole, said to be the hole at the bottom of the world leading to the void into which dwarves may fall if they dig too deep.

Around the walls are mystical symbols relating to death and the inner planes, interweaved with Maugraign's symbols (see **45**). There is no door to room **71**, the hermit having been sealed in after the caves were constructed -- across the area that was once the passage is a 5' thick stone blockage, only a small 1' wide by 6" high slit at the base and a 2' square grill of alternating 1" bars and gaps showing the room that lies beyond. Attempting to break through will cause a most violent response from the spirit inside - climbing through while diminuated, or by-passing it magically will not bring forth such responses (see **86** below for a method of entry).

Khand or some of his assistants may be found in this room, working on a way of entering **71** (and plucking up the courage to face what they feel sure is a powerful opponent). In a box on the table there is a document that speaks briefly of "*the hermit, Daudhrin and his closed ways...we take him food and water and he returns to us prophecies and judgments or stony silence as he sees fit... he knows much and is be-loved of Maugraign, and the two spend many hours in close conference, each sitting near the grill the better to hear the other and to keep their counsels secret*" (you may expand this



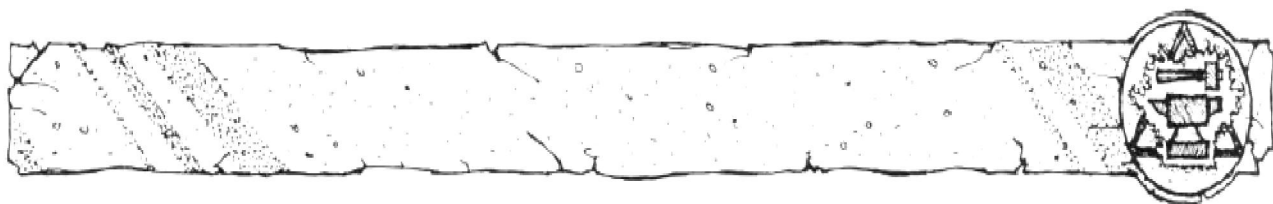
material if you wish). Lying next to the document is a scroll case and a potion bottle: the former is of **2 clerical spells: protection from evil 10' radius** and **dispel evil**, and the latter is of **polymorph self**. Khand may eventually use these to enter room **71** (he may do so as it becomes obvious that his other searches are not leading anywhere; you should decide as appropriate, in keeping with your other decisions concerning the duergar plans and actions).

71. HERMIT'S QUARTERS: Once the quarters of the hermit, this chamber now lies in disarray. Before he died (slowly, of starvation), Daudhrin did his best to make sure neither the duergar nor any others who might come later could discover his secrets - his attempts at destroying traces of the mysteries he had learnt and mastered were successful, but the curse laid on him by his death has partially wasted his efforts (see below). The room once contained a simple bed, table, chair, a chest of clothes and personal utensils and three chests containing a large number of parchments and a few books (Daudhrin having written most of the former, setting down his judgments and his understanding of the universe). All the parchments and books were placed in the middle of the floor and burnt, and their ashes remain there in a large pile to this day; the rest of the furniture was smashed and shredded and lies all around the room appearing to have been wrecked in some particularly savage battle. The other physical feature of the room is the shaft in the ceiling of the south-west area, leading up 50' to room **72**: the sides of the shaft are rough and it widens very slightly as it goes up.

Around the west wall of the chamber

are carefully concealed carvings that are only likely to be noticed if that area is searched or otherwise examined (FRT chances double if the searcher is a dwarf). These are in the form of vague and rather simplistic outline pictures and form a sequence: this runs from north to south, as described below, but there is a good chance the PCs (or NPCs) will try to read it the other way - just ask them which way they look at it and give the description in that order. The sequence is: one dwarf with a hammer, fashioning a sword: a dwarf (apparently the same dwarf) wielding a sword over the heads of many strange creatures; a number of dwarves running; the dwarf once more (apparently) fashioning a sword on an anvil with a hammer then the same picture with a great flame standing over him: two or three pictures scratched out with no indication of their contents left: three dwarves fashioning various items over their forges: the single dwarf again hammering a sword on an anvil, this time set between two pillars and before a shaft or pit: and lastly, obviously a later, cruder picture, many dwarves lying dead in a great hall. Inhabiting this room is the spirit of Daudhrin, a creature not of the undead but similar to them in many ways (though not turnable by clerics). It will appear as a vague, slightly glowing dwarf-like apparition, dressed in rags and with its skeleton showing through its luminescent flesh. Its skull-like grin will cause all creatures under 5th-level to Save vs. Spells at -4 or flee in panic. As someone enters the room it will move towards them, its arms outstretched in an ambiguous manner, partly as if moving to strangle the

intruder, partly as if to embrace him - what it actually does will depend on the intruder's



method of entry: breaking down the stone blockage to 70 will cause the former approach to become dominant, and entering without damaging the blockage will cause it to react in a more 'friendly' way.

If the character does not try to resist the spirit (this will apply only to the first character of any group to encounter the creature, but may apply to several characters from different groups at different times - with at least a 12 turn delay), the spirit will embrace the character and attempt to meld minds with him. There is a 4% chance of success per point of INT or WIS (whichever is higher) per turn - each turn the character will age 5 years, plus 5 years for the actual time during which the meld is made: for each turn of failure there will be an additional temporary loss (as above) of 1-3 points of STR, DEX or CHA.

If the character who has entered the room allows the spirit to embrace him, he may receive a communication from the soul of Daudhrin very much to his advantage. If, however, he is not convinced the spirit's intentions are benign, and makes some move to resist it, he will suffer its attacks; to attack the spirit must touch the character (i.e., make a successful hit), but once it has done so, it need not hit again to continue its attack - this also leaves it free to try to hit other characters and to attack them in the same manner (there is no limit to the number it can attack at the same time in this manner). When first hit the character will feel icy fingers close around his throat and will receive 2-8 strangling damage, plus he will age by 7-12 years; on the second and subsequent rounds he will take the 2-8 damage as before but rather than age, will lose 1-3 point; from either INT, WIS or CHA

(choose at random) - the lost points will return after 11-20 turns, unless any of the requisites are reduced to 0, in which case the victim dies.

To make life a little more difficult, the creature exists mainly on the astral plane and is very hard to damage unless the characters have weapons or spells that extend into that plane: normal and silver weapons will do no damage, +1 and better magical weapons will do half damage and all spells that do not extend into the astral will be at half effects (where applicable).

Daudhrin's Spirit: AC 0; HD 12; hp 72; MV 150'; #AT 1; Dmg 2-8; SA see above; SD see above, plus no *charm*, *sleep* or similar spells affect it; Save as MU15; Int Genius; AL N: Sz M; (New Monster).

72. SHAFT: The shaft from room 71, 50' below, ends here. Lying on the floor by the shaft is a 50' rope ladder fixed to a spike. Once the two minds have been joined, the spirit of Daudhrin will relay to the character many facts about its past and will lay upon him a task (Save vs. Spells or treat as a guest - it should be assumed Khand makes such a save if he tries this). The facts will concern the building of the hall, Maugraign's great glories as a smith, the coming of the duergar and the halls' destruction (expand this from the information given throughout and in the introductions).

Most usefully, the character will receive a vision of the summoning of Ustroda-Eloth, the being from the plane of heat the duergar seek to control. The vision will include a rough picture of the summoning chamber, Maugraign hammering a glowing sword atop an anvil with a robed

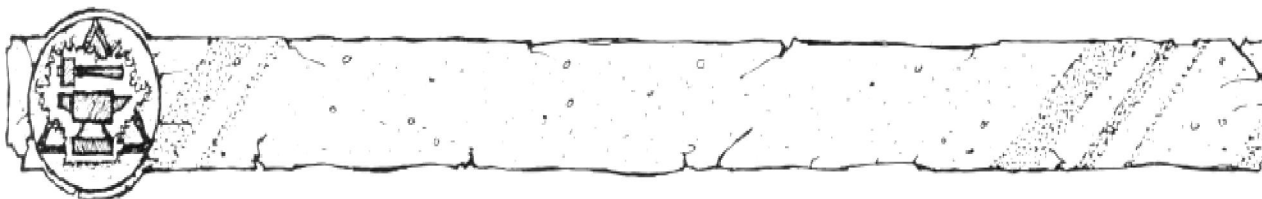


figure behind who is reading from a scroll, the appearance of a fiery being who speaks to Maugraign then leaves, and, finally, after Maugraign speaks more words and makes his obeisance, a river of lava snaking through the lower chambers at Maugraign's command (see **110** for further details of the ceremony). The character can ask no questions of Daudhrin's spirit and may only accept the vision passively; equally, the curse is such that the spirit is unable to change the information that it must give. The quest will be to recover hammer, sword, anvil and scroll, take them to the summoning chamber and bring them back Ustroda-Eloth, though it will not be made too clear that this will lead to the destruction of the halls, as desired by Daudhrin, who will then be laid to rest forever. As soon as the spirit has imparted its message it fades for 12 turns; when it returns it will not act against anyone who is already in this room, or above in **72** or **73**.

73. DAUDHRIN'S RETREAT: Sometimes the reclusive Daudhrin wanted to be even further removed from the other dwarves in the halls, and retired to this chamber where he could not be disturbed. The door is unlocked but jammed shut. Inside the room is a wooden chair and a large chest; sitting in the former is the decayed and unpleasant figure of Daudhrin the hermit, dressed in mouldy, ragged robes and staring fixedly at the doorway with empty eye-sockets. The chest is locked (open at -20%) and trapped (FRT as normal: should the thief fail a pair of spiked jaws clamp onto his hand, reducing his DEX by -2 for the rest of the scenario and inflicting 3-12 damage). Inside the chest there are several items of

jewelry (worth 750gp in total), a **dagger +1**, a **potion of humanoid control** (but not duergar), and a scroll of 3 clerical spells:

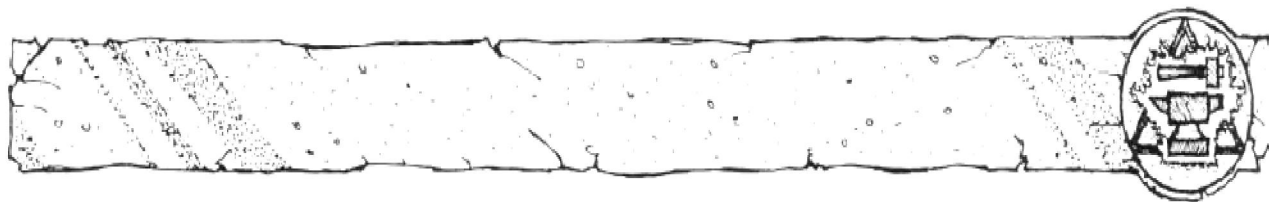
neutralize poison, raise dead and heal.

74. MAUGRAIGN'S MANSION: Though the central Mansion was complete when the halls were attacked, there are many unfinished areas leading to dead ends. The magics used during the attack caused much damage to the existing chambers and many areas have fallen ceilings and floors covered with rubble. The damaged or incomplete areas will be dangerous to move over, search or fight on - see area **15** for details of collapse and damage therefrom.

The entrance to the Mansion is a cavern, 100' high, fronted by 5' wide columns that reach to the roof. The steps at the north end of the cavern rise 15' to the shattered doorway; unlike most of the fallen areas of the Mansion, the duergar have cleared some of the rubble away here. The secret doors are superbly concealed from this side with no mechanism to open than, but elves and dwarves have a 1:6 chance of finding them if searching that area (all other races have no chance - even the duergar do not know they are there).

The cavern is guarded by a small force of duergar. A dozen 1st-level fighters stand in pairs between the columns and a similar number guard the steps, the whole force led by 4 2nd-level fighters and a 4th-level officer. There is, however, a fairly constant stream of duergar passing in and out of the Mansion to communicate with Khand on various matters.

75. ENTRANCE HALL: This is where most of the conferences of a military nature take place, Khand or his assistants discussing tactics with the war-chiefs or



issuing orders concerning the mundane day-to-day dealings of the army. A guard of 2 2nd-level duergar stands each side of the north, east and west exits. In the centre of the chamber there are several large tables (some made of old doors), stools and chairs: lying on the tables are orders to the troop commanders, maps to the delves (very rough and slightly wrong) and several maps covering part of the way back to the duergar stronghold (these are only likely to affect the PCs in a campaign game but it should be noted that the dwarves will pay highly for such information about their ancient enemies). There is a chance that Khand and/or one of the commanders (and Smargoil in particular), and/or their assistants will be in here at any time. The door is usually locked and Khand holds the key.

76. GUARD ROOMS: These rooms are separated from the main body of the halls by secret doors similar to those in **74** (see above) and have not been discovered by the duergar. From the inside the secret doors are obvious and have a simple lever for opening them. Each room has a spiral staircase leading up to a passage that joins onto the balcony (see **78** below); the west one climbs 125', the east 100'. The normal staircases leading to the entrance cavern (west) and the passage that passes 25' under the cavern (east) climb at a rate of 1:2. Each room has the remains of dwarven guards killed by the duergar magic without countering the enemy: they stand with weapons at the ready, though their armour is now filled only by skeletons. There are 6 in chain with axes, and 1 in plate with a sword in each room; these may still animate to attack anyone who tampers with them. They are essentially non-corporeal (and can be

turned as wraiths) and can only be hit by magic weapons.

Dwarven Wraiths (6): AC 0; HD 4; hp 26, 20, 20, 19, 15, 12; MV 120'; #AT 1; Dmg by weapon +1; Save as F6; Int Non-; AL N; Sz M; (MM)

They will fight until destroyed.

77. BANQUETING HALL: Close to every dwarf's heart, one of the first rooms built by Maugragn was the great dining hall of the Mansion. It now serves as quarters for Khand and his assistants (a 6th-level and 2 4th-level clerics) who sleep in the west alcove, and for Khand's bodyguard (see above) who sleep in the main body of the hall, and who will always be found with Khand, wherever he is in the complex. All of the duergar have low cots with a few personal possessions stored beside them, the bodyguards having 11-20 gp, the assistants about 50 gp and Khand 100 gp (there being little need for money on such an expedition, other than for idle gambling etc.). Stored at the north end of the room are various of the supplies of the duergar army (food, crossbow bolts, a couple of ballista in packing cases, rope ladders and grappling hooks, mining and siege tools and so on). There is a 30% chance that Khand will be here, with an 80% chance of him being asleep (though only half the bodyguard sleep at any time).

The east alcove of the room is entirely filled with rubble from the collapsed ceiling and there is a large hole leading up to area **85** above.

78. BALCONY: 100' above the floor of the main cavern, supported on top of the columns from **74**, is a balcony. There is a low wall (3') running along the south of the balcony, ending where the ledge to **4** joins it

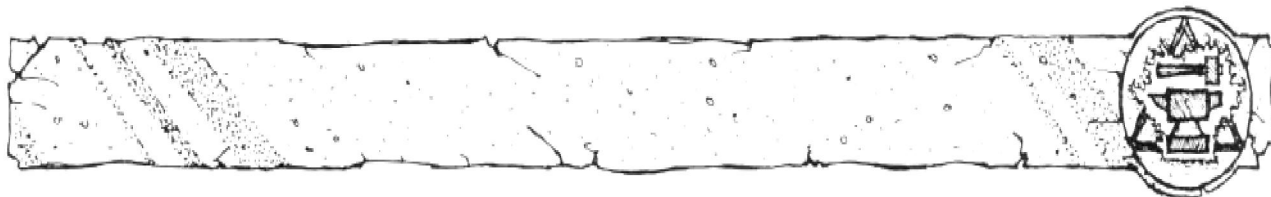


(see above). Watching over the army below are a dozen 1st-level duergar with a 3rd-level leader, taken from the forces loyal to Khand. sited on the balcony are a pair of ballista (see **11** and **69** for details): half the guards will act as crew for these if necessary, the other half are heavy crossbow armed. The secret doors are of the same design as those leading onto the cavern below (see **74**) and have not been discovered yet by the duergar.

79. HALLWAY: The quarters for Maugragn and his smiths led off this hall when the Mansion was first built, but it now lies derelict, the consequence of severe magical attack by the first army of duergar to pass through here. The present forces have briefly looked around this area and decided that nothing of interest was to be found (in which they were largely right, though their eagerness to leave it was also prompted by the precariousness of the roofs). Unless there is some reason for the duergar to enter (e.g. following the PCs) the whole level will be free of them. Note the doors in this area are unlocked but jammed tight - opening them - is 95% likely to cause a small fall of rock onto the head of the opener (2-8 damage, roll under DEX on d20 for 1-4). The four remaining niches in the walls of the hallway still contain defaced and broken busts of dwarves, with small name plaques beneath them. The south-east one is of Durward, the south-west of Jorred, the north-east of Daudhrin the Hermit and the northernmost one of Maugragn himself - to each side of the latter's name there are copies of the symbols which appear all over the halls and caverns below (see **45**).

