S4

The Mines of Mayhem

A fantasy adventure
by
Louis “sirlou” Kahn

A fantasy adventure compatible with first edition gaming and OSRIC™
Recommended for 4-6 player characters of level 2 to 4

INCLUDES ILLUSTRATION BOOKLET

Starry Knight Press

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CREDITS

Author: Louis “sirlou” Kahn

Artwork: Billiam Babble, Jacob Blackmon, Brian Brinlee, Blackie Carbon, Luigi Castellani, Brandon Chang, Rick Hershey, Mark Hyzer, Jeremy Mohler, Michael Scotta, Dean Spencer, Andy “Atom” Taylor, Carlos Torreblanca, Daniel F. Walthall and Louis “sirlou” Kahn.

Cartographer: Louis “sirlou” Kahn

Editing: Kerri Tarvin

Play tester: Kerri Tarvin and Arrador G.

Thanks: Many thanks to my wife for supporting my “flights of fantasy” and to artist Larry Elmore who fantasy art has inspired me for decades!

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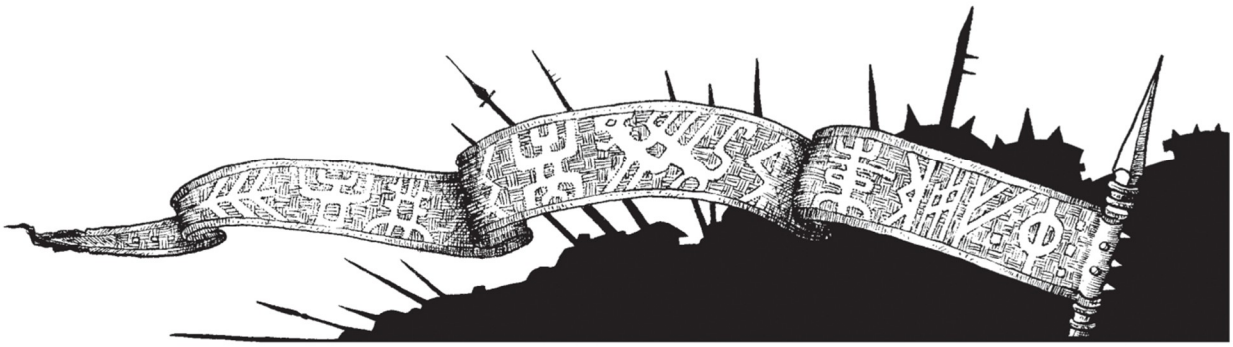

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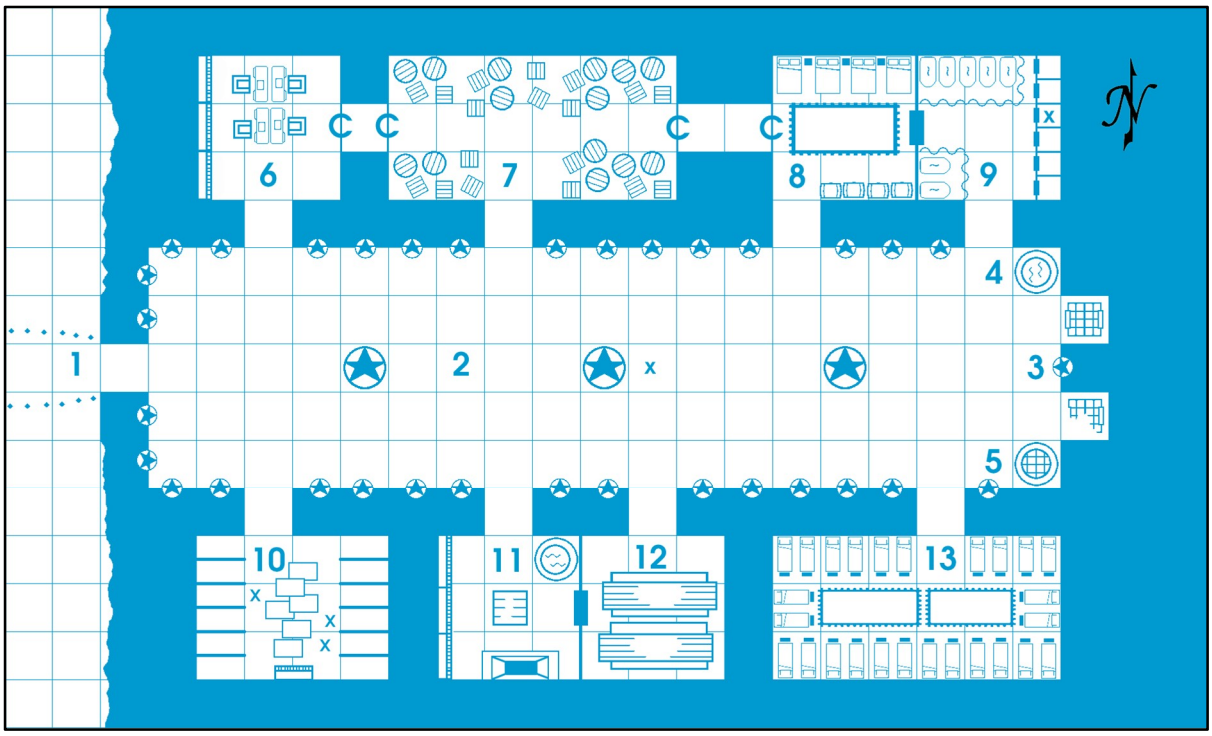
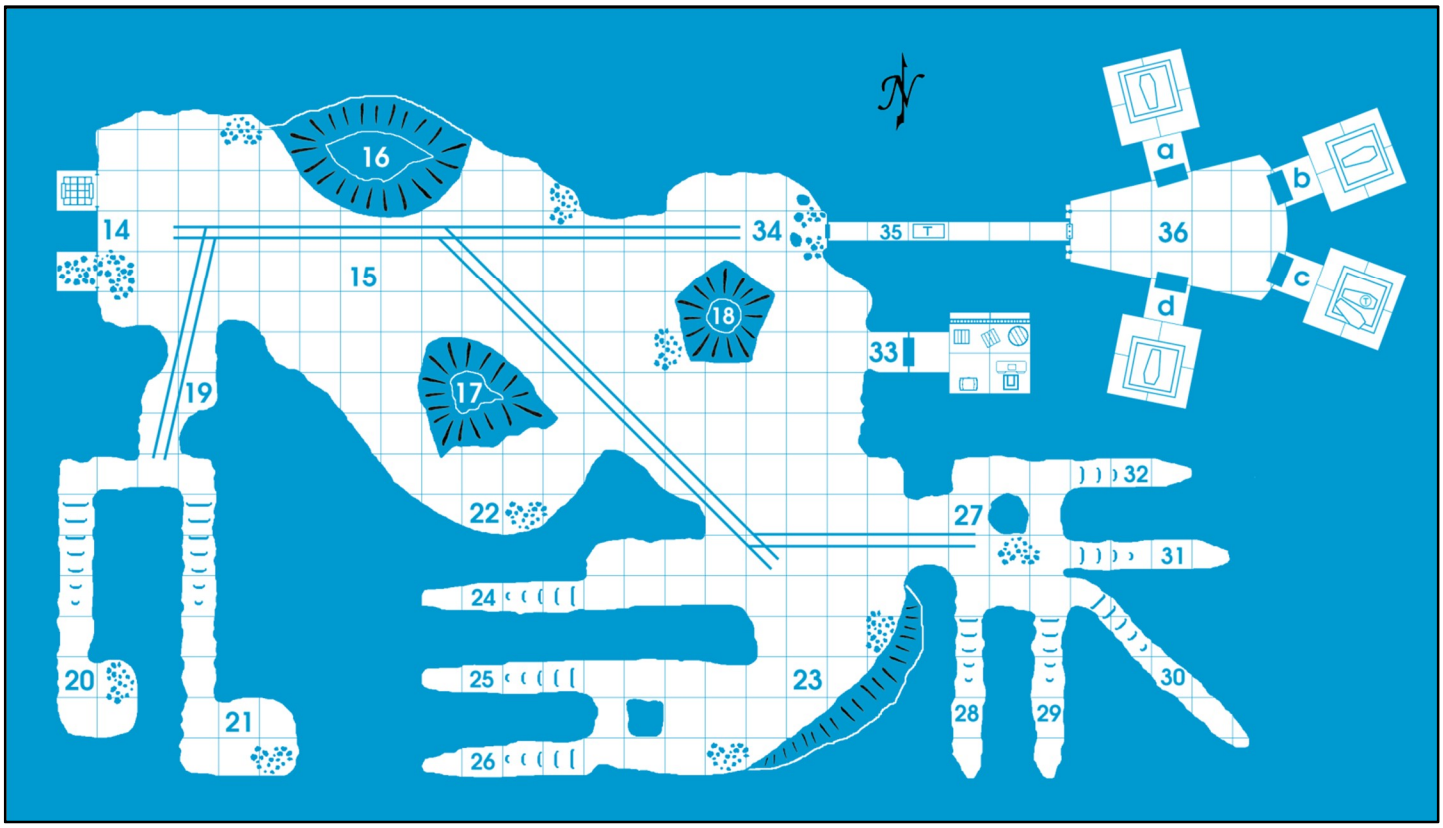
LEVEL 1: THE MINE ENTRANCE