80. MAUGRAIGN'S CHAMBERS: This room was once occupied by the great

Lord Maugragn and was splendidly appointed. and decorated. It now stands empty and fire blackened, only rubble and charred remains of the furnishings littering the floor. Maugragn's symbols can still be seen on the walls (see 45) and the middle of the floor has been cleared of ashes to reveal a design of hammer over sword over anvil. In the middle of the ceiling, above the design, is a 2' square secret door, undiscovered by the duergar and still closed. As the mechanism once on the west wall has been destroyed the door can only be broken open - doing so will release a cloud of violet spores filling the room: these were once a deadly poison but now only cause the victims to Save vs. Poison or suffer temporary blindness and a choking fit (the former for 7-12 turns, and the latter for 7-12 rounds). Above the door is a cache, 3' high and extending 2' to the north. In this is a pair of small jewelry boxes, three scroll cases, a potion bottle, a block of mithril (roughly dagger shaped) and a sword in a jeweled scabbard. The boxes each contain assorted gems and jewelry worth 2,000gp and the mithril is worth 1,500gp. One of the scroll cases contains a **scroll of 3 MU spells: fireball** (12 dice), **polymorph other** and **hold monster**; a second holds a sheet of parchment on which is drawn a rough map of the main cavern and its offshoots - with a small hammer added at a point between the three pits (9, 10 and 12). The last case contains 5 pieces of vellum covered with praises of the god Grun; on the bottom of the last sheet some words have been added in an archaic dwarvish dialect using a very ornate script: *"To gain the aid of my servant you must make your pledge, Maugragn; without your words to hold the*



fires there will be great destruction." The potion is of red dragon control. The sword was the first forged by Maugrahn. It is engraved with fire and death runes: treat as a **sword +3** which will flame for an extra d6 damage in dwarven hands (double versus cold-using creatures).

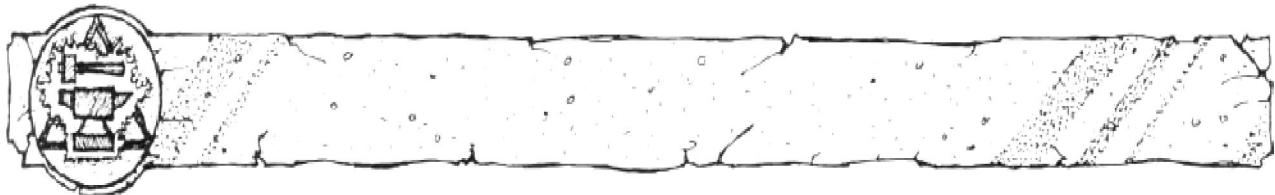
81. LIBRARY: The trash on the floor indicates this room's erstwhile function as a library and store of documents relating to the halls. In the north wall a once-secret compartment has been revealed by duergar picks and brute force: it is 5' wide, 2' high and 3' deep and has been emptied of most of its contents. Still littering its bottom are a number of blank sheets of parchment; hidden in a crack at the back (FRT chance to find if very carefully searched) is a small golden key that will radiate magic if detected for (see room 86).

82. STUDY: A burnt desk and chairs stand against the north wall. Like room **81**, the duergar have found (more by luck than design) a secret compartment, this time in the east wall, and this too has been smashed open. Smaller than the last, it measures only 2' square and 3' deep, and contains much the same material. However, hidden amongst the paper, crept there since the duergar search, are a pair of small but very poisonous scorpions. These will attack anyone who disturbs them (probably aiming to sting an unarmoured hand searching through the papers).

Scorpions (2): AC 3 (due to difficulty of hitting something that small); HD 1-4 hp each; hp 1; MV 40'; #AT 1; Dmg 0; SA poison damage - Save vs. Poison or fall into a coma for 7-12 hours, losing 1 point of CON per hour (if character survives, will recover CON at a rate of 1 point per day), if save take 7-12 damage; Save as F1; Int Non-; AL N; Sz S (MM).

83. BEDROOM: The smashed and burnt furnishings make it obvious that this was once a bedroom. Half way along the north wall, 7' from the ground, is another secret compartment, 2' square and 2' deep, this one undiscovered by the duergar. A small catch at the base of the wall below it should be turned to open it (find at half FRT) - it is trapped and, unless the trap has already been disarmed, as the door drops open (hinged at the bottom) it will sound a largish bell hidden inside (decide if this can be heard by any nearby duergar) and drop a globe of liquid similar to that possessed held by Skrunto (see **10**). If this is not caught, it will smash open, spreading the fiery fluid over a 10' radius (if anyone within 5' can roll under DEX at -6 on a d20 he can catch it, but must save again to save if he breaks it anyway; see **10** for damage). Inside the compartment are two thin mithril bracelets (worth 350gp apiece) and (ironically) a **potion of fire resistance**.

B4. BEDROOM: Another room full of broken furniture, this chamber also has living occupants who entered after the duergar searched the area. 9 giant vampire bats hang from the roof; they will attack anyone who disturbs them, fleeing towards the main cavern if they are losing (the duergar will certainly notice this).





Vampire Bats: (9): AC 6; HD 2; hp 11 each; MV 30' or 180'; #AT 1; Dmg 1-4; SA anyone bitten must Save vs. Paralysis or fall unconscious for 1-10 rounds during which the bat sucks 1-4 points of blood each round (any creature killed like this must Save vs. Spells or become undead within 24 hours, possibly returning as a vampire): SD all missile attacks at -2; Save as F1: Int Non-: AL N: Sz S.

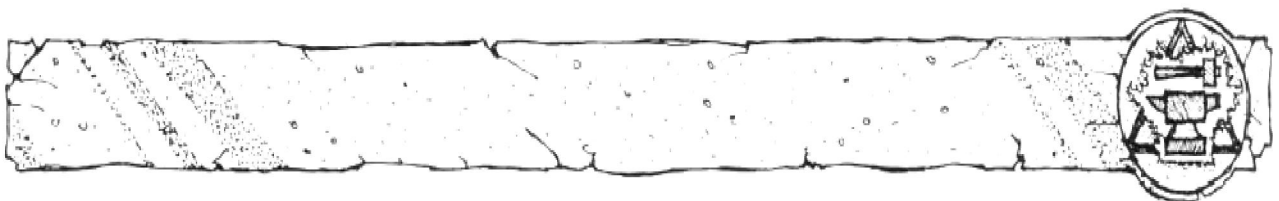
85. BEDROOMS: These rooms are in a worse state of repair than most in this area, most noticeably because of the gaping hole in their floors that leads to room 77, 65' below. Any movement in or around these rooms may well be heard by those in the dining hall (especially in the case of combat or roof collapse).

86. MAIN HALL: This vast colonnaded chamber, 60' high, is being used by the priests as a store for all of the valuable items they have found, and as a base from which their further explorations are being coordinated by Khand.

Held in this room is more or less everything the duergar have found in the halls that they regard as relevant to the search for the power they seek. To list all the items here would be tedious in the extreme, so only a general idea of the majority and details of the most important are given below - for any other items, extrapolate and

expand from the information provided (it is unlikely the PCs will have time to search the room thoroughly anyway). The duergar are not the tidiest of folk and the items are thrown around the chamber in a fairly random fashion, mostly spread on great trestle tables made from the wooden wreckage found nearby but sometimes just piled on the ground. The major part of the collection is made up of the huge number of tools, weapons, pieces of jewelry, etc. produced by dwarven craftsmen several centuries ago. Although some of these may be of use to the PCs and others have Maugraign's symbol set into them (see **45**), they have little else to offer - duergar priests have studied most of them, vainly hoping to find a few clues hidden there. The other large constituent is the multitude of documents relating to forging, trade, masonry and architecture, plus poems and songs, histories and so on: if the PCs wish to know the contents of these, most of them can be ad-libbed or drawn from the background information given throughout the scenario. A few of these documents, however, are of importance, and these have been isolated by the priests and placed on the central table for study, along with several other artefacts considered to be relevant.

It will be assumed that if the PCs get to read any of these documents they can read all of them; if this is not the case you may have to present them with only a fragmented part of the following. What these various parchments reveal is that Maugraign was so great a smith that the divine powers to whom he offered his service granted him the assistance of a being, unnamed in the documents, but who could produce the energy needed to forge the great dwarven



weapons of power. This being was summoned by Maugragn into a great pit in the earth where it served him, helping him to reach new heights of creative power. The documents also hint at the possible destructive power of this being, intimating that if Maugragn were to so desire he could have used it to destroy whole delves (it confuses the duergar as to why he did not use it to defend his own halls, but they assume he could not order it before he fell in battle).

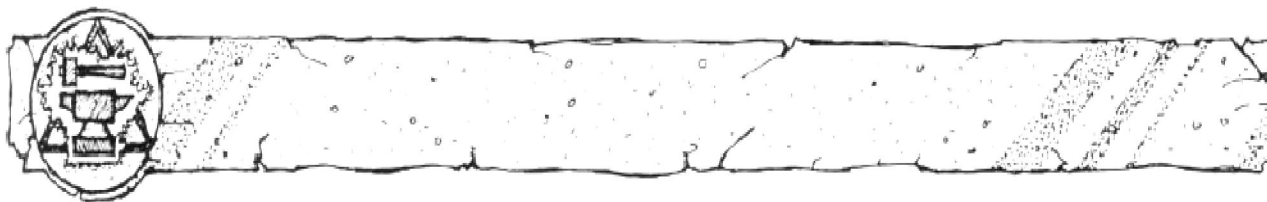
Among the documents are also three bone scroll cases, each with a scroll inside. One is the first part of the spell to summon Ustroda-Eloth (the duergar, by the way, are not aware of the being's name so far); it is the same as that found in room **54** - see **110** for details of its use. The second scroll is a variation of a *pass wall* spell (it will appear similar to the latter), allowing the caster and up to 5 others to pass through the wall between rooms **70** and **71** (see above) - it can be read more than once, not disappearing between the readings (see **71** for the effects of entering the room if the scroll is not used). The third scroll is of *conjure earth elemental*.

Also on the table are a chest, a small box, a black cube of metal and a sword.' The chest contains 5,000gp worth of gems and assorted jewelry (there is also another 5,000gp worth of coins, gems and jewelry around the room - some of this is in the form of large items or statues that will be very hard to move). The box contains three potion bottles, all full: one is of **longevity**, one **extra-healing** and the third of **delusion** (it will seem to be of **ESP**, the character imagining thoughts and feelings from

creatures around him; draw on what the character believes is nearby to fill his mind with rubbish).

The sword is **+3 short sword**. The black cube is magical (this will show if detected) and has a small keyhole in one of its 1' square faces; the key concerned is that from room **81**. Without the key, the cube will do nothing - if the key is turned in the lock, that face of the cube will open, revealing an extra-dimensional space of about 2' square by 5' deep ('into' the box): currently this holds a **staff of striking** (23 charges).

The east and west alcoves of the chamber are being used as storage space for the broken furniture and so forth that has been brought from around the Mansion, either to be searched or to be cannibalized for other constructions. The alcove to the south has been taken over by some of Khand's priestly investigators as quarters (a dozen sleep here, of which one third may be found in the room at any time). In the chamber itself there may be up to 8 of the clerics (2nd -5th-levels), plus double that number of guards (1st-level); it is fairly likely that Khand will be in here for much of the time, and he will, of course, bring his bodyguard with him. It is here that he directs the research operation and accumulates and collates all the information that has been discovered. This is an apposite place, therefore, to consider the way in which the duergar investigations will progress and how their discoveries will change their plans 'over time. There is no definite time scale given for the scenario so you can pace it as you wish, bearing in mind the players' experience and the approach they take: meticulous players should not be penalized



by a rapid development of the scenario, but neither should fast and furious players be given too much of an advantage by a slow time scale. Roughly speaking, try to balance the duergar development with player character pace, assuming the PCs will be able to summon Ustroda-Eloth before the duergar if they play well, at about the same time if they play at an average level, and well after should they make a complete mess of things (allowing experienced players less time as a rule) - do not be afraid to change the time scale if you have guessed wrongly, but try not to alter it too far in the advantage of the players. One rough method is to see what the PCs are going to do, estimate how long it will take than to complete about a quarter of the scenario and use quadruple that time as a base for duergar success. when the PCs arrive Khand will have little idea of what he is trying to find; the situation will be as indicated in the key. However, it will not take him forever to work out that he is on the wrong tack. Currently he assumes Maugraign was using the west workshops as his own (from the predominance of his symbol there) and that the being is to be summoned at the base of the west pit (see **58**) . He has managed to find enough references to hammers, anvils and so on to know that these things, as well as a sword of sane nature, are needed to summon the being: he believes the sword he has (see above) will do the trick, that the anvil from **59** is to be used (correct, as it happens) and that he needs to find some form of magical hammer to complete the trio; in addition, he will need a scroll with the summoning spell on - he has part of this (see above) and believes this is all he needs. He will,

eventually, find the secret trapdoor in the floor of **59**, and break through to area **50** (wherein lies a hammer); these things, and his failure in Jorred's workshops, will at last lead him to enter the temple, where he will soon find the necessary scroll and items (see below) and summon the being that he seeks (and which will almost certainly be his downfall!) . There are no mentions in the key for the temple of the duergar presence — you should decide how they move in the temple and where they are likely to be if the PCs are in there at the same time. Once in the temple they should move fast and reach the correct conclusions with little trouble.

If the PCs capture any duergar priests, they will know most of whatever Khand knows at the time. The fighters will only know where the priests are looking and will have no idea of what they have found, nor of its import - the commanders (particularly Snargoil) and their assistants, however, will have a rough idea of what is going on, though they are less likely to tell the PCs anyway.

The doors leading to rooms **87** are locked, only the captain of the guard on the other side (the 2nd-level fighters) and a priest inside having the keys; these locks have been newly fitted by the duergar and open at - 25%. A spare set of keys were lost with their owner several days ago; he now hangs in room **25**, the keys to both doors with him.

87. GUARDROOMS: These two rooms are both occupied by 12 1st-level and 2 2nd level fighters, and 1 4th -level officer; these guards are loyal to Khand rather than to any military commander. The captains each have keys to the doors to **86**. These doors are normally kept locked and the



guards are under orders not to let anyone through without authority (all of the priests may pass through, plus menials with chits from them).

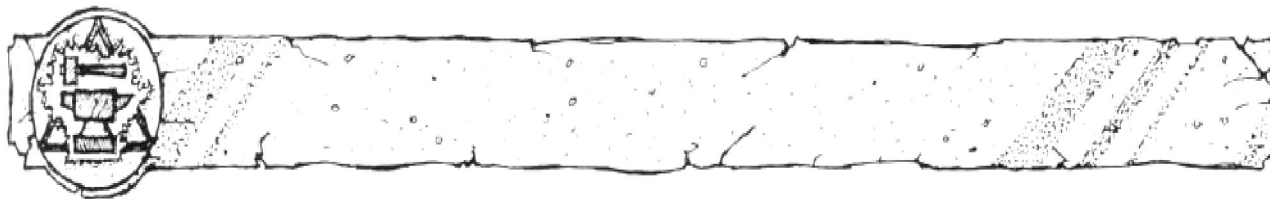
88. PRIESTLY QUARTERS: This old side hall has been converted into quarters for the priestly contingent. There are 36 of these priests in all, of whom about 30% will be in here at any time, 80% asleep, the others sitting around resting or talking. There is not enough bedding for them all and they have to share the cots and piles of furs they sleep upon. The priests are, on the whole, only lightly armed and armoured, more often than not having writing equipment, scraps of vellum with notes on and so forth rather than the normal personal items that might be expected (their goods are worth about 3-5gp each).

89. KITCHENS: What was once the kitchens is now a dangerous area in which the roofs are likely to collapse further at any moment - the duergar have only glanced quickly in here, fearing for their lives, and sure that nothing of import could be found among the rubble and old kitchen utensils. The westernmost room of this area is still fairly sound and has been filled with stores, mainly of an edible nature. If the rubble in the north-east corner is in fact searched (remember the chances of a cave-in; see **15**), the corpses of a pair of dwarves may be found flattened over the remains of an oven. They were trying to burn some religious items to prevent them from falling into the hands of the duergar; the spell that brought the roof down on top of them also burned the more flammable cloth and parchment artefacts that they had with them, but there are still five small wooden statues and a leather bag containing a heavy pair of

studded boots. The former are merely decorative temple trappings (they will only be worth anything to a collector, and then only about 25gp each). The latter are boots of **striding and springing**). Due to the slight damage that these boots have sustained, there is a chance of malfunction whenever they are used to leap. The chance is 5% cumulative per use (returning to 0% after it reaches 100%) and then the wearer must roll under half his DEX on a d20 or be thrown headlong for 1-4 damage (plus anything that might otherwise accrue due to the malfunction).

89. UNFINISHED CHAMBERS: These rooms (including that to the south of the passage) are obviously unfinished (as opposed to the collapses caused by the duergar magics in so many of the other rooms). Like the kitchens, they have been used to store some of the duergar rations, though care has been taken to ensure that nothing is stacked too close to the unstable wall areas.

90. UNFINISHED CHAMBERS: These areas are also unfinished, though there are no stores kept in them - see **15** for chances of roof collapse. Note that if you are using the scenario as part of a campaign and you wish to continue the dwarven halls on beyond those shown here, you could consider these passages to be blocked by duergar activity. After 10'-30' of digging through rocks and well-packed rubble (with the ever-present chance of a cave-in), the PCs could come upon further tunnels that lead off into the remainder of the halls - herein would lie chambers for the dwarves who worked the forges, for those who helped to build the halls and temple, and for Maugraign's warriors (it is otherwise



assumed that all these temporarily camped in the main cavern and were killed by the duergar before they completed their underground city), plus workshops, tombs, armouries, other major caverns, chapels, etc. Whatever you decide, however, make sure these do not distract the PCs from the purpose at hand.

91. TEMPLE OF GRUN: The temple facade dominates the east end of the main cavern, having a colonnaded front 150' wide and 150' high. The tall columns have been cut straight out of the living rock and join into it at their base and summit: carved into them are a multitude of small religious scenes, Maugraign's symbols, illustrations of dwarven craftsmen and smiths at work, and so on. Inside, the entrance cavern is 150' tall, sloping to the ground at the domed rear. Standing around the cavern in a semicircle are six huge statues of dwarven warriors, 30' high and sporting great double-bladed axes (they are similar to those at the west end of the main cavern - see 7). The passage leading into the temple is 20' wide and 35' high with steps that originally led up 10' (at a rate of 1:2) - the door that closed this passage at the west end has been destroyed and the roof of the passage itself has collapsed, blocking it completely. The secret doors leading off the entrance cavern are of the same design as those described in 74, except there are tiny keyholes at their bases: as these are so well crafted there is a -50% chance of picking them out. Among the keys found in room 54 are those to these doors.

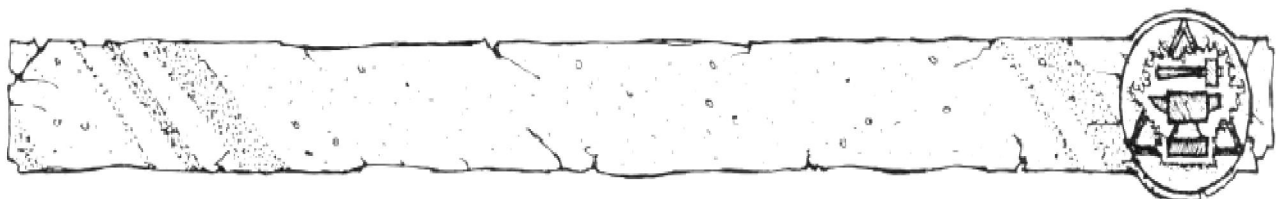
In pairs between the columns are 20 duergar guards (1st-level) taken from Smargoil's force, commanded by 4 2nd-level and 1 5th-level fighters. Although they have

been ordered not to let anyone into the temple, they are really here to stop anything sneaking out and attacking the army.

The six huge stone statues show no signs of life (and detect magic will register nothing), but may animate if certain conditions are fulfilled. One such condition is entering the passage to the temple (there were, of course, methods of disabling them when the temple was being used, primarily the amulets from 102 - note that, if applicable, passing out of the passage from the east will have the same effect) - see below for other conditions. These vast stone creatures will then stir to life and attack the intruders - failing to see any intruders they will attack anything living in this area, or in the main cavern. They will only cease attack and return to stone form if nothing is left to be pulverised. If survivors flee into the temple (and the creatures see them doing this) the statues will follow, smashing through the blockage in 1 turn if necessary.

Statues (2): AC 0; HD 20; hp 98, 96; MV 60'; #AT 1; Dmg 5-30: SD impervious to all charm, sleep and similar mind-affecting spells, take half damage from fire, electric and cold spells; Save as F12; Int Non-; AL N; Sz L; (New Monster).

92. GUARDROOMS: These three guardrooms were originally used only by priests or their guards. Carved in the floor of each is a circle reaching to all four walls, inside which are a hammer over an anvil. If anyone not authorised (i.e., wearing an amulet from 102) passes over one of the circles, a loud noise, like a hammer striking an anvil, will sound (someone may hear this) and a strangely luminescent hammer, seemingly made of lightning, will appear and



attack the intruder; only magical weapons can strike the hammer, as if AC -2, but one blow will dispel it. However, if the hammer hits (as if wielded by a 5th level fighter), the noise will ring out again. And the victim must Save vs. Paralysis or stand immobile for 1-3 turns - if disturbed, he will act as if confused for the same period. One of these hammers will appear per character crossing, and more than one can appear at a time.

93. GUARDROOM: This otherwise derelict room contains 7 skeletal dwarf-like figures, dressed in chain and armed with large axes. They appear to be somewhat insubstantial, the walls of the room being partially visible through them. They will attack and pursue anyone who enters the room, regardless of who the people might be and damage inflicted by them. They can be turned as if vampires, but if turned they will merely become ethereal and be unable to attack (and probably safe from attack) for one round, plus they will lose 2-8 hit points.



Vampire Dwarves (7): AC 0; HD 5; hp 28, 26, 22, 22, 21, 21, 16; MV 120'; #AT 1; Dmg 2-12; Save as F5; Int Non-; AL CE; Sz M; (New Monster)

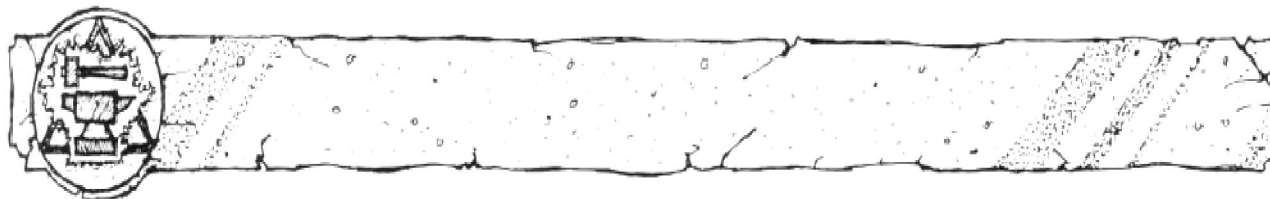
94. HALLWAY: Much of this area has suffered from duergar attack and walls or roofs may collapse if disturbed (see **15** for details). The duergar attempted to destroy all the trappings in the temple and this area has little of any worth or interest in it.

The secret door in the east wall is the same in design as those in area **74** (i.e., found on 1:6 by dwarves and elves). There is no mechanism to open it, but it can either be battered down or opened by use of the scroll found in room **103** - *knock* and similar-spells will not work. If the scroll is not used, however, a trap will be sprung; see **105** below.

95. PRIESTS' CHAMBERS: Lurking amidst the rubble at the east end of the room is a black pudding that crept in here from the crevasse, oozing under the doors in its way. If it notices people coming, it may choose to climb up to the ceiling and drop on them.

Black Pudding (1): AC 6; HD 10; hp 57; MV 60'; #AT 1; Dmg 3-24; SA dissolves wood and metal; SD can only be killed by fire, other attacks having no effect or splitting it into smaller creatures; Save as F3; Int Non-; AL N; Sz L; (MM).

96. VESTRY: Amongst the burnt furniture and shredded garments are 3 priestly robes that are more or less intact (though, naturally, all dwarf-sized); each has the hammer over sword over anvil symbol embroidered on the front. Note that this



priestly attire will not fool the temple defences which seek out those who are not priests (e.g., see 91).

In the north wall a hidden (rather than secret - double the normal chances to find) compartment, 2' square and 3' deep, may be discovered. Inside this is a black cloak (again for a dwarf) and a scroll. The latter is of **dispel magic** (it is clerical in nature). The former is magical and resembles a **cloak of elvenkind** in effect, except it only works in subterranean settings; providing the wearer does not move hastily, fight or cast spells he is only 50% likely to be seen with a light spell, 25% likely to be seen with torch or lantern and will not be seen with *infravision*.

97. ANTECHAMBER: The walls of this room are covered with pictures of the dead in their tombs and in the dwarven version of the underworld, with short verses in praise and remembrance of the departed.

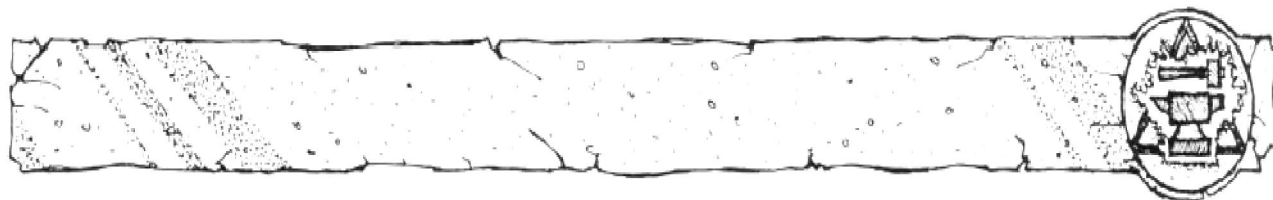
The secret door may be found with normal chances and there is a small stud in the centre of the door, in the middle of one of the verses, that can be pushed to open the door - if, however, the verse surrounding it has not been read out, 2-5 undead similar to spectres will appear from the north and east entrances and attack; these can be turned as spectres, but the cleric will have to roll as if 1 level below normal.

Spectres (5): AC 2; HD 7+3; hp 44, 44, 39, 30, 28; MV 150' or 300'; #AT 1; Dmg 1-8+special; SA character struck must make a saving roll vs. Spells or lose 2 experience levels, if the character dies he will become a spectre in 2-24 hours, otherwise he will regain 1 level every 6-36 turns; SD can only be hit with magic weapons, immune to

charm and other mind-affecting spells; Save as, F6; Int High; AL LE; Sz M; (MM).

98. BURIAL CHAMBER: The secret door to this chamber can be found as normal. In the centre of the door is a small keyhole (FRT +20% to find) and at its base is a small catch (§ FRT to find). If the catch is lifted, the door will open with no difficulty, but if the lock is picked, a trap will be set off; this cannot be spotted by examining the lock as it is not trapped per se, its normal function being indistinguishable from the trap mechanism, but there is a FRT chance of spotting it if the edges of the door are examined. If the trap is tripped, an explosion will blow the bolts (of which there are too many to be released by a single knock), sending showers of rock debris up the passage - anyone in the passage will take 1-6 damage, or 1-4 if a roll under DEX on a d20 is made. In addition, the door itself will collapse onto the area 12' to the east of it, crushing anyone underneath (of whom the thief picking the lock is guaranteed to be one); damage will be 6-36, or 3-18 if a save under DEX is made.

Inside, the walls of the chamber are covered with murals of the dead, imprecations to various gods and verses of hope or condolence for the dead. There are a series of columns, 3' wide and 20' high, formed into a pair of squares, and in the middle of the south square there is an 8' high fountain that sprays what is apparently a red liquid almost to the ceiling before it falls back into a 10' wide bowl. On inspection it will become apparent the fountain is actually emitting fire, not liquid; there is apparently no outlet for the fire from the bowl, but it quite



obviously does flow away. These flames behave like water in all ways, except they burn just as normal flames would - anyone entering the fire will receive 2-8 points of damage. If the fountain is cracked or damaged in any way, the origin of these flames, a trapped fire elemental, will burst forth, shattering the fountain and attacking all in the room. Anyone in the room will take 1-8 (roll under DEX for 1-4) damage-from the flying stone fragments and will then have to deal with the elemental.

Inside the fountain is a 18" **wand** made of gold with a large red gem set in the top (this will be undamaged by the fire or the explosion). This will register as magical. Anyone holding this wand (worth 750gp as jewelry) will take -1 damage per dice from any fire attacks, may cast *resist fire* once per day and may cast up to 8 dice worth of *fireballs* per day (as 8 1-dice, 4 2-dice, 1 8-dice etc.).

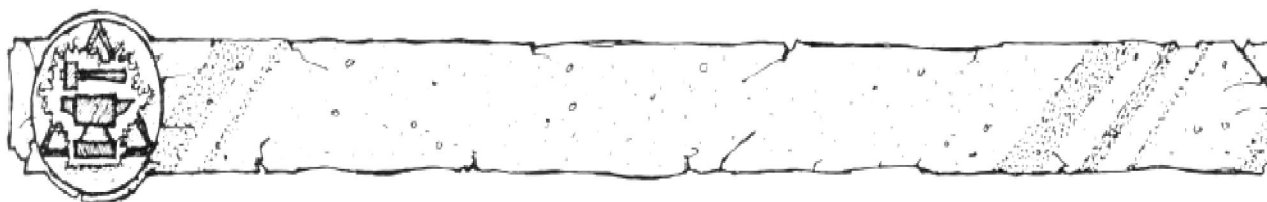
If the columns are carefully examined, it may be noticed (FRT chance or automatic for a dwarf) that they are not solid and at the base of each is a 2' square trapdoor which may be prised open with no great difficulty. Underneath are the embalmed corpses of dwarves, one standing upright under each column. They all wear armour and have swords, axes or hammers placed next to them. These may animate and attack anything living that meet, moving to the temple if they are left with no opponents in sight (i.e., to room **104**). They are not counted as undead within this room, but may be turned as mummies outside it - they are not, however, like mummies in other ways, their only effective attack method-being their weapons. They can regenerate, even if entirely dismembered, at a rate of 2 hit

points per round (even if the PCs have made attempts to destroy them in their graves, they will be able to reform and attack eventually); if reduced to 0 hit points they will return to half their original damage before they proceed.

Dwarven Mummies (21): AC 4; HD 4; hp 20 each; MV 60'; #AT 1; Dmg by weapon (typically 1-8); SD regenerate 2hps a round; Save as F8; Int Non-; AL NE; Sz M; (New Monster).

In the centre of the smaller square formed by the north set of columns, there is a 3' diameter circular secret trapdoor (find as normal). If this is opened, it reveals an 18" deep shaft that ends in a pool of complete blackness - this will feel cold if approached and will do 1-4 damage to anyone foolish enough to touch it (this pool being a gateway to a limbo space uninhabitable by man). In the centre of the pool is a 'hole' of light, 1" wide and about 6" deep - this is the same size as the wand found in the fountain and if that object is placed in the hole and turned (either way), the gateway opens to a small cache, 3' in diameter and 18" deep (making the shaft 3' deep in all) - the gem in the wand will glow briefly and then seem to become lusterless, its magical powers having been drained. If the wand is removed the space will remain (the wand is NOW worth about 250gp).

Inside the newly-created shaft are various objects of vital importance to the summoning of Ustroda-Elloth. As soon as any of these are touched, the undead dwarven warriors that rest under the columns will arise and attack. In the pit there are three ivory scroll cases, a small locked box, three potion bottles, a mace and a helm. One of the



scroll cases is empty, one contains instructions for the summoning and one holds the second part of the summoning spell. The instructions are brief: first a messenger must be called by a priest while another takes the hammer and strikes seven blows on the sword, beating it on the anvil. when the messenger appears, the oath of Ustroda-Eloth must be read out, causing the messenger to go back to his plane to find the named creature and bring it to the pit to serve Maugraign, who must offer his pledge to show good faith (note that no details of what the hammer, sword or anvil are can be found in the instructions). See **110** for further details. The box contains a vast amount of silken padding, in which are packed three large gems - these, will fit the anvils found in rooms **29**, **45** or **59**. The potions are of **extra-healing**, **invulnerability** and **speed**. The **mace is +3** and inflicts double damage versus undead. The helm is a **helm of comprehending languages and reading magic** - it can be used to read the second part of the summoning scroll (the message to Ustroda-Eloth) which is incomprehensible without magical assistance.

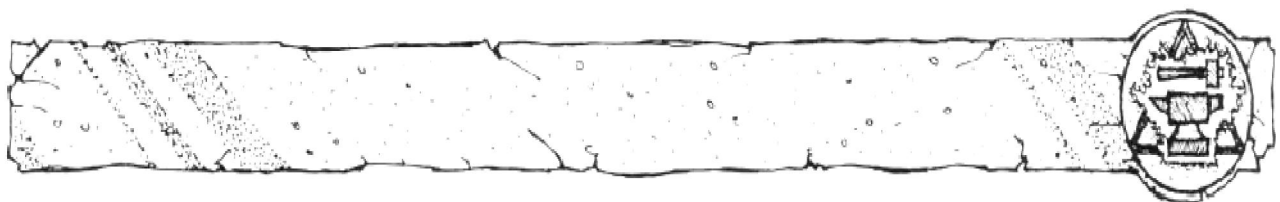
99. PRIESTS' CHAMBERS: The outer (west) room is completely bare of all furniture or rubble, though there are a few fire marks on the ceiling. A trio of phase spiders have occupied the main (east) room and have incorporated all the broken furnishings and other rubble into their webs - these fill the whole room and should be treated as if the product of a web, except they also extend into the ethereal plane. The phase spiders will, naturally, try to make a meal of any intruders.

Phase Spiders (3): AC 6; HD 5+5; hp 32, 26, 20; MV 60' or 150'; #AT 1; Dmg 1-6; SA Save vs. Poison if bitten or die a painful death in 2-5 turns; SD may shift into the ethereal plane, returning only to attack; Save as F6; Int Low; AL N: Sz L.

If characters can act in the ethereal, they will find several skeletons in the webs, plus armour and swords that exist in that plane (and can only be used there).