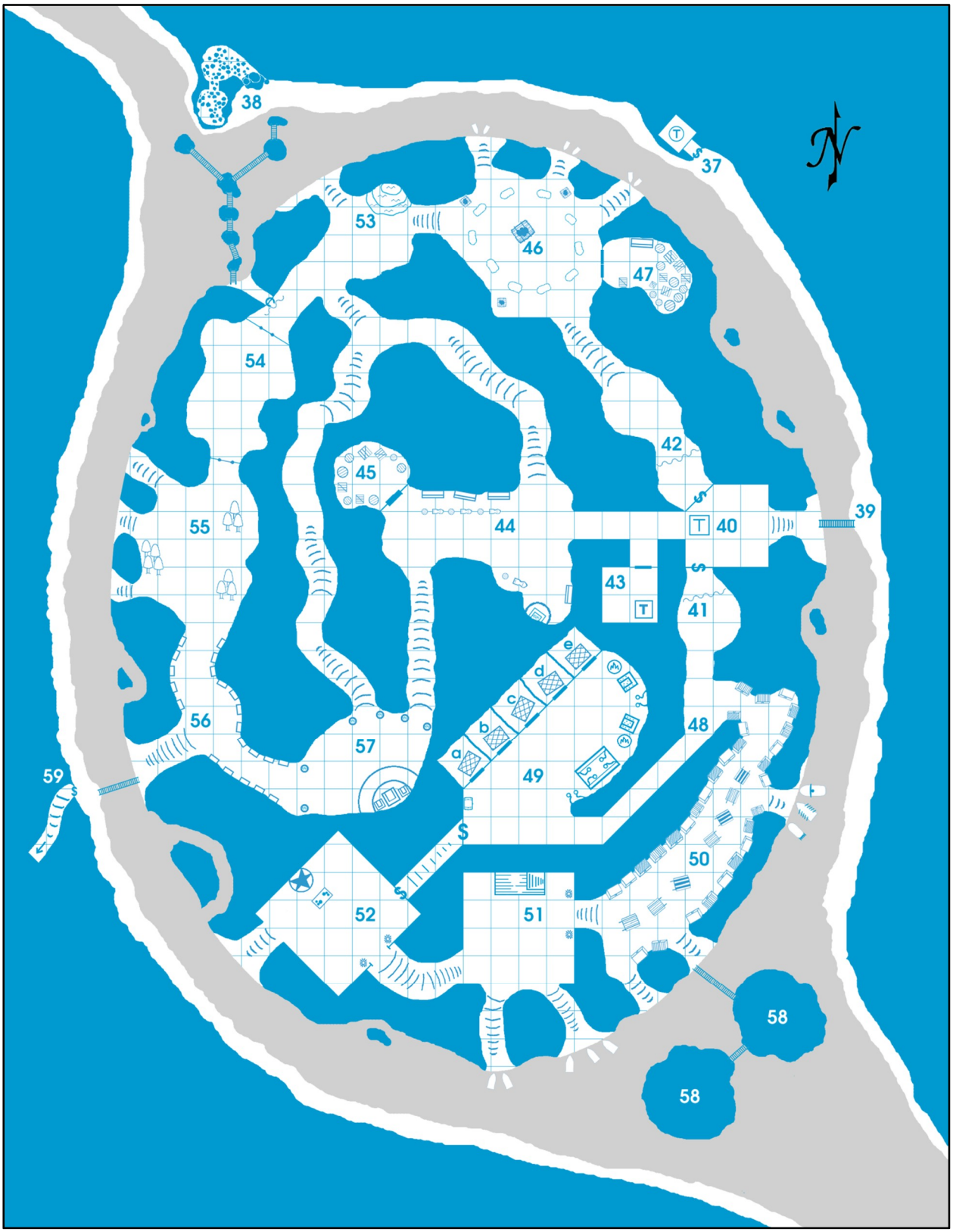


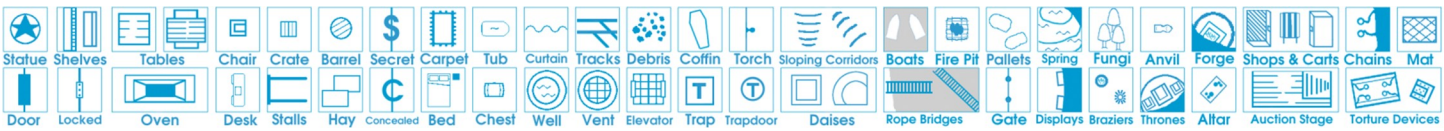
LEVEL 2: THE MINE

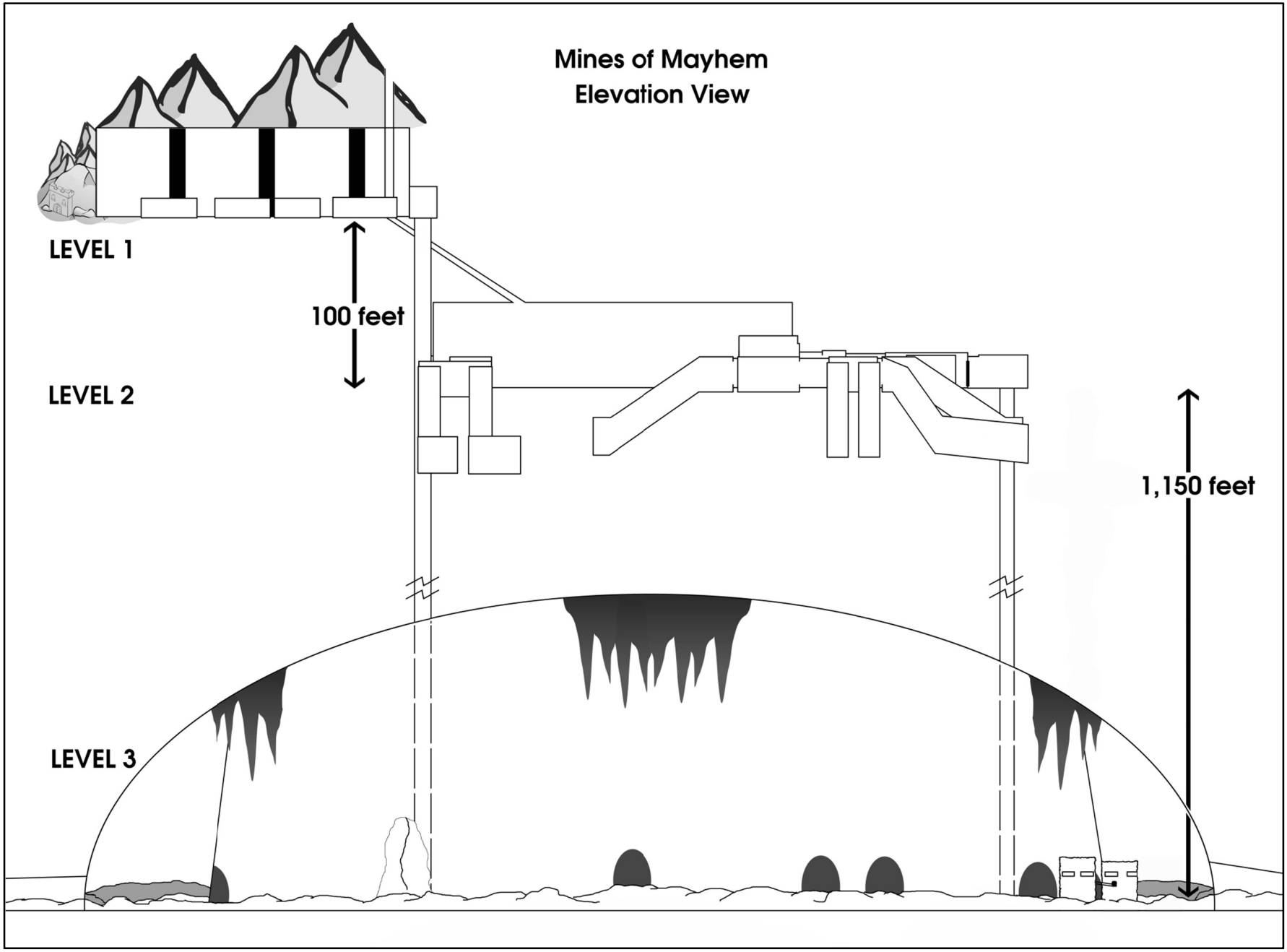


Scale: = 10 feet

LEVEL 3: THE UNDER-REALM






Mines of Mayhem
Elevation View
LEVEL 1
100 feet
LEVEL 2
1,150 feet
LEVEL 3

THE MINES OF MAYHEM

THE SETTING

This module takes place in and under a dwarven mine in the mountains which form the eastern border of the kingdom of **Jarlburgh.** The kingdom lies in a fertile valley, near a forested coastline, on a temperate continent in the author's campaign world. The nation is ruled over by a fair and just noble, **Lord Kanin**, who resides in his keep, nestled above the walled city of **Jarlburgh**. The module may be set in any similar area of the Game Master's ("GM") campaign world, but the adventure must take place near a mountain range, as the mine which is at the center of the action in this module lies in such terrain.

The mine has been in operation for centuries. What the dwarves and the humans of the region did not know is that there is also an **Under-Realm** city deep below the mines, a trading post which is a major player in the economy of the dark civilization that exists below the realms. While neither side was aware of the other, both prospered.

However, the dwarven mines **superintendent** recently ordered new tunnels opened up, and the dwarves dug so deep they intruded into the **Under-Realm** city's outer defenses. A vicious and overly aggressive counter-strike was conducted by the **orc** steward of the **Under-Realm** city, and now the two leaders have inadvertently set in motion a series of momentous events, the consequences of which neither side is prepared for!

BACKGROUND

The dwarves of the mountain and the humans of **Jarlburgh** have a friendly and mutually beneficial relationship. **Lord Kanin** provides the dwarves with assistance when needed, as they provide a valuable service in the form of extracting ore from the mountain, for trade and the production of all sorts of metal-works.

Unfortunately, **Lord Kanin's** oath has been put to the test recently as the dwarven mines have been overrun! A lone dwarven survivor of the attack arrived in **Jarlburgh** early one morning, speaking frantically of an invasion by unknown assailants before being overcome by his injuries and falling silent. **Lord Kanin** sent a small unit of guards to the mines to investigate, and they did not return.

Realizing this threat was beyond the ability of his own forces to handle, **Lord Kanin** decided it was time to employ professionals to resolve this situation and get the mines running again. Thus, a call was put out far and wide summoning adventurers to vanquish whatever evil has befallen the **Dwarfhome mines**.

The history of the **Dwarfhome mines** and its environs is rich and complex. Below I discuss three aspects which are directly relevant to your player's adventures in and under this mountain: the **Dwarfhome mines** themselves, **Rockhome** and the **Under-Realm**, and the **Ancient Crypt.**

THE DWARFHOME MINES: The mines where this adventure takes place have been in service for millennia, specializing in providing ore for trade and for use in the production of arms and armour. Although the mountain lies wholly within the current kingdom of **Jarlburgh**, it is considered sovereign dwarven land and their rights of ownership are respected by the current lord, as was the case with his predecessor, and as has been the norm on down the line for centuries.

The mines are currently worked by dwarves of the **Stonehammer clan.** Other clans have held this commission in the past, and it has been passed down and traded between dwarven clans from time to time. It is a valuable commission, but it requires the dwarves to live among humans and be dependent on the flighty, short-lived race, which some dwarves cannot abide.

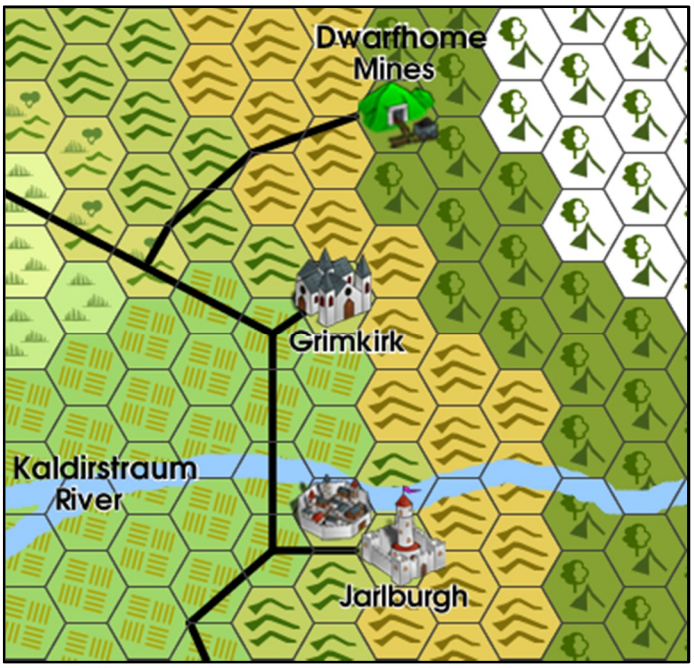


FIGURE 1: JARLBURGH AND ENVIRONS

Pursuant to the agreement between the clan and the rulers of this valley, the dwarves and humans take an equal share of the ore and any profits from the mines.

As hostilities with evil humanoids seemed to be increasing recently, along with reports of the reappearance of **dark elves** (also known as **drow elves** or just **drow**) on the surface, the mines have been working overtime to supply enough raw materials to meet **Jarlburgh's** need for arms and armour, along with those of its good-aligned allies.

This increased demand has led to further and deeper exploration of the mountain. The dwarves have had great success in the past six years as they discovered a massive iron vein. Following that vein led the dwarves further under the mountain than their kin or anyone else had ever been, as far as they were aware.

The mine superintendent **Camus Stonehammer** proudly proclaimed that the new vein and these deep mines would bring a renaissance to the dwarves, ushering in an era of prosperity and growth for not just his own clan, but for as many clans as could fit in the mountain! Sadly he could not have been more wrong and now he and all his kin beneath the mountain are feared dead save for one lone survivor.

ROCKHOME AND THE UNDER-REALM: Perhaps even more devastating than the destruction of this branch of the **Stonehammer clan** was the dwarven miners' actions in inadvertently sparking open hostilities between the forces of the surface world and those of the **Under-Realm**.

In their quest to aid **Jarlburgh** and the forces of good in preparing for increased hostilities from the forces of evil, the dwarves unwittingly dug directly into the heart of darkness itself, the wild and lawless **Under-Realm!** Unbeknownst to the dwarves and the citizens of **Jarlburgh**, there is now, and has been for millennia**,** a thriving city deep beneath the mountain, the city known as **Gon'eska** in the language of the **dark elves**, or **Rockhome** in the Common tongue.

The ancient city of **Rockhome** was carved within a great column at the center of a massive **Under-Realm** cavern; it has been fueling the economy and supporting the expansion of **Under-Realm** civilization since the first **dark elves** walked beneath the surface of the world.

Rockhome has been inhabited by countless humanoids, evil demi-humans and dark hearted Outsider races from the darkest dungeons and realms beyond the stars. It has served, as it does now, as a key trading post in the **Under-Realm** economy, where sentient creatures of the various **Under-Realm** races can meet under a banner of truce to trade and barter for goods and services. This commerce includes anything and everything imaginable, from common goods and services to entertainment and pleasure houses to darker fare, such as thievery, assassinations, and the slave trade.

It's location close to the sea (which is the terminus of the river surrounding it, which is known as the **Tumba Lumbo** in **dark elf**, or the **Deep Dark** in Common), which provides an unseen passage to the surface world, has also made it an attractive settlement throughout the ages.

The current inhabitants of **Rockhome** are a band of **orcs** known as the **Broken Tusk clan**. They are allowed to live here and control the city not because they are the strongest or most powerful, but in fact the very opposite: because they are sufficiently weak that their stewardship does not pose a threat to the critical role **Rockhome** plays in the **Under-Realm** economy. Thus, the **Broken Tusk clan** has grown fat and lazy over the years, thanks to their envious position as stewards of this vibrant **Under-Realm** port town for several generations.

However, the **Broken Tusk clan's** complacency was recently dramatically shattered when their realm was inadvertently discovered by the dwarves of the **Dwarfhome mines** of **Jarlburgh**.

When reports came in to **King Grumsh**, clan leader of the **Broken Tusk orcs,** that dwarves were discovered digging in his very own cavern, he personally lead the assault that captured two of the foul dwarves, at the site they broke through the **great cavern's** walls (Area 38).

While his minions examined the tunnels the dwarves had dug and the two shafts back to the surface, **Grumsh** took the captives back to **Rockhome's gaol** (Area 50) to interrogate them. The dwarves stubbornly refused to reveal anything, and losing his temper, **Grumsh** beat them so savagely during his interrogation that they died of their injuries. He callously flung their bodies into a nearby cell and headed back to his troops.

He was very displeased to learn, upon his return, that *two more dwarves had appeared!* By this time **Grumsh** was in a state of near panic and after throttling one dwarf to within an inch of his life, the other dwarf finally revealed some useful information, albeit in a round-about way. The dwarf had screamed in **orcish**, "The **Stonehammer clan** will come down this elevator with great wrath and bury you, you filthy mud dwelling son of a **goblin**!" The dwarf knew this to be a grave insult. The slur on his parentage aside, **Grumsh** learned there was a *clan* of dwarves above, and this *"elly-vay-tor"* could bring them all down into his realm; and likely nasty elves, humans and other surface dwellers as well! As the dwarf had said, an invasion force could be brought into the **Under-Realm**!

Grumsh ordered these two dwarves sent to the **gaol** and placed in a cell with their dead comrades until they were sold as slaves in the **auction square**. He left several guards at the site of the dwarven incursion, and retired to his throne room to think. He fancied himself a shrewd thinker, and he quickly surmised that if word got out that his clan, and more importantly he personally, had allowed a dwarven invasion to occur right under their noses it would be very bad. He and his clan would likely be removed from power in **Rockhome.**

Grumsh knew more powerful factions were always waiting in the wings to wrest control of the city from him: like the accursed **dark elves, shadow gnomes**, **deep dwarves** or even worse, the inscrutable **Garlië**. ("Oh how I hate those stupid fish people!" **Grumsh** often said.)