100. PRIESTS' CHAMBER: Another of the chambers used as quarters by the priests who served in the Temple of Grun, this room and those to the south and above, are still relatively intact, as the duergar had lost interest in ransacking these in favour of greater prey in the temple itself. The contents of the three rooms, then, are broken, ripped and disheveled, but have not been completely smashed nor burned like in most of the others. A large table stands in the middle of the room with six wooden chairs around it; in each of the corners there is a cot and a chest. The unlocked chests contain personal possessions of their former owners: the contents are mundane and fairly worthless (any coinage or jewelry having been stolen) but include a number of robes bearing Maugraign's symbol.

101. PRIESTS' CHAMBER: This room contains 9 cots and chests placed against the walls and a spiral staircase that leads up to room **102**, 110' above. The chests are filled in much the same manner as those in room **100**. Unlike the last room, however, some food left in one of the chests has spawned a luminescent dark green mould that now covers all the available surfaces and reaches halfway up the staircase. Disturbing this mould will cause it



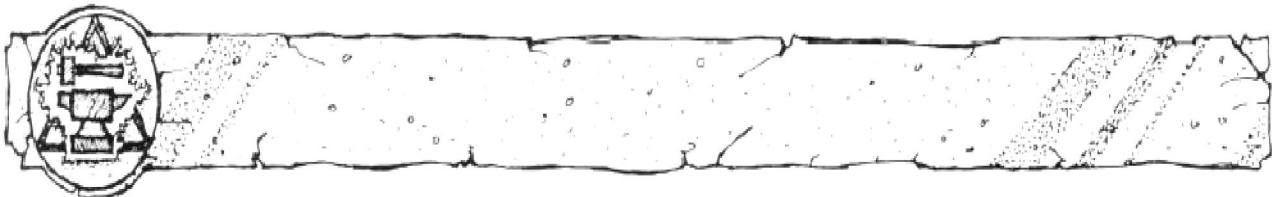
to send forth a cloud of spores over a radius of 15'. Any character within this must Save vs. Poison or begin to choke and splutter taking 2-5 points of damage per round until a successful save is made, and a cumulative penalty of -1 on each throw is incurred. If the mould is burnt, it will be destroyed but a cloud of smoke will billow out, filling 10 cubic feet for each square foot burnt and having the same effect as the spores - it will remain for 7-12 turns (note that the room is 15' high and hence 62,500 cubic feet of smoke can be formed - this will fill rooms **101**, **102**, the spiral staircase and half of room **100**). Electrical and cold attacks will kill 100 square feet per point of damage - fire attacks will ignite a similar area.

102. VESTRY: This chamber contained the priests' ceremonial robes and all the items needed to perform ceremonies in the temple. Most of the latter have been stolen (either having been ritually destroyed or, if of any value, taken away), but there are still a dozen intact robes hanging on pegs in the walls. In the middle of the room there are a couple of broken tables, and fragments of stone, pottery and wood lie on the floor - among this mess can be found a bunch of iron keys for the locks to the normal wooden doors on this level and the level below (though the doors are currently unlocked, PCs may wish to lock them for some reason). In the north wall, 15' from the west end, there is a secret compartment, 1' square and 1' deep; the door can be found as normal - the mechanism to open it is sited 1' above the door (which is 3' off the floor) and can be found at FRT chances. In this compartment are seven amulets on leather thongs; -they are all fashioned like small anvils - six are

made of silver inset with gems (worth 100gp each) and one is made of a black volcanic rock and set with three small diamonds (worth 500gp) . These can be used to pass various defences in the temple (see the key, where applicable) - despite this property, they are not of a magical nature, the defence spells merely detecting them.

103. VESTRY: The old High Priest's chamber has been devastated by duergar destructive magic and is in a most precarious state - moving in the room is likely to bring the ceiling toppling down on top of the character (see **15**, but treble chances and double damage). Since the duergar left the room, further collapse has revealed what was previously a secret compartment in the north wall, 2' square and 3' deep. Part of this can be seen from the door, showing a number of scroll cases poking out of the rubble. There are, in fact, seven of these, made of bone with metal reinforcements. Two are empty, two contain mundane documents relating to accounts and the day-to-day temple affairs, one contains a copy of the spell needed to open the secret door from room 94, and two contain scrolls, one of *raise dead* and the other of *commune* and *quest*.

104. MAIN TEMPLE: This vast chamber is the centrepiece of the temple complex; the actual temple where the dwarven priests once gave praise to Grun and where the smiths and warriors came to be blessed and to beg the favour of the gods. Considering the reverence with which it was held by the dwarves, it is not surprising that the duergar did their best to destroy and desecrate it - the bare outlines of this once-splendid hall remain, and the old trappings



of great beauty and value have all been taken away and offered up to the darker gods of the duergar.

The chamber is 100' high. The dais at the east end is 10' above the floor level; seated upon it in a huge stone throne is a statue of the god Grun himself, downcast and silent in his misery (the statue is the same size as the guardians at **7** and **91**). It is unscarred, as even the duergar did not have the audacity to insult their maker. Before the statue is a 10' wide, 25' deep pit, blackened around the edges.

The doors that lead off the chamber are hidden rather than secret, being disguised for aesthetic reasons (hence they are double chances to find). A keyhole may be found in the centre of each one (FRT+35%) and this should be used to open the doors (pick locks at -5% or use the keys from room **54**).

The floor of the room is littered with the debris of battle, including two score dwarven skeletons and half that number of duergar, still with some arms or armour (most having been scavenged by the victors), and, lying about them, shards of smashed pottery, broken furniture, torn and charred banners etc. There is little of either value or use to be found. If either of the scrolls to summon Ustroda-Eloth is read out in this chamber a low, malignant growling will be heard, the earth will tremble and the dead will rise again. These are not to be considered as undead, as the force that stirs and motivates them comes not from the *negative material plane* but from the *para-elemental plane of heat*. The dwarves and duergar will attack any living force they can 'see', either following or wandering

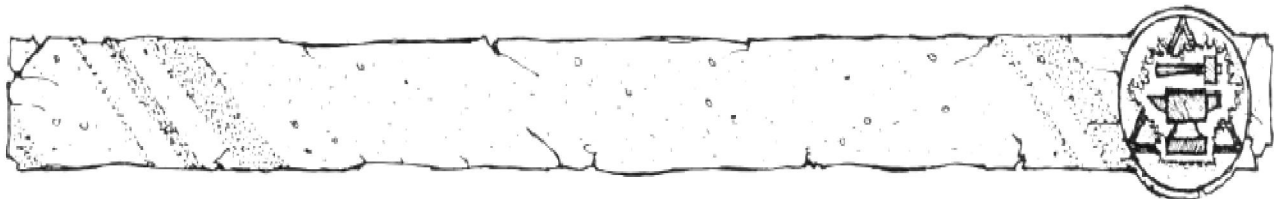
randomly if the living move away (depends if they 'see' where the PCs or NPCs go).

Ancient Warriors (30); AC 5; HD 2; hp 7 each; MV 90'; #AT 1; Dmg 1-6; SA do 1-4 damage from heat unless victims are resistant against such; SD take no damage from heat but take half as much damage again from cold; immune to spells such as *sleep* and *charm*; Save as F1; Int Non-; AL CE; Sz M; (New Monster).

The roof of the chamber is arched over from a height of 75' at the sides to the full 100' in the middle: at the 75' mark there are stone projections at 30' intervals all round the walls (making a total of 15 projections), though from the floor their nature will not be obvious. In fact these are gargoyles which will animate as soon as anyone moves onto or over the upper portion of the dais, swooping to attack the intruders; they will not leave this level.

Gargoyles (15): AC 5; HD 4; MV 90' or 150'; #AT 4; Dmg 1-3, 1-3, 1-6, 1-4; SD can only be hit by magical weapons and are not affected by sleep, charm and similar spells; Save as F8; Int low; AL CE; Sz M; (MM).

The 10' wide, 25' deep pit on the dais shows signs of being filled with flames at one time, having dark, fire-blackened edges and sides and a few charred remains (apparently bones) at the bottom. Around the edge of the pit are some words in dwarven: "*That which was made in the fire shall be destroyed for the fire, for only in this way shall the gods be pleased and their aid received.*" If either the statue of Grun or the base of the pit are touched or otherwise tampered with by someone not wearing one of the amulets



from room **102**, the great stone guardians at **7** and **91** will come to life and make their way into the temple (through the blockage) - they will attempt to pulp the perpetrators of this sacrilege into very small and bloody pieces, attacking anyone- in the temple who is not a priest (i.e., wearing an amulet) . Needless to say, this will alert the duergar!

105. STAIRCASE: The staircase from area **94** to room **106** has been trapped - if the PCs have not used the spell on the scroll from **103** to open the secret door, the trap will be sprung when a PC comes within 5' of the lower flight of stairs (i.e., within 5' of the top of the flight that descend northwards). This trap is magical in nature and summons various creatures from the *elemental plane of earth*; these appear on the stairway above and below the landing as a number of disembodied limbs. The limbs (comprising great crushing fists, huge clawing talons, etc.) will attack anyone in the stairway - there will be one appendage every 10' and each will be able to reach any part of its 10' area.

Disembodied Limbs: (no difference has been allowed for the form of appendage; for convenience it can be assumed they all have the same properties): AC 2; HD 8; hp 35 each; MV 0'; #AT 1; Dmg 3-18; Save as F6; Int Non-; Al N; Sz L; (New Monster).

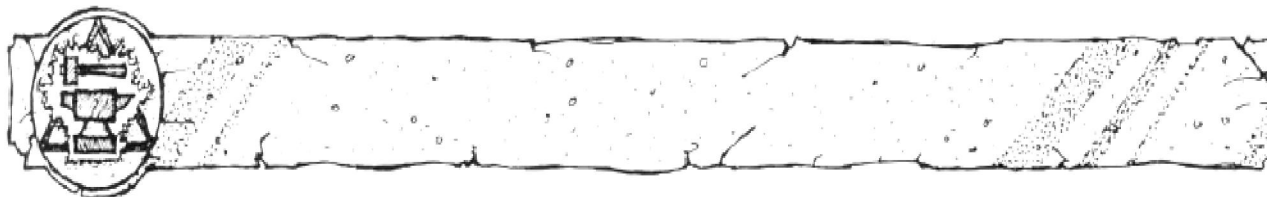
106. SMALL CHAMBER: This small antechamber has nothing in it. Above the locked door (open at -15%) there are a few words in dwarven: "*The Hall of the Kin*" and under that "*Ware all who enter*".

107. ANTECHAMBER: Although really part of the main hall, this area has been given a separate listing in the key for convenience. It is 25' high and bounded on the western side by 3' wide columns that

reach to the ceiling. Although nothing is visible, a *detect magic* will show some form of field between the columns, reaching from floor to ceiling. Any character who walks into this field will be repelled unless he is wearing an amulet from **102** (either silver or black); a character wearing one of these may walk through with no difficulty, but the amulets can only pass through while being worn (i.e., they cannot be thrown back after a character has gone through). If characters try to force their way through, having been warned by the first repulsion, they will receive 1-4 points of electrical damage - if they still persist in an attempt to push through, the damage received will double each round until the character gives up or is dead. The secret doors are of the type found in area **74** (i.e., hard to find), but have small catches set into the walls beside the nearest pillar - operating such a catch (find at FRT if that area is searched) will swing the relevant door open.

108. VESTRY: In the middle of the room is a stone table, and round it 6 high-backed stone chairs, all cut directly out of the floor. Hanging on the north wall, on 6 iron hooks, are 5 black robes (one hook is empty), each with the symbol of Maugraign emblazoned on the back. At the east end of the room are two bowls on a low shelf (2' high and 1' wide) that runs the length of the east wall, and next to these are 3 pitchers.

In the western chair, hidden by the high back until the PCs pull level, is a skeletal dwarf, dressed in the sixth robe. As the PCs come into view, he will raise a bony finger and hiss some incomprehensible gibberish at them. If they leave at once, quitting the hall, he will do nothing more; if they hesitate, however, he will attack, arms



out as if to strangle the nearest PC. If he hits a PC, he will cause 1-8 damage of a cold nature and the PC will feel terror creeping upon him (characters of less than 5th-level must Save vs. Spells at -4 or flee in fear as he rises - this is unlikely to affect the PCs). The victim will lose 1 point of CHA for each blow that lands and must roll under his CHA on a d12 each round spent in the presence of the creature (PCs who have not been hit need not do this) - if this rolls fails, he will flee in fear for 2-12 rounds, moving back the way he came as fast as he can, ignoring any obstructions (such as the striking arms in **105**; anyone who restrains him will be attacked with his best mode of offence). The creature may be turned as a phantom/ghost, but doing so will merely cause it 3-18 damage and it will turn to another opponent, or not attack that round if only one remains.

Skeletal Dwarf (1): AC 0; HD 10; hp 66; MV 120'; #AT 1; Dmg 1-8; SA *fear* (see above); SD only hit by magic weapons and immune to all of the usual mind-affecting spells; Save as M12; Int High; AL LE; Sz S.

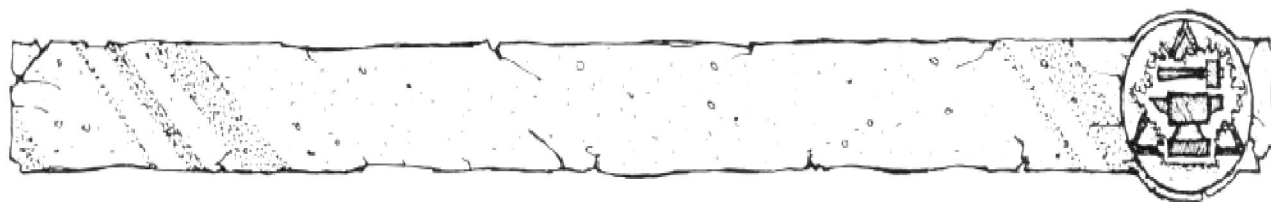
The pitchers hold a dark green ichor that smells obnoxious in the extreme. If this is drunk it will, not surprisingly, cause the imbiber to Save vs. Poison or fall unconscious for 1-3 days, and then operate at -4 or -20% for a further 2-8 days. Smeared on the skin it will merely cause intense itching and irritation, making the sufferer act at -2 or -10% for 7-12 turns (Save vs. Poison at +2).

109. HIGH PRIEST'S VESTRY: A high-backed stone chair similar to those in **108** stands by the west wall, with a stone table in front of it. Hanging on one of three

hooks at the north end of the room is a robe like the other priests' robes, except this is flame red in colour and the symbol is embroidered in gold and silver thread; it has a large hood (large enough to cover the helm from **98**, for example) and several spacious inside pockets. The **robe** is magical in nature: anyone wearing is protected against all fire and heat of a non-magical nature, and will receive a saving throw of +2 and half damage against magical fires - however, if exposed to such fires, the robe will glow for 1 turn per point of damage. that the fire could have done, being visible for a long way in the dark (especially to creatures with *infravision*, for it is warm on the outside). Things in the pockets are protected against fire.



As soon as the room proper is entered (i.e., not the passage) a glowing being will appear to fill the robe, floating with it across the room towards the door, its eyes blazing fire and smoke flowing from the sleeves and hems. If the person who has intruded does not immediately leave, the being will seem to shoot forth flames from its eyes, entirely engulfing the intruder in fire for 3-18



damage. The being seemingly cannot be harmed and is incorporeal, although its fire seems real - it is, of course, merely an illusion. It will not leave the room, but will stand at the edge spouting fire and looking menacing until the secret door is closed, when it will disappear (only to return again if necessary). Any PC who suspects the illusion may Save vs. Spells to see through it - if he demonstrates his belief (e.g., stands resolutely in the face of the fire), give him a bonus of from +2 to +4.

110. SUMMONING CHAMBER:

This large room has been designed to summon Ustroda-Eloth, a vast being of great power who normally resideoms in the *para-elemental plane of heat*. The room is 75' tall and with a slightly domed ceiling and is dominated by the 50' wide pit gaping in the floor. On all four sides of the room there are smaller chambers separated by 25' high columns, of which the east one is dealt with separately under **107**; the other three contain a few remains of ceremonial apparatus.

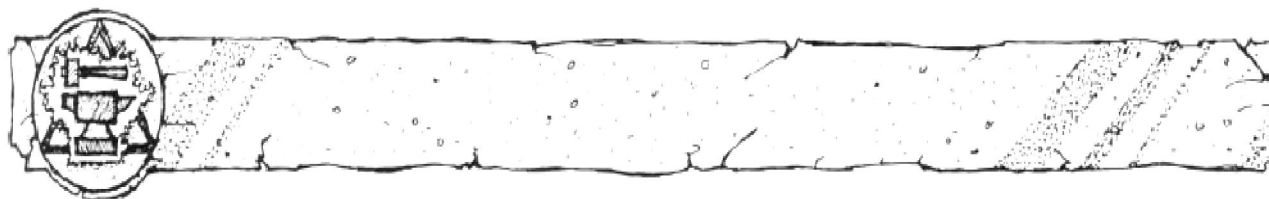
In the north colonnaded chamber there are 3 large iron tubs, and a pair of chests against the north wall. The former are blackened by fire; they were used by priests for ritual fire cleansing before ceremonies (this took the form of bathing in burning oil or similar while under the influence of a *resist fire*). One of the chests contains seven flasks of oil and a pair of tinderboxes. In the other chest are forty-five small greasy candles (made, incidentally, from the fat of fallen dwarven warriors who offered this part of themselves as a last sacrifice to their gods) and a leather purse. The latter contains a red powder that, mixed with oil, becomes highly flammable and burns quickly

and brightly (used to paint arcane and mystical designs on the priests' bodies that would spontaneously ignite in the presence of a source of great heat, such as Ustroda-Eloth).