Not liking his chances if he and his tribe were thrown back into the "melee" that is survival in the **Under-Realm**, **Grumsh** thought quickly and realized the only thing to do was to kill all the dwarves, let some dangerous creatures loose above to hide his tracks and discourage others from coming down here, and then cover-up the entire incident as if it never happened.

Within hours he gathered a strike force and led them into the mines above, via the "elevator" shafts the dwarves had dug. Unfortunately for the dwarven miners, the **orcs** arrived during the middle of the night and the few guards in the upper mines (Level 2) were quickly overrun, allowing the **orcs** to sneak into the **main hall** on the first level and surprise the rest of the dwarves in their sleep.

Even though the dwarven miners were startled awake, they fought valiantly and killed several orcs for each dwarf that was killed; but in the end the **orc's** element of surprise and superior numbers carried the day.

The **orcs** took their dead and dying with them. **Grumsh** ordered, under penalty of swift death, that nothing was to be scavenged, plundered or stolen from the surface. However, **Grumsh** became fascinated with the dwarves' curly haired ponies and ordered all of them which hadn't been slain or escaped to be brought along with them. Given his order not allowing his troops to loot, this caused great resentment in the **orcish** ranks.

Grumsh had his warriors remove any evidence of their presence in the mines, so the surface folk would have no idea where the attack came from and, more importantly, no reason to think it had originated from the **Under-Realm.**

The **orcs** destroyed one of the elevator shafts, and then rode the other down to the upper mine (Level 2) and let loose various dangerous creatures into the mines, all of which had been on sale in **Rockhome's marketplace** (Area 51)**.** The **orcs** then retreated back down to the **Under-Realm,** destroying both the mine shafts behind them. They then caused a massive rock slide in the great cavern which covered the site of the dwarven incursion under several tonnes of rock.

Grumsh ordered the raiding party to spend the night at the incursion site, ostensibly to make sure the deed was truly done and no more dwarves came through. However, the real reason was because he intended on covering his tracks. That night he and his two most trusted bodyguards passed out **orcish ale** laced with poison. He and his bodyguards then went through the camp ensuring the entire raiding party was dead in their sleep; slitting their throats for good measure. **Grumsh** then personally slew his bodyguards as well, so only he would know the secret of the dwarven incursion. All of the bodies were dumped into the fast moving river, where they were quickly washed out of the cavern.

Satisfied with his swift action, and believing he had blocked all access to his realm by surface dwellers, **Grumsh** went back to ruling over his prosperous town and tried not to give the incident another thought. As with the mine **superintendent's** hubris**, Grumsh's** shortsightedness will be his downfall. When he is confronted by the players, several weeks after the incident, it will be a swift and rude awakening for the foolish **orc**!

THE ANCIENT CRYPT: Unfortunately for the **orcs** and fortunately for the dwarves and their allies, both the **orcs** and dwarves were dreadfully wrong about the prior use and accessibility of the lower reaches of "their" mountain**.** There have been many folk who have managed to reach the **Under-Realm** depths in this region; it is just that their feats were never recorded in the annals of history. Others had been as far beneath the mountain as the dwarves and further, and luckily for the players at least one of those paths still exists!

One such ancient explorer to reach the **Under-Realm** was an **anti-paladin** who made the valley his home long ago. His was one of several ancient civilizations which resided in this area and for whom the mountain was a sacred place. They and their ancestors had been using the mountain as a place of worship and a crypt for generations, stretching back for millennia.

While visiting the ancient crypt the **anti-paladin** decided to create an escape route for himself in this place, which is in keeping with **anti-paladins'** well documented and widely lampooned cowardice. Thus, this **dark knight** claimed a burial room within the **ancient crypt** (Area 36) as his own**,** and through means both mundane and magical he created a hidden passage with a ladder connecting the crypt to a deep subterranean cavern. There he discovered a wondrous underground city: a place where evil held sway. The **anti-paladin** decided to stay and make the **Under-Realm** his home. He blocked the entrance to the ancient crypt and hid the **Under-Realm** entrance to the passageway. He never shared his secret with anyone and never returned to the surface.

This ladder passageway is one of a very few means by which surface dwellers may reach the **Under-Realm** in this valley, and it will be the most accessible to the players. There is an as yet undiscovered (by the players) secret passageway at Area 59 which accesses **Rockhome**, and an as yet unexplored underwater pathway connecting the surface sea to the **Under-Realm** waterways.

PREPARING FOR ADVENTURE

Before you start this adventure, read through the module fully, so you have a good understanding of the situation in the mines, the **Rockhome** environment, and the motivations of its key inhabitants. Make sure to familiarize yourself with the party's foes, including the new monsters (Appendix G), so you may take full advantage of their abilities and skills in interacting with the party.

This module is intended for use with *harquebusier* player characters from the *Starry Knight Press* supplement *S1 The Harquebusier*, and it is meant to be run as a sequel to the adventure "Trials of the Shootist". So if the GM and players have not played through that introductory adventure it may be helpful to do so first. These adventures are part of the *Starry Knight Press* **"S-series"** of modules, which form a campaign that will take the players to the highest levels of adventuring; all the way to the heavens and beyond!

If, however, the module is not used as part of the *harquebusier* campaign (without the firearms, grenades and *harquebusier* player characters from that supplement), it is still easily adaptable to the GM's own campaign. To do so the GM may replace handgonnes with light crossbows, arquebuses with heavy crossbows, and grenades with flaming oil throughout the adventure.

Likewise, if the pre-generated player characters are not used (including the *harquebusiers*), this adventure may still be run with any party of sufficient level. The adventure is perfectly suited to a party of 4 to 6 player characters of levels 2 to 4. If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

Another way to assist a weaker party is to employ hirelings. If the party consists of only four adventurers, it is suggested the GM have **Lord Kanin** send two mercenaries to help the party complete the quest. These NPCs may be chosen from among the list of pre-generated characters in Appendix A. Additionally, there are several opportunities for the players to meet and befriend NPCs who may aid them in their cause during the adventure, although these folks are mostly met in the deepest levels of the dungeon, where the dangers are greatest and the players may need the help.

GM note: The NPC mercenaries are sentient beings and not mere "cannon fodder". They demand, and should be given, a half share each of any experience and treasure. Should the players abuse their trust, they will demand to be treated fairly or they will leave the party. With respect to the freed prisoners, while they will be grateful for their rescue and provide as much assistance as they can, they will not undertake suicide missions or follow foolish orders.

Adventure Hooks

There are several reasons for the players to get involved in this adventure, and below are but a few means by which the GM might draw the party into the quest:

• **Bounty Hunters:** The default hook involves **Lord Kanin** offering a bounty of 1,000gp for proof the party has found and eliminated the threat posed by the mine's invaders.

• **Battling Evil:** This is a classic tale of good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest.

• **Revenge:** A dwarven player's relative or friend has been killed or potentially kidnapped in the attack on the mountain and they are seeking revenge. Even if the dwarven player has no friends or relation with the **Stonehammer clan**, they might be motivated to seek revenge out of the bonds of kinship among all dwarves.

Whether you choose to use one of the above adventure hooks, or one of your own, you should briefly describe the situation in the mines to the players (e.g. "The **Dwarfhome mines** in **Jarlburgh** have been overrun! The noble **Lord Kanin** is seeking a worthy band of adventurers to discover what transpired there and eliminate the threat."), and show them a copy of **Lord Kanin's** warrant, Appendix B. Once the players choose to answer the call for heroes the adventure begins.

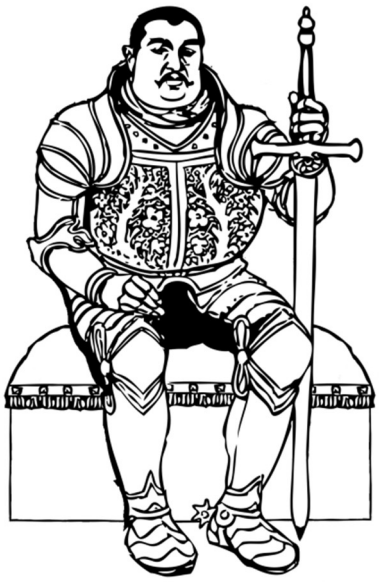
Meeting Lord Kanin

If the players seek further information about the call for heroes, they should be directed, as the flyer states, to speak to a local guard in the city of **Jarlburgh**. Once a guard has been located, either in one of the outlying villages or patrolling in the wild, they will direct the players to seek an audience with **Lord Kanin** at **Jarlburgh Keep**, which sits high atop a hill behind the city of the same name. You may role-play these encounters if you wish, or simply inform the players of this direction.

Once the party arrives in **Jarlburgh** and sets about making their way to the keep, read the following to them:

> You arrive at **Jarlburgh** and the village before you is busy and bustling, with many people going about their business. However, you notice a nervous energy in the few people you speak with that puts your hackles up. The people are moving swiftly down the village streets and when the villagers meet your glances they nod curtly or smile but briefly. You see eyes filled with concern and you sense a great deal of tension. You've seen this look before in besieged cities. The folk appear to be expecting an attack to come at any moment, from where they do not know.
>
> As you enter the market square, a group of guards approach you with their weapons drawn. They block your passage and, eyeing your weapons and armour, ask you to halt and state your business in their village.

As the players are riding through a city on high alert in their armour with weapons visible, the party should deescalate the situation by giving their names and stating their intentions. If they role-play this encounter well, grant the party 250xp. Once they respond to the guards, read the following:



LORD KANIN

Once the guards learn you are answering the call for heroes, they visibly relax. Their leader, **Captain Rangur**, apologizes for the gruff reception. He explains that recent troubles in the valley have everyone on edge. He offers to escort your party to meet with **Lord Kanin**.

With the guard patrol as an escort, the party is taken swiftly through **Jarlburgh** and on toward the imposing keep on the hill. The keep is an impressive structure, with 20' high crenellated curtain walls stretching between 30' high towers at the corners. Arrow slits pierce the walls here and there, and atop the battlements guards can be seen standing sentry. With **Captain Rangur** as their escort, the party is waved through the gates; they pass swiftly thorough the inner courtyard and are led directly to the 40' round tower at its center. After describing their travel to the keep, read the following to the players:

Your party is ushered into a large semi-circular chamber in the tower. Before you, a middle-aged human male sits on a throne, in intense conversation with a younger man in plate mail. A dozen other people are gathered here chatting in low, hushed tones. **Captain Rangur** steps up to the two men at the throne, salutes by placing his clenched right fist over his heart, and stands at attention waiting for leave to speak. The man in plate indicates **Rangur** should approach, and they converse softly for a moment, gesturing at your party as they speak. The men eye you appraisingly, and then the man on the throne waves **Rangur** aside, and addresses you.

"Gentle folk," he begins, "I am told you have come in answer to my call for heroes. I thank you for doing so. I am **Lord Kanin**, master of these lands. As time is short, I will be brief: your professional help is sorely needed as the **Dwarfhome mine**, which lies in this valley, has come under attack and been overrun by we know not who or what. We need heroes and you just may be our only hope."

He pauses to consider his words before continuing. "I hesitate to tell you this, as I do not want to frighten you away, but honesty dictates you know what you are facing: you are not the first group I'm sending to the mines. You see, several weeks ago a lone dwarf appeared in our city, near to death, and babbling about an invasion. The poor soul fell into a fugue state and my healers could not revive him. I sent a small unit of my guards to investigate," here he pauses and sighs before continuing, "and they did not return."

"Thus, over the advice of my military commander, **General Syndur**," he gestures to the armoured man beside him, "I decided to call in adventurers as the mines are critical to our economy and our defense."

"So," he continues, "getting directly to the matter at hand, the quest is as follows: I need you to discover what in the blazes has transpired at the mines, defeat any foes present, rescue any dwarves or **Jarlburgh** guards you may discover and secure those mines. I will pay you a reward of 1,000gp for completing these objectives."

Lord Kanin looks at each of you in turn as he says, "My people need you, the dwarves need you; will you accept this quest?"

GM's note: You may role play this further if you wish, allowing the party members to ask any questions they have, and you may provide as much background detail as you see fit. Note that no matter what the players say **Lord Kanin** will not pay more than 1,000gp as a reward.

Once the party agrees to take up the quest, loud cheers ring out from those assembled in the hall, and the players receive hearty slaps on the back. They are taken aside by **General Syndur** to discuss the particulars of the quest. Read the following to your players:

The general leads you to a quiet corner and stares at you a moment before stating, bluntly, in a gruff voice, "I am deeply saddened to have lost guards up in those mines and I believe this is a military matter not one for…dilettantes." He then pauses, masters his emotions, and pulls himself up to stand taller and states, "My apologies, I meant no disrespect and I respect my lord's commands."

> The **General** then slumps a bit and continues in a softer voice, "You see I trained those missing guards and one of them is my sister's son..." He pauses before stating, "So please, find out what happened to them. These guards all have families who need to know what happened up there."

Having gotten this off his chest, the **General** appears calmer. He proceeds to answer any questions the players have to the best of his ability, although his knowledge about the attack and the mines themselves is fairly limited. The GM should paraphrase the details for the players, but provide only vague clues ("All we know is there was an attack by some unknown force in the middle of the night.") and mix in some incorrect information ("I believe the mines are five levels deep" or "a shepherd swore he saw a giant in the vicinity.").

Eventually the **General** tells the players there is someone they should meet and he signals to a young woman across the room. Read the following to the players:

> A human female approaches you, assisting a middle-aged dwarf whose head, one arm and one leg are bandaged. He looks pale, as if he is experiencing constant pain and discomfort. He winces as she helps settle him into a chair near the party. The **General** says, "Thank you **Kaya**, I can take it from here." The woman bows her head and takes a few steps back, but does not leave.
>
> Gesturing to the dwarf, the **General** says, "May I introduce to you the **third assistant** to the **superintendent** of the **Dwarfhome mines**, **Luthe Stonehammer**." The dwarf waves off the **General's** flowery introduction saying, "I'm just a miner, but thank you **General**."
>
> **Luthe** turns to look at the party and says, "I want to thank you folks in advance for going into our mine to try to help." Tears form in his eyes as he says, "Let me tell you what I know."
>
> **Luthe** recounts what little he remembers: he awoke from a deep sleep in the middle of the night to find the **superintendent** dragging him from his bed, as projectiles cracked off the floors and walls around them. They made their way from their bed chamber to the office via a concealed door in the wall, and the **superintendent** stood in the doorway preparing to meet their attackers head-on. He instructed **Luthe** to sprint across the **grand hall** to the **stables**, grab a pony and get word to **Jarlburgh** that they needed help.
>
> Here he pauses, controlling his emotions before he continues. "I ran as fast as I could, I kept to the shadows, but those were the longest fifty feet of my life. I saw all manner of chaos as I ran across the **great hall**, I'll tell you. I saw my kin being dragged away screaming while others lay dead on the floor: their heads broken, limbs missing, guts spilling out…" he trails off.
>
> He sighs deeply and continues. "I didn't get a good look at our attackers, because they also stuck to the shadows. I heard them, but they spoke a language I'm not familiar with. All I can say is they were roughly man-sized and appeared mundane and not magical."
>
> "As I said, I didn't notice much as I was focused on getting to the stables, and I almost made it there," he continues, "when I heard a commotion from inside and a pony suddenly burst out and ran right into me! The poor thing was terrified and nearly trampled me to death," he pauses, indicating his injuries. "The beastie bowled me over and I went flying into a wall, which must have knocked me out cold."
>
> He pauses and adjusts his position, wincing a bit in pain. "I remember very little after that. When I woke I was lying in a dark corner of the great hall, covered in blood and I was all alone. I smelt death all around me. I was hurt and I was delirious. The young gal there," he gestures at **Kaya**, "says I suffered some sort of trauma from the head wound."
>
> "I remember crawling from the mines, trying to hide, and collapsing outside. I have no idea how long I laid there, but that same pony what had tried to murder me came back and saved my life! It nuzzled me and poked me until I woke up."

He tears up here and is silent for a moment. He continues, "I got onto that pony somehow and it took me down the mountain, following the road to **Jarlburgh**. They found me babbling at the gates, I don't remember it at all. Anyway," he concludes, "that's my tales. What questions have ye for me?"

If the party questions **Luthe** they should learn two key facts: (1) the mines are currently ten stories deep and reach about 1,000 feet down, and (2) there is a mine "elevator" system which will take them down into the mine. Once the players learn these facts, tell them **Luthe** starts looking tired and **Kaya** steps in and suggests the old dwarf is overtaxed and in need of his rest. However as she tries to help him up he stops her with an upheld hand.

The GM should read the following to the players while handing them the **Dwarfhome Mines Roster** (Appendix D):

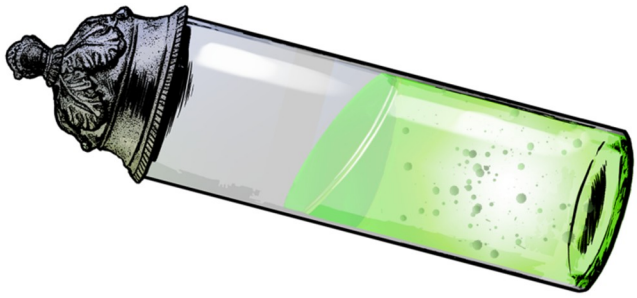
Luthe looks at you and gets very serious. He pulls a piece of parchment from within his robes, handing it to you with shaking hands. "This is a blank **roster** of the mine's compliment of dwarves," he says. "It may help you identify any…bodies. I'm begging you; please find my kin so the clan can give them proper burial rites."

Luthe keep insisting until the party agrees to his request. **Luthe** then smiles at them and his face softens. He suddenly seems very tired and a bit confused. **Kaya** steps in to comfort him. Read the following to the players:

Luthe stares off distractedly into space and speaks quietly to himself. "That pony, **Bill**, he's the real hero! That's for sure..."