In the west colonnaded chamber are two dwarf-sized lecterns standing against the west wall. On one lectern there is a copy of the instructions for summoning Ustroda-Eloth (see room **98**); the other is empty. Inscribed all around the wall of the chamber are Maugraign's symbols (see **45**) and ritual praises to various of the dwarf gods. Set somewhat apart on the south wall, in a faded red lettering, are the following words: "*When the beast is called, first must Mauqraign's oath be given to his messenger and then must Maugraign's pledge of faith be given to himself lest he rise and destroy all that lie around - his fires are vast and all will perish unless the pledge is made*". The duergar will ignore this, assuming that the pledge is also in the second scroll.

The south colonnaded chamber contains a table which has 12 iron candleholders, each for 3 candles, stacked on it; if a *detection* spell is used, these holders will emit a magical aura - if any candles are lit in them, they cannot be blown out by normal (non-magical) winds or drafts.

The main part of this chamber is empty, but it will be of interest to the PCs as the site of the summoning of Ustroda-Eloth (assuming they have all the necessary items). To summon this being the characters will need various things that can be found about the halls, some of which appear more than once; these things are: a hammer (from **47** or **50**), an anvil (from **29**, **45** or **59**), a sword (from **113**), and both the relevant scrolls

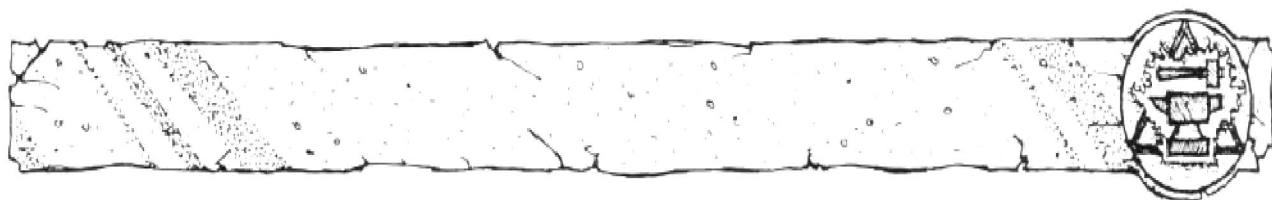


(the first from **54** or **86**, the second from **98**) - they may also need a copy of the instructions for the ceremony (from 98 or this room, or from the information given by the spirit of the hermit in **71**). Once all these items have been assembled, the ceremony itself is relatively straightforward and should, if everything is present and the instructions are followed, go without any hitches. Before describing the possible things that could go wrong, the full ceremony will be described (or as full as it can be given the remaining items - see below) .

Two characters are needed to perform the ceremony and they should stand on the west side of the pit. If the floor is examined on this side about 10' from the pit a number of old scratches and indentations may be seen - these approximately fit the base of any of the anvils. The summoning will work, however, if performed anywhere in the room, as the original position was more custom than necessity. Equally, a single character could-in theory take both roles, but this might prove a little tricky. Wherever the anvil is placed, the sword must be laid on top of it and, as the first scroll is read, the sword must be struck seven times by the hammer (if it is struck more than seven times, no detrimental effects will occur - for less, see below). The first scroll is of a clerical nature and is obviously a summoning scroll, though it is unclear exactly what it summons (other than from the context, of course). In 2-5 rounds a fiery shape will begin to materialize above the pit, floating in mid-air; this will eventually resolve itself into some form of huge salamander, which will ask in a guttural voice what message it is to be given to deliver. At this point the second

scroll must be read out - this is in a strange archaic dwarven dialect that will not be understood by any character without the use of a *read/comprehend languages*, unless the person is wearing the **helm** from **98**. Once this scroll has been read out, the salamander will dematerialize; it will, unknown to those in the chamber, go to the *para-elemental plane of heat* and deliver the message to Ustroda-Eloth. The message is the oath of allegiance that being took to Maugragn, and it will stir the creature from its dreams. 7-12 turns after the second scroll is read, Ustroda-Eloth will return to the Halls of Lord Maugragn, heeding the call of its diminutive ally and awaiting his pledge before deigning to power the dwarven forges - unfortunately for the PCs and anyone else in the vicinity the final scroll in the series that pledged Maugragn's faith and allegiance and, far more importantly, opened the gateway at 49 to allow the outflow of the lava is no longer available, having been destroyed in the invasion.

Ustroda-Eloth's appearance and effects are dealt with below. There are, essentially, 2 things that could go wrong in the summoning ceremony (presuming no outside influence and not counting the lack of the final scroll). Some of the items necessary to the ceremony may not be present or may not be used in the right order; alternatively, the second of the two scrolls may not be read out - note that if the first is not used, there will be no effects at all whether or not the items are present and the message read out. The first case will provide the characters with minor problems, the second with somewhat more serious opposition. It should be noted that the scrolls can be-read as many times as desired: they



will not fade after use (they are not, in fact, spells as found in the normal manner on scrolls).

It is assumed below that there are no interruptions during the summoning - if the characters are disturbed that part of the ceremony will be void (although it may be tried again).

Any character attempting it on his own must roll under his DEX on a d20 or make a mistake in the first part.

If all of the ceremonial items are not available, or are not used in the correct manner (as above), the first scroll, rather than calling the messenger, will open a gateway to the elemental planes through which creatures of these planes will appear, hoping to murder and plunder during their brief excursion on the *prime material plane*. Creatures will appear every turn for 2-5 turns, and they will apparently leap out of the pit before moving to attack the non-elemental creatures in the chamber. If there is no-one to attack, the creatures will roam the temple for 3 turns before returning to their plane. Choose creatures at random from the following list:

d00	CREATURE
01-20	Earth Elemental (8 HD)
21-40	Earth Elemental (12 HD)
41-50	Fire Elemental (8 HD)
51-60	Fire Elemental (12 HD)
61-70	1d4 +1 Fire Mephits
71-75	1d4 Lava Children
76-85	1d4+1 Lava Mephits
86-90	1d4+1 Magmen
91-00	Salamander

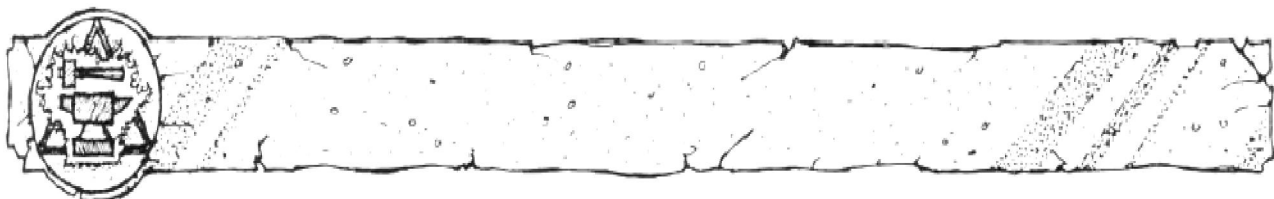
The other possible error is that the characters may not have the second scroll, and once the first has been read and the messenger appears they will have no message to give it. This will not please it in the least, and, in order to teach the fools who brought it to this plane, it will try to rend than limb from limb. As noted above, it appears as a huge salamander and has roughly the same modes of attack as that creatures, although it is far larger. On top of this, it can summon one normal salamander to its aid every five rounds.

The Messenger (1): AC -1; HD 16; hp 96; Mv 180'; AT 3/2; Dmg 3-12, 3-12, 3-24 / 2-12+2-12 (from its huge burning spear), 2-24+3-18; SA nil; SD immune to fire, non-magical attacks and all *sleep*, *charm* and *hold* spells; Save as F16; Int Genius; AL CE; Sz L (25' tall); (New Monster). .

Salamander (1): AC 3 or 5; HD 7+7; Mv 90'; #AT 3/2; Dmg by weapon type + 1-6 heat, 2-12+1-6 heat; SA Nil; SD as above; Save as F8; Int high; AL CE; Sz M. (MM)

If you think these possibilities are a little over the top, remember that the PCs have been told exactly what is needed to complete the ceremony and should be well aware of the fact that they are taking a chance if they have not followed the instructions given.

If, however, they are successful in the summoning and have the misfortune of still being around to see Ustroda-Eloth arrive, the salamander and its companions will look like a Sunday picnic in comparison. Ustroda-Eloth, as noted in the introduction, is essentially a volcano tinged with with a hint of sentience. 7-12 turns after the reading of the 2nd scroll, the being will arrive - it will



first appear as a vast fiery mouth suspended 30' above the pit from which will gush a torrent of lava. Anyone within 100' will take 1-6 damage, increasing by 1-6 each 20' nearer - anyone in the path of the lava will be incinerated instantly unless they have some magical protection (assume something like 20-200 damage per round!). The lava will drop to the bottom of the pit and try to flow towards the gateway at **49** - it will soon burst through the blockages in the main tunnel, but not before flooding the lower levels of the temple. When it reaches the closed gateway it will begin to well up into the main cavern and surrounding passages, causing vast terrors.

Eventually the beast will decide to return to its own plane, the pledge with Maugrahn not having been fulfilled, but not before it has destroyed and burnt everything within 1,000 yards of the temple, probably including the PCs!

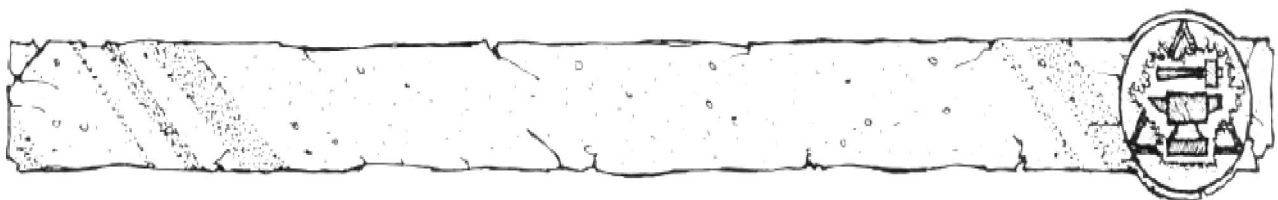
The Beast: AC -2; HD 16; hp 120; Mv 150'; #AT 1; Dm 2-12; SA breathe fire on alternate rounds for 2-12 damage, save vs breath weapon for half damage; SD only struck by a magical weapon of at least +3, and unaffected by spells (if the PC can cast them): Int High; AL CE; Sz L; (New Monster)

The sword (which can obviously be used in this test) is: +4; Int 12: speaks dwarven and common: unaligned: it can *detect evil*, *detect magic* and *see invisible*: it can also *heal* 6-36 points of damage once per day: when attacking duergar it has one extra attack per round and will do double damage; and, finally, it gives the wielder *fire resistance* (as the spell) and does +8 damage against cold-using creatures. If the PC wins

the battle with the creature he returns just as before (i.e., no damage etc.) and can now use the sword; if not, the sword falls from his hand and his body falls into a small pile of ashes - the whole combat will seem to have taken but one second per round actually fought. This is the weapon needed for the summoning; needless to say, hammering it with the ceremonial hammer will destroy the sword!

113. SMALL CAVE: Inside this cave there is a large chest standing in the middle of the floor. It is locked and trapped (*find traps* at -10%, *open locks* at -10%). If the trap is not disarmed (at +5%), a large spike will shoot out of the base, hitting anyone in front of it - save under DEX on a d20 at -6 or the spike will hit for 1-4 damage. It is, of course, poisoned and the victim must Save vs. Poison or suffer 2-8 extra damage and the temporary loss of 7-12 points of DEX (these will return at a rate of 1 point per turn after 11-20 turns - the character will never drop to less than 3 DEX). Inside the chest are 250pp, jewelry to the value of 2,750gp, two potion bottles, a scroll and a sword wrapped in a fine purple silk sheet. One of the potions is of **extra-healing**, one of **heroism**. The **scroll has 3 clerical spells** on it: **heal**, **cure serious wounds** and **insect plague**.

The silk is worth 50gp. It is immediately obvious that the sword is of exceptional quality, even to the untutored eye. The pommel is made of a large red gem (worth 2,500gp) and the blade is brilliant and still razor-sharp, forged from the finest mithril and with runes engraved along its length. Even the scabbard is worth about 1,250gp from the small gems set into it. This



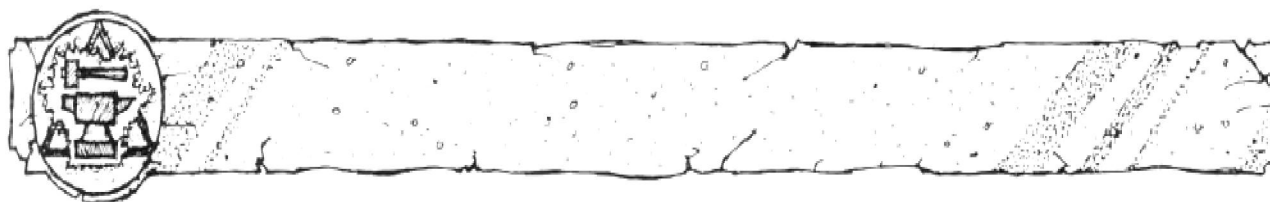
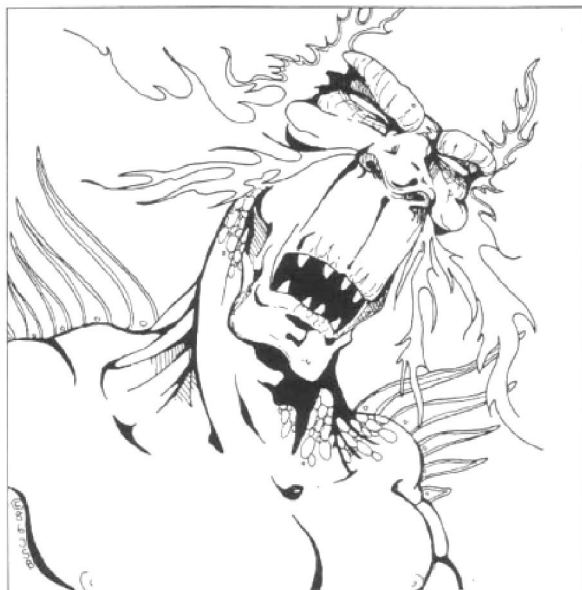
weapon was forged by Naugraign at the height of his talents - it is a dwarven sword of power and the envy of all who behold it.

However, it has a will of its own and as soon as it is pulled from the scabbard, the new wielder must prove himself its equal - he will be instantly transported to a huge extra-dimensional cavern, filled with writhing and noxious fumes and strange echoing cries. Here the wielder must fight a great demonic beast, only claiming possession of the sword if he is succesful. In this space he will be at full hit points, but otherwise armoured and equipped as he was.

111. PIT: The 50' diameter pit drops 200' to cavern 112. Halfway down are a pair of small caverns that lead off the pit. In these are a number of margoyles. These will attack any character that passes the entrance of the caves or otherwise disturbs then. There are 3 in each cave.

Margoyles (6): AC 2; HD 6; Mv 60' or 120'; #AT 4; Dmg 1-6, 1-6, 2-8, 2-8; SA 80% *invisible* against rock and usually attack with surprise; SD need magical weapons to hit; Save as F10; Int Low; AL CE; Sz M; (MMII).

112. LARGE CAVERN: The base of the pit opens out into a large cavern that was originally joined to the main tunnel (see **50** for a general description of the tunnel and cavern). The secret door at the east end can be found as normal - the mechanism to open it is concealed as a pair of small projections on each side of the door, the north one 2' off the floor, the south 4' (find at FRT); pushing them at the same time opens the door.



PELINORE CAMPAIGN NOTES

This scenario draws its background directly from the article Graeme Davis' *Race Relations* article in GM 4, which, in turn, has been adopted as the background of the dwarven races for the Pelinore campaign. In that sense, there are no alterations to be made to fit this into the Pelinore campaign.

In play-testing, the characters who were involved in this scenario came straight on from the events of *In Search Of New Gods*, and had, in the past been involved in the events of the Beast Entz scenario pack *Halls of the Dwarven Kings*.

Their connection with the dwarves was thus well established, and the geographic location for this adventure was set. In other campaigns, the outline of events before this adventure is likely to have been different, and the DM will have to decide what effect this will have on the events at the beginning of the story.