Kaya pats **Luthe's** shoulder, soothing him. She turns to address the party, "Adventurers, I would like to speak to you. I am the **Princess Kaya**, daughter and heir to **Lord Kanin**. I am also a healer and I have been working on something I think might be of use to you in the mines: I call it *anti-toxin*."

Kaya pulls out a glass vial with a pale green coloured liquid in it, and continues.



"I just finished this batch of my elixir and now it needs to be field tested…and I was hoping you could help me. If you are poisoned," she continues, "please swallow the contents of these vials." She passes several to the party.

"It should reset your system and allow you to attempt to resist the toxin again. Once you return I would love to get a report from you on the effects and effectiveness of my *anti-toxin*. Will you do this for me?"

Kaya waits patiently for a reply. If the party agrees to help, she continues:

"Excellent! Thank you very much! I wish you good fortune and I look forward to your triumphant return from the mines very soon."

GM's note: The quests that **General Syndur** and **Luthe** offer, to identify the dwarven and human dead, are ones good aligned players should be interested in completing. In addition to the 32 dwarves listed on the **roster** (excluding **Luthe**), the party is told there are four guards missing, and they should be on the lookout for all of them. If the party fulfills this quest and identifies all the missing persons, the GM should award them 1,000xp.

Kaya will give each party member one vial of *anti-toxin*. If they complete her quest and test her anti-toxin, and then report to her on its effects, the GM should award the party 500xp.

Once **Luthe** has left, the **General** steps forward and gets back to business. He informs the party he will outfit them with riding horses, if they do not have their own mounts, and any standard provisions they need for the journey. He also provides the party with a map of the local area (Appendix C), which shows the locations of the mines and the roads to get there.

General Syndur advises the party **Captain Rangur** will handle their provisioning and will escort them back to the village inn, where they will be put up for the night. He requests the party set out in the morning and then bids them farewell, motioning to **Captain Rangur**, who steps forth and leads the party away.

That night the party may rest or do as they wish at the tavern. The folk of **Jarlburgh** will be kind and treat the party as honoured guests. The following morning, **Captain Rangur** meets the party to provide an honour guard escort to the city's gates. Once they arrive at the gates, the guards salute the party, wish them well, and close the gates behind them. The adventure has begun!

Travel To The Mines

After your players have met with **Lord Kanin, General Syndur, Kaya** and **Luthe**, and accepted their quests, they should have some idea of where they are headed, what they are meant to do and they should have a good reason to secure the mines and bring the invaders to justice.

Once the party sets out from **Jarlburgh**, they will need to travel overland to reach their goal. As shown in the map (Appendix C), the mines lie in the forested mountains roughly 10 leagues (30 miles) from **Lord Kanin's** keep at **Jarlburgh**, if the party travels via the roads linking the valley's settlements. If the party strikes out off-road through the grasslands and foothills they will only have to travel 6 leagues (18 miles), but the going will be rougher and more dangerous.

The average riding horse travels approximately 10 leagues (30 miles) in a full day of riding off-road, before needing rest. That number increases to 13.3 leagues (40 miles) if the party travels along a road. Taking either route, the party will arrive at the mines within a single day's travel.

If the party is traveling off-road, the GM should make 2 random encounter checks during each day's travel (1 in 6 chance for an encounter), and 2 checks during the night, if they camp overnight. If an encounter is indicated, refer to the chart in Appendix F (Random Monster Encounter Table: The Wilderness).

If the party chooses to follow the valley's roads, the GM should only make 1 random encounter check during each day's travel. If an encounter is indicated, refer to the chart in Appendix F. Generally, if they are following the roads, most parties will be able to reach a village, tower or guardhouse by the end of each day's travel, and may rest safely there, and thus no random encounter check is performed. If a party traveling on the roads foregoes civilization and camps out, a single night time check should be made. It should be noted that while the party is acting on **Lord Kanin's** orders, all room and board will be free.

Eventually, the party will reach the trail that leads eastward, up into the mountains, directly to the **Dwarfhome mine's** entrance. The path is smooth as it is well maintained and used regularly. Once the party reaches the mine their adventure begins in earnest!

The Mines of Mayhem

LEVEL 1, THE MINE ENTRANCE:

1. MINE ENTRANCE: As the party climbs up into the mountains, they notice the air gets cooler and the foliage begins to thin. The party can see the mountains looming before them above the tops of the trees.

When the party is within a quarter of a mile of the **mine entrance** the woods along the trail thin out even further. The party will notice the trail is well traveled and there is evidence of consistent use by pack animals: hard packed earth and signs of hooves. However, if the party looks carefully (the GM should roll a WIS ability check for each player; e.g. the roll must match their WIS score *or less* on a d20), they may notice that the trail has not been used for some time, several weeks if not longer. It has in fact been about 6 weeks since the attack on the mine.

When the party is within 100 yards of the mine entrance, the foliage thins to scrub grass with an occasional lone tree. Read the following to the party:

> As the trail you have been following slowly crests a rise you are greeted with an inspiring sight, the monolithic gates of the **Dwarfhome mines**. The trail leads right up to the mine entrance, with the verge on either side decorated in white-washed stones with the mine's seal carved into them.
>
> The gates are a beautiful example of dwarven engineering and craftsmanship in stonework. The main entrance extends 10' from the face of the mountain, and is compose of three parts. The first is a 40' high rock-cut structure featuring a 10' wide by 20' high arched entryway, flanked by two columns carved in high-relief on either side of the opening, which rise up to meet in an arched architrave above. The topmost portions of the two columns continuing upward and spread, like the limbs of a tree, to support a flat stone roof.
>
> On either side of the main gate structure are two flanking rock-cut wall surfaces, lying almost flush against the mountainside. They are 10' wide and 40' high, with their vertical surfaces cut into two separate tiers. The first is a 10' high, masterfully worked stone block wall, interspersed with square columns. The second tier is a 30' high section of wall with a 5' high band of diamond shaped designs cut into its surface. The two flanking walls also support a section of flat roof that joins that of the central section.
>
> The scale of the structure is impressive and awe inspiring. You can feel the breadth and scope of the mine's history as you stare at these ancient gates, which have stood here for millennia. It would be a great shame and a loss to the realms to let these mines fall and go silent!

While passing through this beautiful and majestic gate makes entering the mine easy (and perhaps even enjoyable), getting to the lower levels is going to be a lot harder! Since the **orc** invaders sealed up the only known means to reach their **Under-Realm** demesne (the mine **elevators**), the party is going to need to find another way down. Furthermore, the mine entry level and the upper mine level are both swarming with vermin, pests and creatures most foul, some of them let loose by the **orcs** to spread havoc and cover their tracks, and others which have found their way into the mines organically while they have been left unguarded.

Thus, in addition to the encounters described herein, the party must also face encounters with wandering creatures. The GM should roll 1d6 once every 6 turns (one hour) to check for random encounters (a roll of 1 indicates an encounter). If an encounter is called for, refer to the Appendix F, Random Monster Encounter Table: The Mines.

2. GRAND HALL: When the party enters the gates at Area 1, they find themselves in this cavernous hall. The room measures 190' x 50', and the vaulted ceiling rises far above the party. At a height of 100', the ceiling lies somewhere out of sight in the darkness above. The hall has niches carved into the walls every ten feet, into which the dwarves have placed elaborately carved statues of past mine **superintendents**.

There are also three massive columns, spaced evenly apart, running along the east to west axis of the hall. Each column is 10' wide at its base, expands outward as it soars upward, reaching from floor to ceiling. The columns are beautifully carved with scenes of dwarven life. Moving from west to east, the first depicts dwarves at work engaged in mining, smithing, jewel crafting and other endeavors; the second shows dwarves at play fishing, singing, drinking, dancing and enjoying other pastimes; and the last shows dwarves at war against humanoids, giants, dragons and other foes.

The stonework of all the structures and features which the party can see is expertly done, and any dwarf in the party will recognize it as the work of master dwarven stonemasons. Others may determine this via a successful INT check. There are four 10′ wide openings on both the north and south walls, each leading to a 10′ hallway to a stone chamber beyond.

At the point marked "x" on the map, behind the central column, are 2 **large scorpions** (AC 5; MV 9"; HD 2+2, 11hp each; #AT 3; D 1d8/1d8/1d3; SA poison; SZ M), feasting on the remains of a dwarf. These vicious, fearless predators attack with two claws and a tail stinger; they may attack up to three targets independently. Victims struck by the stinger must *save vs. poison* or die. They have no treasure, but the corpse has 18sp, 13gp and a copper bracelet (10gp) with the name **"Geffen"** on it. The players should check the mine **roster** to see if this corpse can be identified as one of the missing miners.

3. ELEVATORS: At the far eastern end of the **grand hall** are two **elevator shafts**. The shaft on the north side appears to still be operational, with an **elevator cage** hanging inside. The south shaft has been destroyed: players can see a broken hoist mechanism, snapped cables hanging down and the **elevator cage** is nowhere to be seen. The northern **elevator** will function to take the party down, but only to the second level of the mines, where the **orcs** blocked both shafts with a cave which they staged to block any further attempts to access their **Under-Realm** home.

When the mine is in operation, the **elevators** operate via a wind powered hoist which is connected to a windmill out on the mountainside. While that mechanism has been severed by the **orcs**, the party may use the "back-up system": a hand cranked winch located in the center of the **elevator cage**. It requires a STR of 25 to operate, but two characters may work together to do so.

While the party is examining this area, 2 **huge spiders** (AC 6; MV 18"; HD 2+2, 14hp each; #AT 1; D 1d6; SA poison, leap; SZ M) crawl down from within the southern shaft to attack. These human-sized spiders resemble hunting tarantulas and may leap up to 30′ directly at their prey. Players bitten must *save vs. poison* (saves are made at +3, as their toxin is weak) or die.

Once the spiders are defeated, the party will notice three medium-sized cocoons lying in the rubble of the southern shaft. If the party examines the cocoons, they find the web-wrapped corpses of two dwarves and a human guard; they have been dead for weeks and they are fully desiccated, as if they were sucked dry of all of their fluids.

If the party unwraps the corpses, they will discover one dwarf wears a ring (50gp) engraved with the name **"Hugh"**; and the other dwarf has a pouch with 29sp, 15gp and a letter from an uncle addressed to **"Clemens"**. These two names appear on the **roster** and may be checked off as identified. The female human guard clutches a *longbow +1* and wore a cloak pin of a jay bird (50gp) with the name **"Jenyfer"** inscribed on it, which may allow someone in **Jarlburgh** to identify her.

4. WELL: A **well** is located in the northern corner of the **great hall**. The well is very deep, running to an aquifer far below, but the bucket is missing and the hauling cable has been slashed. If players look inside the well, they see a dwarven corpse. The body is slashed, battered, and it hangs from the severed cable wrapped around it. The **orcs** destroyed the **well** and left the desecrated corpse here to discourage the surface dwellers from trying to retake the mines.

If the party cuts down the dwarf's corpse and honours him (e.g. by saying a prayer or kind words of respect) award them 500xp. If they examine the corpse they will see, stitched into its doublet, the name **"Fergus"**. The party has discovered another dwarf on the **roster**.

5. MINE AIR SHAFT: Also located on the far eastern wall, in the southern corner, is the mine **air shaft**. If players examine it they can feel a breeze steadily flowing up from below. The **air shaft** is very deep and goes all the way down through the mines various levels, allowing air to vent and pass through the mines. This shaft functions to avoid a build-up of dangerous or explosive gases. It is covered by a lattice of steel bars, to ensure no one falls in. Dwarven characters will know about the function of this **air shaft**, while others may surmise its purpose if they make a successful INT check.

The players will also find, stuck between the air shaft and the southern wall, a severed left arm with its rigored hand clutching a sack with 60gp, 350ep, and a gold trophy with a plaque stating "Class A, Rank 1 Pugilist" (150gp). The hand wears a *ring of charisma*. If the party examines the bicep of the arm closely they see a tattoo of a pugnacious dwarf, with the words "*Pretty Boy Franz*" written beneath it. If the players search the **roster** they find a miner named **"Franz"**.

GM's note: if they survive and return to **Jarlburgh** to speak with **Luthe**, the party will learn that **"Franz"** was a former dwarven pugilist of some renown who brought great honour to the clan.

A group of 4 **stirges** (AC 8; MV 3"/ Fly 18'; HD 1+1, hp 5, 2, 6, 4; #AT 1; D 1-3; SA: see below; SZ S) are nesting on the eastern wall above the airshaft. They attack the party when it enters the **air shaft** area. A stirge swooping down to attack strikes as a 4 HD monster. Once it has successfully hit, it latches onto its victim and drains 1d3 hp of blood per round thereafter, with no further "to hit" roll needed. After draining 10-13hp of blood (9+1d4), it will detach and attempt to fly away. Only death will prevent them from feeding once they latch on.

The **stirges'** lair is on a small outcropping 10' up the wall, and a thief can climb up there or someone could stand on another's shoulders to reach it. In the lair are 3x 50gp, 1x 500gem, a *dark blue rhomboid ioun stone*, and a dwarven corpse missing its left arm: this is **"Franz"**.

6. MINE OFFICE: This 30' square room served as the office for the mine's **superintendent** and his three assistants. The west wall is covered floor to ceiling with bookshelves, upon which rest hundreds of books, ledgers, parchments and scrolls. If the party searches the bookshelves for one turn (10 minutes) they will discover a useful item within these books.

Stuck in the pages of an old ledger is a bill from a wizard for services rendered to the mine: he conducted pest removal of some **large spiders**. Stuck to the back of the invoice is a mage scroll with the following spells: 2x *magic missile* and *web*.

GM's note: Spells cast from magic scrolls function as if cast by a practitioner of one level above the minimum level needed to cast that level of spell. However, all spells cast from a scroll are cast as if by a 6th level caster, at bare minimum. Thus, a *magic missile* spell cast from a scroll will produce 3 such missiles.

There are four large desks sitting in the middle of the northern 20' of the room. There are two rows of two desks, and they are placed so that when seated the occupants face one another. As the party approaches these desks, they see the decomposing body of a slain dwarf on the northern side of the desks.

If anyone comes within 10' of this corpse, a **haunting spirit** (AC N/A; MV N/A; HD 3; #AT nil; D nil; SA fear; SD see below; SZ M) materializes before them. (See Appendix G, New Monsters).

The **haunting spirit** takes the form of the mine **superintendent** at the time of his death, and the image is quite gruesome: his head hangs forward with his neck snapped and his entrails spill forth from his abdomen where he was slashed by a blade. This is terrifying and players who view the **haunting spirit** must make a *saving throw vs. spells* or run away in terror.

Players who fail their saving throws will run to the mine exit and wait outside the mines for 1d4+5 rounds, before being able to reenter the mines. Such players will not willingly enter the **mine office** (Area 6) again.

If one or more of the players make their *saving throw* and remain in the room, they will learn this ghost-like spirit is that of the mine **superintendent Camus Stonehammer**, whose remains lie before the party. Given his violent and unexpected death, he has been unable to find eternal rest and is bound to this room, where he met his end.

The **haunting spirit** means the party no harm, it does not attack, and the party cannot harm it as it is incorporeal. In fact, the only way to get rid of the spirit is to help it complete its unfinished business on this plane, so that it can move on.

The spirit of **Camus** will moan and point empathically at the desks. An examination of the desks uncovers a few minor coins (72sp, 20gp, and 3pp), a *potion of healing*, receipt books for wages paid and vendor accounts, and sitting on the desk in the northwestern corner (where the spirit materialized) is **Camus' journal**. Once a party member picks up the book, the spirit can communicate with them. It does so not with words, but telepathically. Read the following to the party:

> You stand in this ransacked office of the dwarven mine, with a rotting corpse on the floor before you and its gruesome, ghostly simulacrum floating in front of you. The air about you is very cold and you can see your breath as you exhale. Without warning images form in your mind: you see yourselves reading the journal out loud. The image repeats again and again.

The spirit seems agitated and floats about restlessly, repeatedly conjuring the image, in the players' minds, of them reading the journal, until they get the idea.

Taking the hint, you crack open the journal and skim its contents, looking for what the spirit wants you to see. The journal recounts the **superintendent's** personal thoughts, and as you flip through the book another vision floods your mind, this one shows you flipping to the end of the book. This repeats rapidly and you feel the spirit's sense of desperation. As you flip to the last few, blood soaked pages, and skim them, you realize with a sickening feeling in the pit of your stomach and a lump in your throat that this will be a difficult read. The image of you reading aloud repeats again. You take a deep breath to steady yourself and read the last few entries aloud.

GM's note: You should provide the players with the last few pages of **Camus' journal** (Appendix F) and have one of them read it aloud to the other players. After the designated player finishes reading the passage labeled 15.10, read the following to the players:

> As you look up from the book, you see that **Camus'** spirit appears calmer and the buzzing in your head from its telepathic presence subsides. You notice, to your surprise, that **Camus'** spirit has also begun to solidify. It also no longer appears as gruesome, as if it were "mending" itself.
>
> As you continue to watch the spirit, it appears to become more solid until it appears whole again. A deep and heavy sigh issues from **Camus'** spirit, which now stands before you slightly translucent, but "healed" and looking as he must have in life. He is an older, yet still quite commanding dwarf. His brow is furrowed and you see deep sadness in his eyes as images of all the lost miners run through your head.
>
> **Camus'** spirit speaks to you, "They burst into our chambers and attacked right while I was writing in my journal." He shakes his head sadly. My dwarves fought valiantly, but we were completely outnumbered by," he pauses as he tries to recall, "**orcs**. Yes it was **orcs**. I overheard them speaking and I believe they mentioned coming up from below the mountain."

"I made it as far as this room, and I was fighting a rear guard action defending **Luthe.** I thought I saw him struck down as well, just as I was slain. Did he make it?" The spirit pauses, waiting for you to answer.

Once informed that **Luthe** survived, the spirit seems relieved and it continues. "Excellent, he is a good dwarf and I am glad to hear it! In any event," he continues, "I threw my journal on my desk," he pats the desk affectionately, "where I made my last stand, hoping someone would find it and determine what happened to us. I am glad you have come to check on us," he continues, "you have lifted a great burden from me, my friends. Already my soul feels lighter. I have great faith that you will avenge us!"