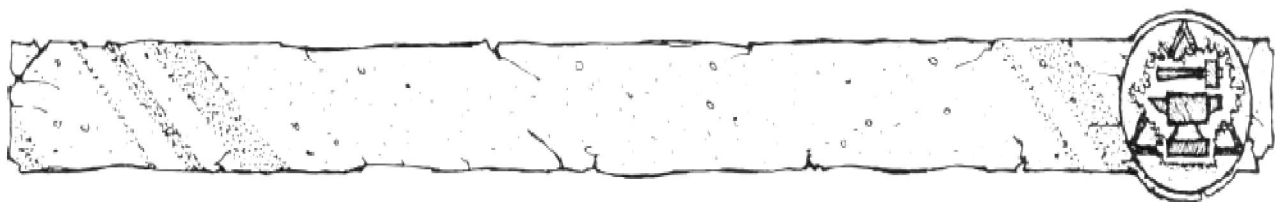
Geography first. The major concentration of dwarves in the immediate vicinity of Cerwyn is in that western part from Deepvein to Osport. There are a number of overground dwarven communities there, and it seems most likely that there will be entrances to dwarven delves at this point. Equally, these delves are likely to sprawl for many leagues under the Kahzgaz mountains, some way into the neighbouring kingdom of Korraath, and possibly as far SW as Bereduth. There are also untold numbers of orcish and goblin tribal communities in the mountains and the forests beyond, and it would be very likely that the main dwarven army of the delves could be out-of-reach at the time of the duergar invasion.

However, given that the adventure

takes place underground, its exact placement in the Pelinore world is not so important, and since there have been so many adventure ideas placed in this western part of Cerwyn, some DMs might feel that they wanted to place this module somewhere else. The Sarpath range is one possibility, of course. However, going any further afield is not recommended, at least not until the DM has considered what the lead-in to the story will be.

In a party where there is a player character dwarf (or more than one, even!) , there should be no problem. Dwarven culture includes a strong sense of loyalty to the delve of one's clan, and a request to come home to aid in the purging of the damn goblins should be something no player character can resist. However, rolling up with a bunch of namby-pamby humans - or, horror of horrors, some elvish mates - is going to result in a welcome that is something less than the slaughter of the fatted calf. A disappointed clan elder can rule out having the PC dwarf along on the adventure because of his strange taste in friends, leaving the party in place for the raid.

Dwarves in their natural environment have not played too strong a part in the evolution of Pelinore thus far (something to be rectified), and most of the contact player characters will have had is with those wandering dwarves who work as professional craftsmen like the dwarven miners of Osport who sell their skills to human masters. It might be straining the credibility of the campaign for the player characters suddenly to be invited along on a dwarven crusade against the goblins by some NPCs they hardly know. Where



possible, the DM should anticipate the use of this module by introducing some NPCs into whose debt the players characters could become. It would be quite in order for the wealthy dwarven community under the mountains to pay for mercenaries to look after the sick and old while they shot off after all the glory.

By and large, the Pelinore campaign has not paid too much attention to the enmity between dwarf and elf. This rather reflects the fact that most adventurers, and those who have dealings with the adventurer class, will be more mercenary in their outlook than most, and would put racial considerations second to a good punch-up on religious or financial grounds. More importantly, in a campaign centred on a cosmopolitan centre like the City League, there is bound to have been a softening of this tendency; dwarves in the City would have been bumping into elves and half-elves all day, and to have picked a fight with each one would have left no time to go dungeon-hopping.

Out in the sticks, attitudes might be a little more normal, but it is suggested that the DM not overplay dwarf-elf hatred for this adventure - at least not before the duergar are revealed as the chief culprits. This allows for the fascinating possibilities of having elven player characters rescuing dwarves from a duergar plot - or, as a dwarf might see it, elven player characters playing some clever game along with their old allies the duergar. The duergar, too, might be more impressed by a party with elven characters than one without, and the party might find

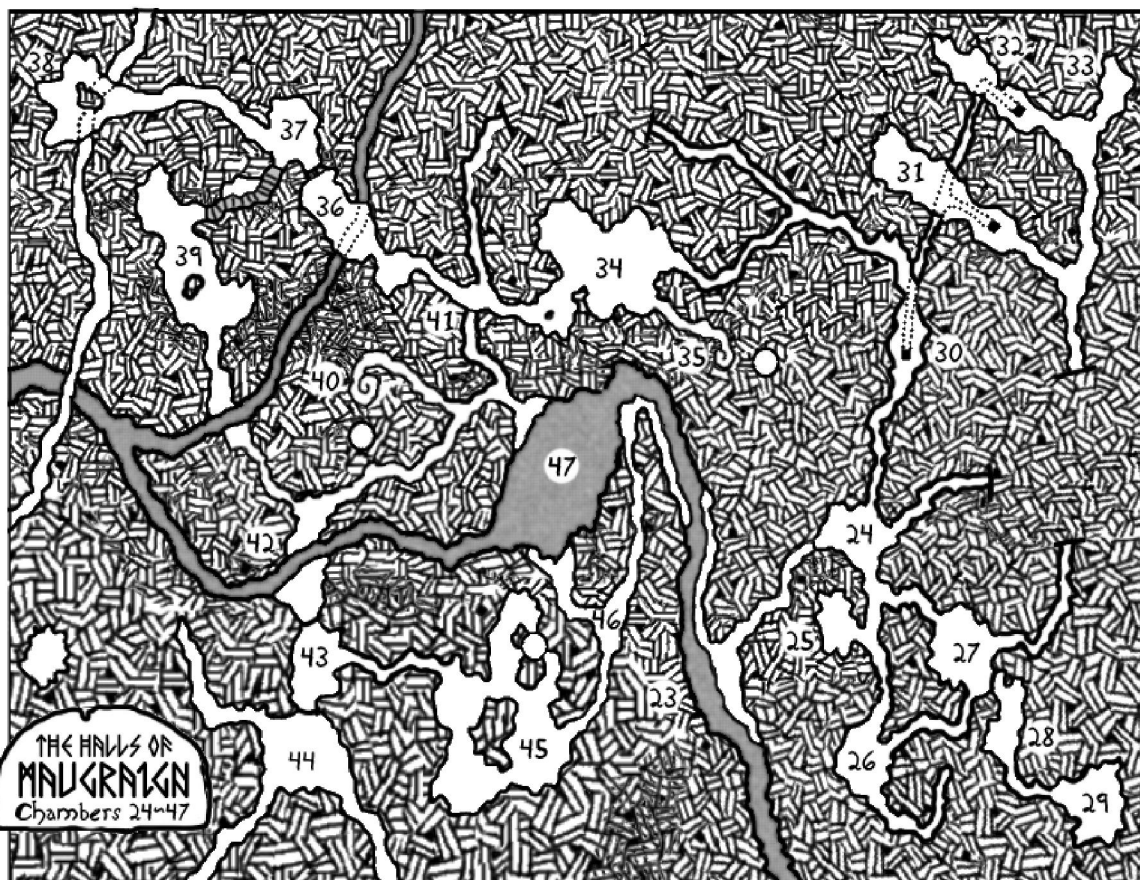
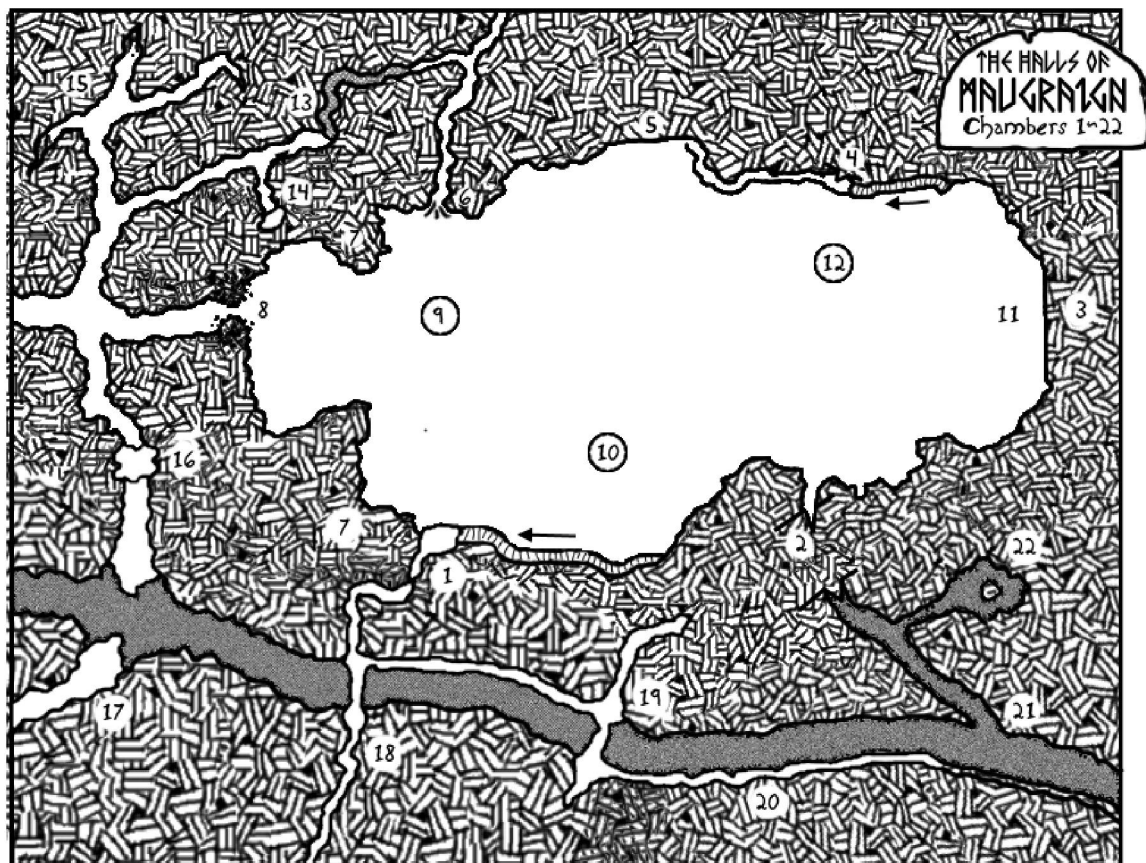
itself the victim of attempts to divide it, even while the PCs are trying to break up the happy camaraderie of the duergar army.

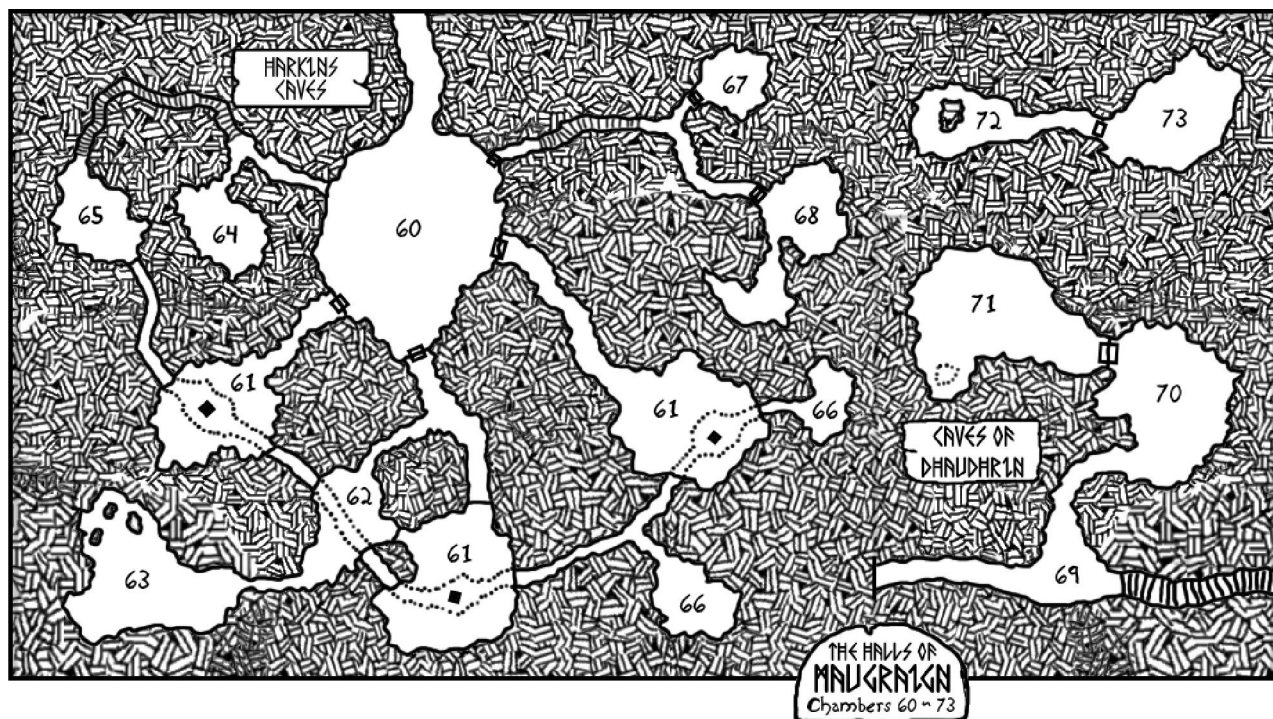
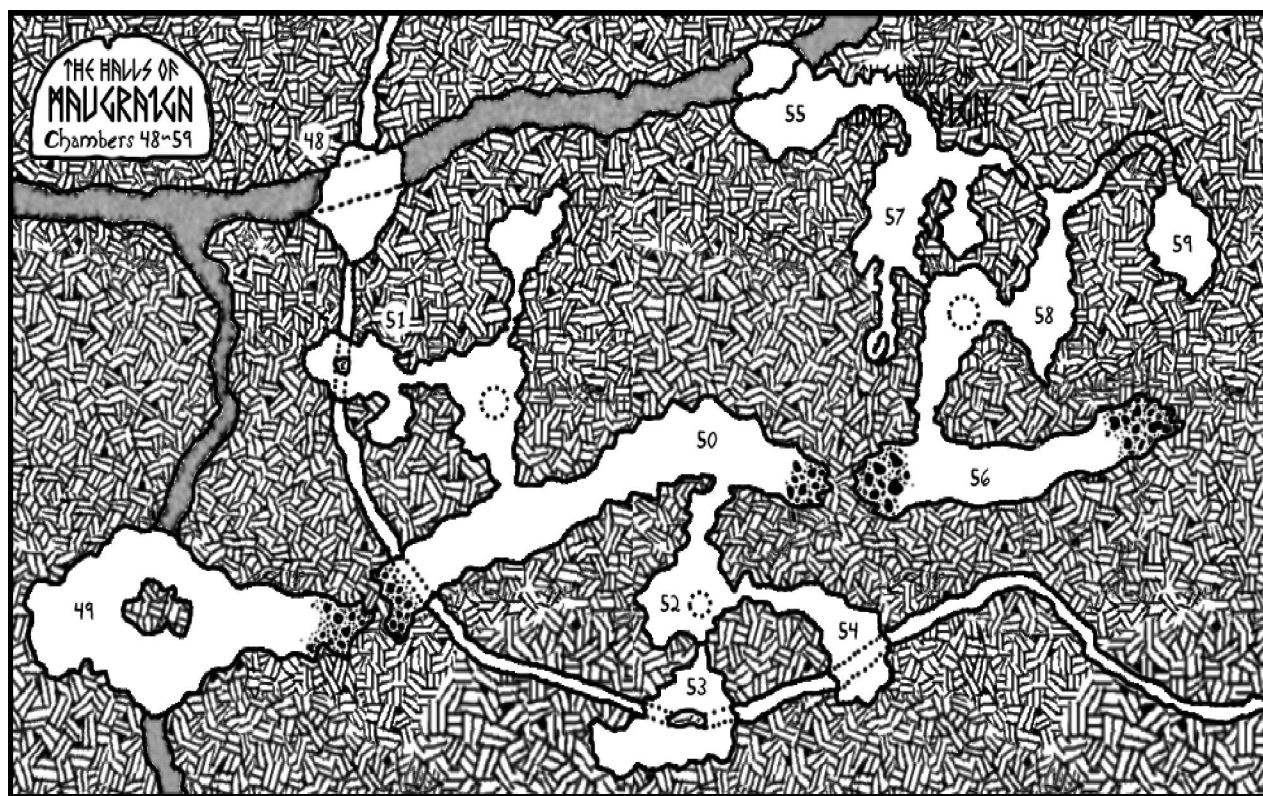
One point Pelinore campaign Dungeon Masters using this scenario should be aware of is its aftermath. In almost all of the possible endings, the power of Maugravn's former servant is bound to be unleashed, in which case the area around the Hall will be completely devastated. In such circumstances, the dwarven delves may themselves be affected, at the very least in the loss of a major part of their history. It is unlikely that the dwarves will be totally grateful towards player characters who have in any way contributed to the destruction of the Hall and the nearby delves, even if it means the destruction of the duergar. Thus, the GM should be aware that future dwarven attitudes towards the PCs will be ambivalent.

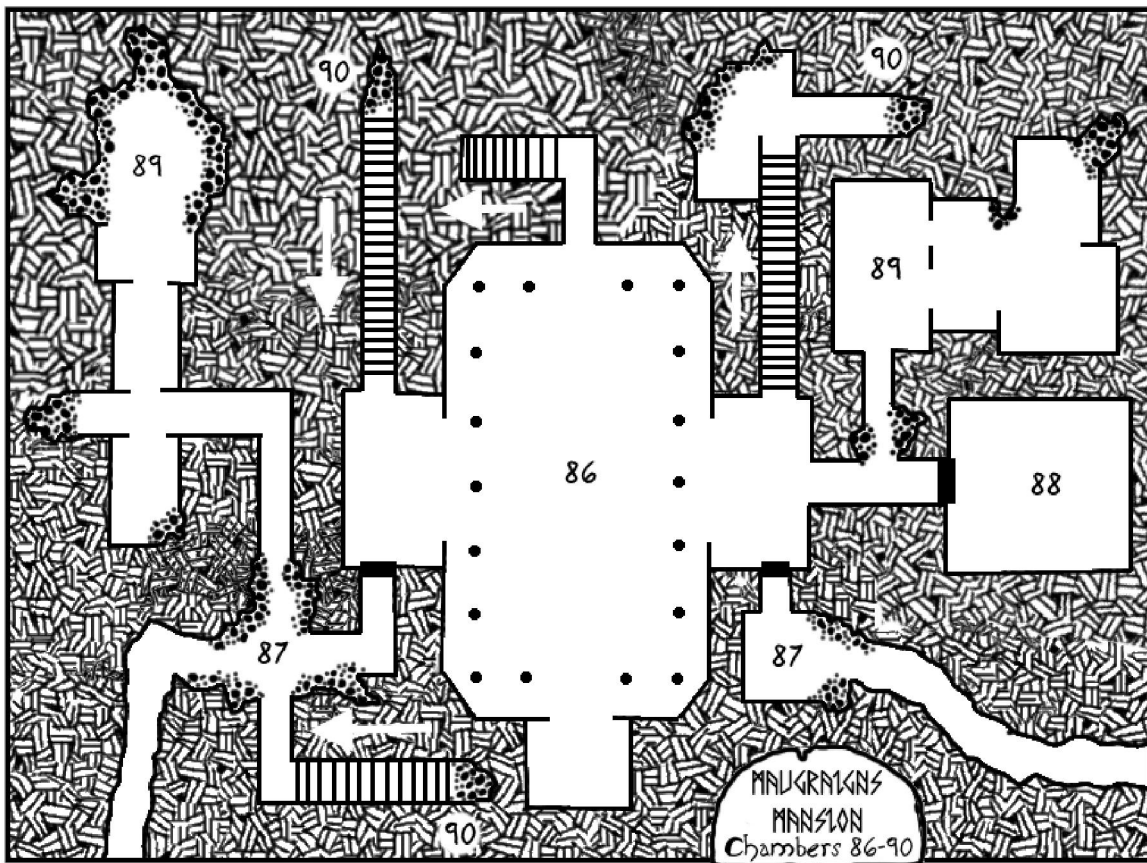
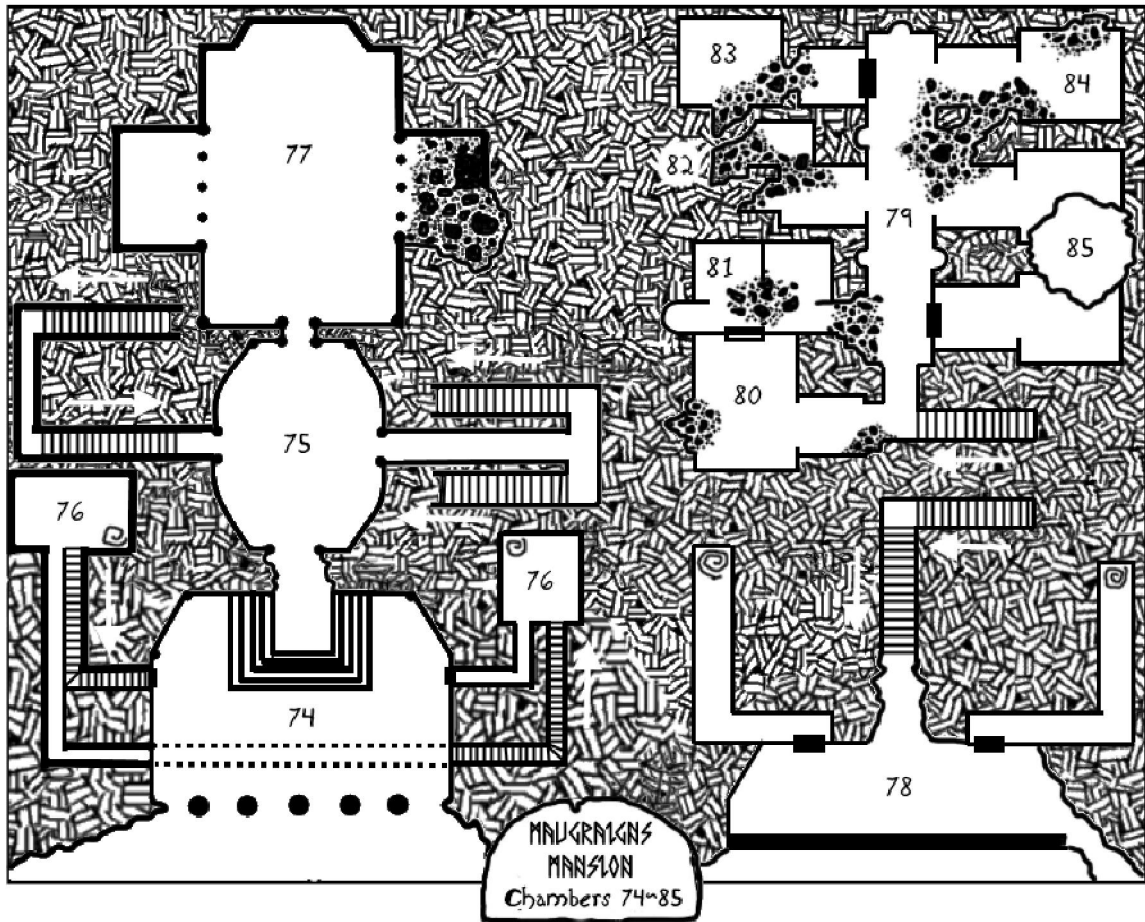
If the dwarves are actually made to suffer in a greater sense as a result of the adventure, then the balance of power in western Cerwyn will have been completely altered. A strong buffer at the edge of the County will have been removed, and valuable skills will have been lost; dwarven trackers who know the hills and the miners of Osport and Deepvein will be among the many casualties if there is a major catastrophe for the dwarven people. This could place the Countess Flavia (who may or may not be well disposed to the PCs if they have already been through *In Search Of New Gods*) in an awkward position - her major source of income disturbed just at the time when she needs all her strength to provide new defences along the frontier.

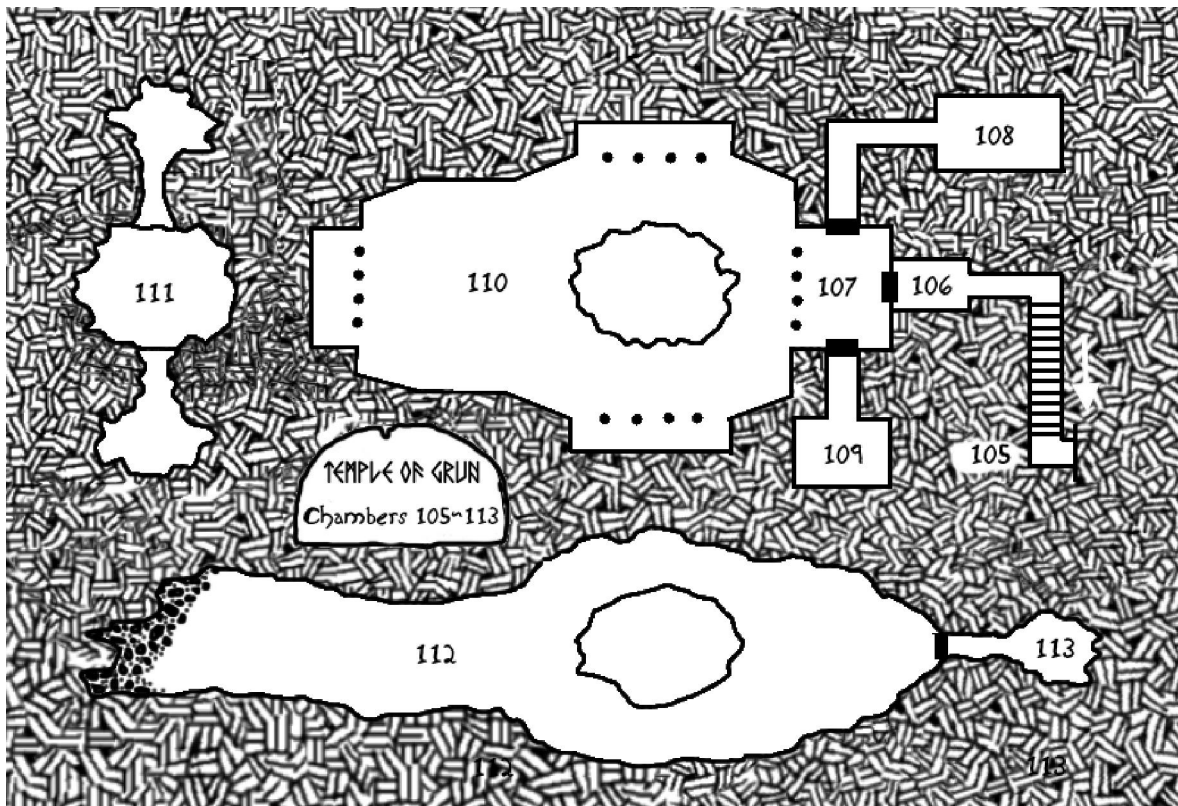
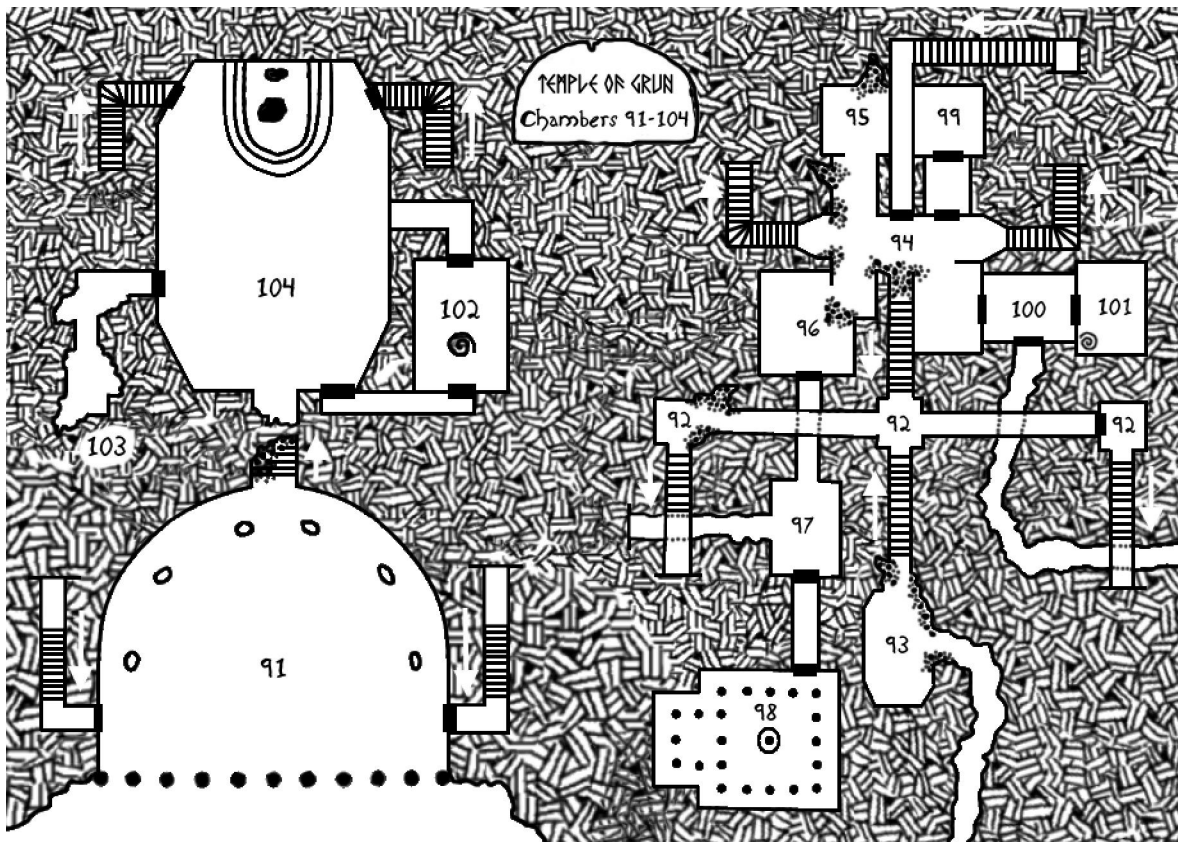


MAPS









APPENDIX 1: THE DWARVEN SAGA

The Dwarves were the second great race in the time before time. Before this, the nature deity, Daunan, made elves from the trees of the forest; they grew to be a glittering adornment to the world, and the gods praised Daunan's creation. The elves were allowed to roam the lands beyond the Perfect Kingdoms, and made their home in the great forests that they found, living in harmony with the forests and their creatures.

The Earth-God, Grun, who was then a rival to Daunan, was moved by jealousy. And worked secretly in the depths of the earth to make a race of his own. He made their bodies from rock and ore and filled their veins with magma, so that they were solid and strong, and filled with the virtues of stone and metal. They were beautiful to him, and he loved them.

After many centuries, Grun showed his new race to the gods. He was proud of the dwarves - for thus he named them - because they were stronger, less fragile and more dependable than the slender, flighty elves. He asked that some lands might be found for the dwarves, in the same way as the elves had settled the forests.

The other gods only laughed. The dwarves, they said, were malformed, clumsy and ugly, and they could not be compared with the beauty, and sophistication of the elves.

Disappointed and embittered, Grun gathered up the first dwarves and left the company of the gods, never to see or speak to them again. He sat, in the place of their forging, and brooded, thinking his bitter thoughts. The dwarves laboured mightily to divert and cheer him. From the place where Grun had quarried the stone to make the dwarves, a great chamber had been made, and the dwarves turned it into the throne hall of a vast palace; the rock where Grun

sat became a magnificent throne; and around the palace they built a beautiful underground city, hewn out of the living rock. But Grun could not be roused from his brooding, and he did not stir.

The first dwarf Grun had made was called Moradin, and Grun had showed him the secret of his creation. While Grun sat motionless in his palace, Moradin made more dwarves. He taught them the secrets of metal working and gem-cutting, and the dwarves tried many times to rouse Grun from his brooding with gifts of beautiful things the dwarves had made.

It was all to no avail; Grun did not stir. It was left to Moradin to look after the dwarves, and they prospered in his care. This was the Golden Age of the Deep Delvings, when the dwarves spread far and wide beneath the earth. They gathered the fruits of their underground world, and became great miners, metal-workers and gem-cutters. They created works of great power and beauty, but all were touched with a dour spirit, born of their god's bitterness.

In the ages that passed, word passed of the dwarves' great skill. The trickling of streams beneath the ground brought word to those above, and the gods wondered if they had not been hasty in judging Grun's creation. Still Grun could not be raised from his brooding, but the gods contacted Moradin in the hope of reconciliation. The gods - all except Daunan, who would not go with them - marvelled at the world the dwarves had made beneath the earth. They admitted Moradin to their company, and they raised a son from the body of Grun as he sat oblivious. They called this new being Grunundergron, and appointed him to preserve and protect the dwarves' mines and tunnels and their makers. The dwarves were delighted, and in return they made a gift for each of the gods, each cunningly crafted of

great power, and a prized possession for its recipient.

The greatest artificers of the time were the brothers, Brokk and Sindri, who are now widely venerated as demigods by the dwarves. They created the most magnificent artifacts of the time. such as the great net of Grunundergron, and which he has used ever since to save those dwarves who fall from the very bottom of their mines into the Void. The dwarves went from strength to strength. With their characteristic capacity for hard work, they grew in skill and ability, delving deeper and deeper - until they found things best left untouched, in depths formerly undreamed-of. Some became corrupted by what they found there, and their pride in their abilities prompted them to force their kinsmen into slavery. Thus began the Age of the Tyrant, one of the darkest chapters in dwarven history.

The Tyrants were led by a magician-artificer named Duergar, and they enslaved the dwarven race almost completely. Some dwarves managed to escape towards the surface. Others plotted and brewed rebellion until the Tyrants were overthrown. But only at terrible cost. Duergar and a handful of his followers escaped, and retreated to the deepest caverns. The victorious dwarves took a binding oath to foreswear the use of magic - the instrument of their enslaving - and became the greater as artificers as they strove to do without it.

The Age of the Tyrant had broken the dwarven race into three. The evil Duergar and his followers practised their arts in the lowest parts of the worlds, while other dwarves continued to build their underground culture. Those who had fled to the surface found that great changes had taken place. There were races other than the clves now - pixies and their kin - and they were happy to live in peace with the newcomers. The surface-dwellers were given the name

genomes, which means 'earth-dwellers', and liking the new name, they took it for their own.

In the time that followed, the surface-dwellers became slighter of build as their work became less arduous. They developed a sense of humour and a levity of manner quite unknown to their forebears. And, since they had not foresworn magic at the time of Duergar's defeat, they learned a little of the new magic ofthe pixies, becoming skilled in the weaving of small illusions.

Meanwhile, the short peace below ground was about to end. Duergar and his followers (now often known just by the name of their ancient chief) returned from the deepest delves where they had been plotting their revenge, more powerful then before and versed in great and terrible secrets. For the second time, the dwarves took arms against the enslavers, and weapons of appalling power split the carth with their thunder and blood-spilling.

Duergar still lived, after a fashion. and his magic brought his followers many victories. They were greatly outnumbered, however, and the tide of the war was going against them. Duergar went to Daunan. and played upon his rivalry with Grun. He claimed the dwarves were about to rise from the delves, and destroy all that was not their own.

Daunan was convinced, and the elves attacked. forcing the dwarves to fight a war on two fronts and buying the duergar time to retreat and regroup in the deepest delves, where they yet remain.

This was a time of misery and destruction. The dwarves were forced back from the fringes of the forests, into the hills and mountains at the rim of world. Clans were scattered, and of many clans there is no trace save the mention of their names in ancient dwarven chronicles. Huge tracts of forest were destroyed, and the elves suf-

fered horrendous losses too; as many *siths* of elves were left in isolation as *delves* of dwarves.

Finally, the elves withdrew from the war, and there was peace. But generations of carnage had left their marks on both races and it is rare that either can view the other with anything other than antipathy.

It is constantly debated which god was responsible for the human race. Some claim it was Inmedio, the forgotten God of Compromises. and that he used both wood and stone to create a race which could live in the parts of the world lost to both dwarf and elf.

Others - the gnomes among them - maintain that humans were the result of a bet between two other gods, involving a monkey, a pair of dice and several million years.

The humans, of course, claim they were first brought into existence by Tarmanel, who was a peace-maker between the elves and dwarves. Whatever, the humans spread rapidly after the war. Though shorter-lived than elves or dwarves. they bred more rapidly and filled the deforested plains and the levelled hills. It was not long before they were pressing into the forest and mountain fastnesses of the dwarves and elves.

There was some conflict. but the humans were a young race, imperceptive and easily overawed. In time, the elder races learned to accept their presence. Many dwarfholds are still some way away from human activity in remote mountain delves, but in others, as the human began to exploit the resources of stone. the deeper parts of the crude workings of man intrude on the shallower parts of certain delves. Though many dwarves are appalled by the damage that foolish men wreak, others co-exist with human miners, although contact is never too close or too frequent. The humans call such dwarves 'knockers', for the way they warn

them when their pitiful workings are unsafe. Or lead them occasionally to shallower low-grade ores.

The gnomes were also affected by the expansion of humankind. Some returned to the old ways, finding abandoned, shallow delves and re-occupying them; others went even deeper into the forests, and became more closely attached to the fey races. Soon there were noticeable differences between the old surface-dwelling gnomes, and those who had chosen to live an underground life again.

Typical of many underground gnomes are the *svirfnebli*. Their subterranean life has made them stocky and strong again, so they almost look like dwarves, though their traditions and talent for illusion remain to attest to their gnomish heritage. It has been suggested that another such group are the Dark Creepers; perhaps they were tampered with by evil magicks. or perhaps they are something else, twisted into the semblance of a gnome - the truth is unknown.

The surface-dwellers live on in their remote burrows. The humans were easily frightened by the simple magic they and the pixies used to protect their homes, and by and large caused them little trouble. But concern over the effects of continued human expansion on the forests wrought a subtle change in some groups of gnomes on the fringes of human settlement. It is said that the sprites and pixies were wooed away from the elvish race by a young forest-deity, whom they have worshipped ever since.

There were certain groups of gnomes who adopted the worship of this entity. Calling him Caraldaring Greenglitter in their own language.

The pixies and their kin were driven back into ever-shrinking areas of forest by the expansion of the humans, but the gnomes, perhaps showing a little of the old

dwarvish grit, would not give up their homes. They appointed themselves guardians of the forests where they lived, and their tireless work on Greenglitter's behalf led to their developing a range of abilities which the humans of later ages would come to describe as the beginnings of druidic magic.

They used these abilities to protect the forest and its creatures, and looked after the interests of all the creatures the humans domesticated. These gnomes became known to humans as the Quiet Folk. Other gnomes, dwelling deeper in the forests, became known as the *dendridi* - 'root gnomes' - and preserved the oldest parts of the world. Later - many centuries later - a few humans came to follow Greenglitter, and his name became rendered as 'the Green Man' in the human tongue.

And as the world grew, the dwarves and gnomes came increasingly to ally themselves with humanity in the fight against the Chaos-spawned creatures from beyond the Rim, though there could be as much evil among them, as there often was with humankind. The dwarves served in their armies, and built their walled cities. The gnomes taught their illusions. Slowly, they began to look upon each other as friends.

APPLYING THE MYTHOLOGY

This mythology, of course, is told mostly from the dwarven point of view, and some of the events will be somewhat different in the legends of the elves or duergar. As the stories of other races are added, the structure will grow, and the DM might wish to create a central 'true' story, which will never be revealed to players (unless they become privy to the complete wisdom of the gods). Already, though, you can find many possibilities for adventure in what you have. The following suggestions show

how the Pelinore dwarven mythology might be used.

1) Somewhere, deep underground, is the chamber where Grun sits brooding. In that chamber, the greatest treasures of Moradin and the other craftsmen of the dwarven 'golden age' might be found heaped - a treasure beyond the dreams even of the most affluent party. To a dwarf PC, this would be a holy of holies; the cradle of the race and the heart of dwarven religion. This place would be guarded by the greatest products of dwarven craft - even Moradin himself might still be there - and its location will be a lost secret. A quest to rediscover Grun's delve might be the goal of a series of mid-to-high-level adventures, reuniting the delves and re-establishing the race's old greatness.

2) Brokk and Sindri, who I've pinched from Norse myth, would make a good pair of demigods - like Castor and Pollux - to serve as minor patrons for a dwarvish character, popping up in a variety of disguises to offer advice in the manner of the Greek gods. They might be the starting point for the adventure above, or they might point the PCs in the direction of any number of smaller dwarvish relics, which they created in the late Golden Age.

3) Moradin, of course, comes from **Deities & Demigods**, slightly altered, and if you want to use the deities published in **Dragon Magazine** or **Unearthed Arcana**, these could be built into the Age of the Deep Dwellings too (until such time as the full list of dwarvish/gnomish deities is published for Pelinore, at any rate).

4) Duergar provides a reasonable evil god/demi-god or even an incredibly ancient mortal enemy for the PCs to face. In high-level adventures he might be a lich-type opponent, commanding the strongest and deepest of the duergar delves. Duergar raids

on a dwarven delve could provide the basis of adventures for all levels.

5) The line between mythology and history comes somewhere during the Elf Wars, and there are many possible stories that might be drawn from its events. Particularly, there will be many abandoned delves and siths to be explored, or lost clans whose names are otherwise just a memory.

As well as ideas and settings for adventures, this mythology can give the GM a few hints on dwarven attitudes to the various other races. Obviously the Elf Wars will account for much of the bad feeling between elves and dwarves, although the dwarves will reserve most of their animosity for the duergar, the root cause of their decline. A long-running adventure that uncovered some of the lost siths and delves might be the starting point for an age of greater cooperation between elves and dwarves- or even deeper hatred.

The duergar are, of course, the beings the dwarves reserve their greatest loathing for. This hatred will be stronger even than that for orcs or kobolds - these are a 'modern' menace, nothing like as repugnant as the duergar. No dwarf will leave a duergar alive in any circumstances, and most will even give up their lives if they can take one or more duergar with them or thwart a duergar plan by doing so.

Gnomes should regard duergar with fear, and would probably rather flee than face them. The duergar, for their part regard dwarves with hatred and contempt and see their enslavement as a birthright.

As a result of the Age of the Tyrant, many dwarves will have a deep, inbred mistrust of magic and anything that goes with it, and should be uncomfortable in the presence of a spell-user or a powerful magical item. Only a particular kind of dwarf

will happily wield a magical weapon. Gnomes will be happier with magic, and have a talent for illusion. This applies most strongly to NPCs, and obviously not all dwarves or gnomes fit the same pattern (you'll have to see how brave you feel about telling your dwarf-running player that he really doesn't want that dwarven **axe +2**).

Dwarves will feel ties of kinship with gnomes (and the languages should be close enough for them to be able to converse freely), though they will find them cowardly, flippant, over-familiar with magic and lacking in certain traditional dwarven virtues. Gnomes, on the other hand, will find dwarves grim, stodgy and po-faced, and may not be able to resist using the dwarf as the butt of a few harmless practical jokes (which will put them on good terms with the elves!). They will get on better with the fey races, admiring their wit and sophistication, while the pixies and others will regard the gnomes with amused tolerance. There is no ill-will between gnomes and elves: the gnomes stayed out of the Elf Wars, and it is quite likely that certain military-minded dwarves will be keen to remind them of the fact. Then again, the underground gnomes will be close enough to dwarven 'respectability' to merit some close contact between the two.

Both races will have cautious, though not unfriendly relations with the ever-increasing humans. The knockers and the quiet folk are more used to dealing with the humans, but the others might be mistrustful. In this case, there are no hard and fast rules, everything depends on the characters' background. A dwarf with a solid military background, used to working with human generals, will be more prone to working happily with human PCs than a druidic gnome who has watched a forest cut down to make way for yet another human settlement.

APPENDIX 2: THE DUERGAR FORCES

DWORKIM'S LEADERSHIP

Warchief	Dworkim , 9 th -level Fighter
Second-in-Command	Bandal , 7 th -level Fighter (AC 3, hp 35, axe +1)
High Priest	Jarral , 6 th -level Cleric (AC 4, hp 25, mace +1)

DWORKIM'S PERSONAL GUARD

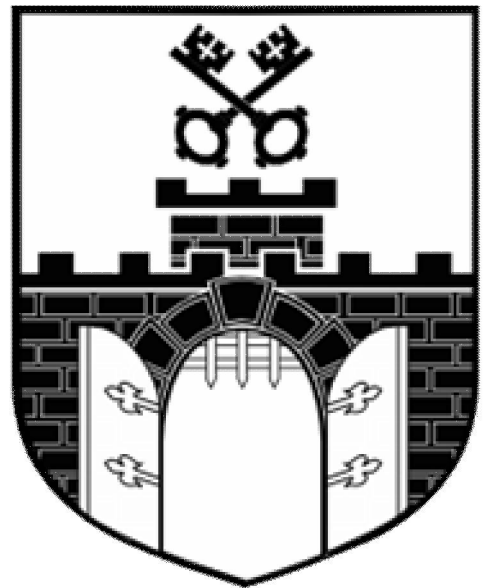
Lieutenant	Bofand , 5 th -level Fighter
Lieutenant	Orival , 4 th -level Fighter
Priest	Gilbir , 4 th -level Cleric
Veterans	4x 2 nd -level Fighters
Guards	10x 1 st -level Fighters

DWORKIM'S MAIN FORCES

	Group A	Group B	Group C
Captains	Amanlok , 6 th -level Fighter	Delbin , 6 th -level Fighter	Arster , 6 th -level Fighter
Sub-captains	2x 5 th -level Fighters	2x 5 th -level Fighters	2x 5 th -level Fighters
Cleric	Dguk , 5 th -level Cleric	Killuk , 5 th -level Cleric	Dworlode , 5 th -level Cleric
Lieutenants	4x 4 th -level Fighters	4x 4 th -level Fighters	4x 4 th -level Fighters
Sergeants	4x 3 rd -level Fighters	4x 3 rd -level Fighters	4x 3 rd -level Fighters
Veterans	8x 2 nd -level Fighters	8x 2 nd -level Fighters	8x 2 nd -level Fighters
Troops	32x 1 st -level Fighters	32x 1 st -level Fighters	32x 1 st -level Fighters

Total: 176 Duergar

Activities: 30% sleeping
30% maintaining weapons, cooking, etc.
20% loitering
20% on guard



SKRUNTO'S LEADERSHIP

Chieftain	Skrunto , 8 th -level Fighter
Second-in-Command	Thoak , 6 th -level Fighter (AC 4, hp 35, hammer +1)
High Priest	Nalthal , 6 th -level Cleric (AC 5, hp 27, flail)

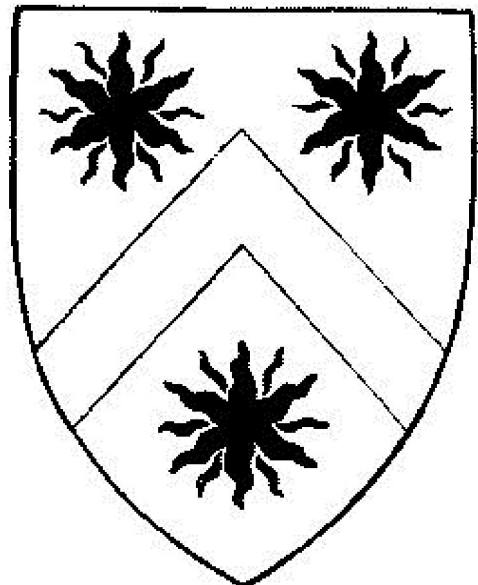
SKRUNTO'S PERSONAL GUARD

Lieutenant	Dumfik , 5 th -level Fighter
Veterans	2x 3 rd -level Fighters
Guards	12 1 st -level Fighters

SKRUNTO'S MAIN FORCES

	Group A	Group B
Captains	Akarak , 6 th -level Fighter	Brokduum , 6 th -level Fighter
Sub-captains	5 th -level Fighter	5 th -level Fighter
Cleric	Bathzen , 5 th -level Cleric	Dolent , 5 th -level Cleric
Lieutenants	2x 4 th -level Fighters	2x 4 th -level Fighters
Sergeants	4x 3 rd -level Fighters	4x 3 rd -level Fighters
Veterans	6x 2 nd -level Fighters	6x 2 nd -level Fighters
Troops	24x 1 st -level Fighters	24x 1 st -level Fighters

Total:	96 duergar
Activities:	30% sleeping
	30% maintaining weapons, cooking, etc.
	20% loitering
	20% on guard



SMARGOIL'S LEADERSHIP

Chieftain	Smargoil , 8 th -level Fighter
Second-in-Command	Garauk , 5 th -level Fighter (AC 3, hp 27, hammer)
High Priest	Munmalk , 6 th -level Cleric (AC 4, hp 30, mace +1)
Priest	Amangorm , 5 th -level Cleric (AC 3, hp 23, hammer)

SMARGOIL'S PERSONAL GUARD

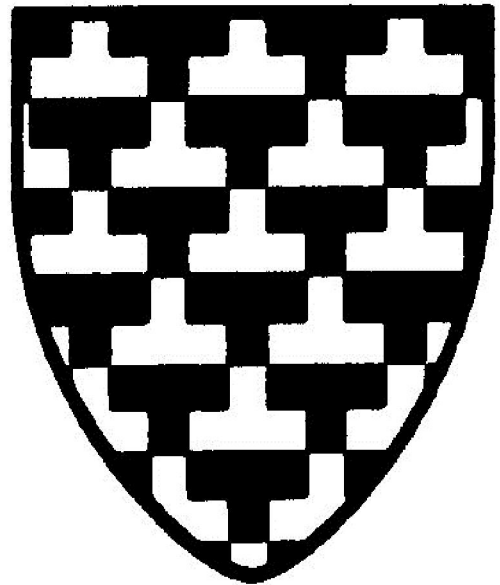
Lieutenant	Thrir , 5 th -level Fighter
Sub-Lieutenants	2x 3 rd -level Fighters
Veterans	4x 2 nd -level Fighters
Guards	16x 1 st -level Fighters

SMARGOIL'S MAIN FORCES

	Group A	Group B	Group C
Captains	Buklug , 6 th -level Fighter	Dordukr , 6 th -level Fighter	Dolthik , 6 th -level Fighter
Cleric	Oribin , 5 th -level Cleric	Atholbek , 5 th -level Cleric	Nurval , 5 th -level Cleric
Lieutenants	3x 4 th -level Fighters	3x 4 th -level Fighters	3x 4 th -level Fighters
Sergeants	3x 3 rd -level Fighters	3x 3 rd -level Fighters	3x 3 rd -level Fighters
Veterans	6x 2 nd -level Fighters	6x 2 nd -level Fighters	6x 2 nd -level Fighters
Troops	24x 1 st -level Fighters	24x 1 st -level Fighters	24x 1 st -level Fighters

Total: 151 duergar

Activities: 25% on guard
35% maintaing weapons, cooking, etc.
30% sleeping
10% loitering



KHAND'S LEADERSHIP

Chieftain **Khand**, 10th-level Cleric

Second-in-Command **Broin**, 7th-level Fighter (AC 3, hp 27, hammer)

KHAND'S FANATICAL GUARD

Sub-Lieutenants 3x 4th-level Fighters

Veterans 12x 2nd-level Fighters

Total: 17 duergar

Activity: 50% on guard
 25% maintaining weapons, cooking, etc.
 25% sleeping



APPENDIX 2: THE STANDARD OF MAUGRAIGN