"However, I would ask one last boon of you, so I may finally rest in peace. Two chambers over is my bedchamber. Hidden under the rug there is a loose floorboard, beneath which lies a secret compartment. Contained therein is a note for my wife in case I died, which I wrote a while ago. There is also a spear my family has passed down from parent to child, which I never had much use for as a miner, but which I believe my son will. He chose to be a warrior; this gift may show him I approved of his career and that I was proud of him. Tell him for me, tell my wife I love her…take these items to them, please. Thank you, my friends."

As it utters these final words the spirit floats down, merging back into its corpse on the floor, and it is visible no more.

GM's note: **Camus'** wife is visiting family in **The Tvinnr** village of **Alfyaburgh** and his son is an adventurer who operates out of **Alfburgh**, both of which lie in the nation of **Alderburgh.** If the GM is using this adventure as part of the **"S-series"** of modules, then the players will be familiar with the area as the site of the ***harquebusier* academy**. Otherwise, the GM should place **Camus'** kin in a nearby geographic location in their own campaign. Once the players bring these items to **Camus'** family they will earn the experience for laying the **haunting spirit** to rest.

There is a *concealed door* behind a tapestry on the east wall that leads to a 10' long corridor connecting this room to the **store room** (Area 7). The **superintendent** and his **assistants** used a series of *concealed doors* as a shortcut to their **bedchamber** (Area 8).

7. STORE ROOM: This 60' x 30' room is full of all manner of crates, barrels, bags, boxes and other containers. It is the main store room for the mines' supplies and their inventory.

The party may find any standard item of gear they need (refer to the OSRIC manual's equipment list or a similar listing from your reference manual of choice). In addition the players will discover specialized **climbing gear** here (crampons, harnesses, and pitons) which may be of particular interest given the terrain they will be investigating.

GM's note: The GM should call out the **climbing gear** to the players, as it is not standard gear adventurers carry, but it may be very useful in this mine setting. It may be particularly useful in the encounters with the **cavern fisher** (Area 23), in traveling down the ladder in the **ancient crypt** (Area 36), and in safely crossing the **Under-Realm** river on Level 3. Using such gear non-thief players may climb and repel walls relatively safely (90% chance of success) at a rate of 10' every 2 rounds. Thieves using such gear may climb at their normal rate (10' per round) with a 99% percent chance of success.

Given the amount of items in this storeroom, it will take the party a minimum of 1 turn (10 minutes) to find a specific item they are looking for. The GM should remind the players not to willfully loot or destroy these supplies as all of it belongs to the **Dwarfhome mines** and **Lord Kanin**, and the recovery and securing of these supplies is one of the party's main quest objectives.

The containers on the west side of the room contain foodstuffs, alcohol, personal goods (soap, combs, etc.), arms and armour, and lamp oil. There are 6 **giant rats** (AC 7; MV 12"; HD 1/2, hp 2, 3, 4, 2, 2, 3; #AT 1; D 1d3; SA disease; SZ S) in this area, near the concealed door to Area 6, feeding on a dwarven corpse. They attack anyone who enters this half of the room.

Each time a player is bitten by a **giant rat** there is a 5% chance they will contract a *disease* (per the cleric spell *cause disease*), unless the victim makes a successful *saving throw vs. poison*.

The corpse had a pocket knife on it with the name **"Verna"** incised on it. She is another dwarf miner whose name is on the **roster**.

There is a concealed door behind a shelf on the west wall which connects this room to the **mine office** (Area 6).

In the eastern portion of the room the containers mainly hold ore: it is mostly iron with some silver, a small amount of gold, and a small box of semi-precious and precious stones. There is also a small box of 40 bullets, and a small barrel containing 40 vials of gunpowder here.

GM's note: If you are not running this module as part of the author's **"S-series"** modules focusing on *harquebusier* players, then the GM may replace the bullets with 24 arrows or bolts and the gunpowder may be replaced with 20 vials of flaming oil. These substitutions will need to be made throughout this module.

There are 3 **giant worker ants** (AC 3; MV 18"; HD 2, hp 8, 11, 10; #AT 1; D 1d6; SZ S) in the aisle between containers in this area. They will attack anyone who enters this half of the room.

There is another concealed door in this section of the room, behind a shelf on the east wall, which leads to a 10' long corridor connecting this room to the bosses' **bedchamber** (Area 8).

8. BEDCHAMBER: This 30' square room is the bedchamber of the **superintendent** and his 3 **assistants**. There is a large wool rug on the floor. Along the north wall are four sturdy wooden beds and three nightstands, upon which rest candlesticks, cups and bowls. Four large wooden footlockers sit against the south wall. Hidden under a loose flagstone beneath the easternmost footlocker is a beautiful 3" high bronze hourglass, which is a magical devise known as a *temporal tumbler* (See Appendix H, New Magic Items). It gives off a strong dweomer if a *detect magic* spell is cast on it. It belonged to a mine **superintendent** who hid it here long ago, but died in an accident without ever telling anyone it was hidden here.

The corpse of a dwarf lies decomposing in the second bed from the left. These are the remains of the **second assistant**, which the players will surmise from the brass *"second assistant"* plaque above his bed. The **roster** lists his name as **"Feldo"**, and the players may mark him down as identified on the **roster**.

A quick search of the room reveals mostly clothes and other personal effects (e.g. a comb, a pocket knife, letters, a compass, and so on.) However, a thorough search, taking 1 turn (10 minutes), uncovers a false bottom in one footlocker, containing a pouch with a *potion of healing*, 3x 50gp gems, and a *silver dagger*.

If the party has encountered **Camus' haunting spirit** (Area 6), they will find the letter and spear he referred to, hidden under a loose floorboard. **Camus'** spear is a powerful, good aligned intelligent weapon known as the **Dwarven Spike**. It has empathic powers and will only allow itself to be wielded by a member of **Camus'** family. The GM should have the spear telepathically converse with whoever picks it up. The weapon will first ask the player to explain how they came to find it. The spear will agree to be carried by a player, and may agree to use its *treasure finding power,* in exchange for the player's promise to return it to **Camus'** heir.

GM's note: If a player tries to double-cross **Camus'** spear and keep it for themselves, this will initiate a *battle of wills* and the weapon will make life very difficult for the player. Moreover, if the player is of good alignment this act might cause an alignment shift, at the GM's discretion.

There is a concealed door behind a tapestry on the west wall, opening on a 10' corridor that connects this room with the **store room** (Area 7). A standard door on the western wall leads to the **bathroom** (Area 9).

9. BATHROOM: This 30' square room is the miners' bathroom. Within the room several commodes are placed along the west wall (standard pit toilets) and several tubs for bathing, with privacy screens, are placed along the north and south walls. A small brazier to heat water sits in the middle of the room, cold and unlit.

At the point marked "x" on the map, **Grumsh** has left a little "present" for anyone investigating the mines. Inside this bathroom stall is a squirming, writhing mass of 5 **soul worms** (AC 7; MV 6"; HD 1, 6hp each; #AT 1 bite; D1d4+1; SZ M), which immediately attack when the door to the stall is opened. They move by squirming and attack by biting. Their appearance is of a human-sized, putrescent maggot with a leering human face. They are the remains of the most base and evil souls imprisoned in the hells. They were being sold in the **Rockhome** market, for use by evil mages in the creation of **quasit** and **imp** familiars.

When the party searches the tubs they discover two nude dwarven corpses, apparently killed while bathing. Each has a robe on a hook, behind their respective tub, with their names sewn into the collar: "**Josanna"** and "**Prufron"**. These are two more dwarves from the **roster**.

10. STABLES: This 40' x 30' room was used to house the ponies that served the miners. The ponies were used in the mine as well as for travel down the mountain to **Jarlburgh**. The ponies were very well taken care of and greatly loved by the dwarves.

There are a dozen empty stalls here, each of which housed two ponies. Tack, harnesses, bridles, saddle bags and other equestrian gear lies strewn about, as if the room was ransacked.

Two dozen small sized saddles are hung on the walls around the room. There are bales of hay in the middle of the room, between the stalls, piled several bales high. A cabinet on the south wall contains saddle blankets, brushes, ribbons, horseshoes and other tools for the care of the ponies. There are several shovels lying around which were used for mucking out the stalls.

At the locations marked with an "x" on the map are four corpses. The two corpses on the western side are of a dwarf and a human guard. The dwarf died in battle: arrows dot his corpse and he holds a whip in his right hand with the name **"Nardo"** on it. The human female looks as though her throat was ripped out, possibly by an animal. If the party searches her corpse they find a locket shaped like a turtle (25gp), with the name **"Meg"** incised on it, which may help in identifying her remains.

The corpses on the eastern side are those of two ponies. Chewing on the remains are 2 **hyenas** (AC 7; MV 12"; HD 2, hp 9, 10; #AT 1; D 2d4; SZ M), who attack the party as they come around the bales of hay.

11. KITCHEN: This 30' square room served as the kitchen and food preparation area for the miners. A small **well** is located in the northeastern corner. Like the one at Area 4, the bucket is missing and the cable has been cut by the **orcs**. The west wall is lined with floor to ceiling shelves containing food stuffs and cooking implements. There is a large, 10' wide, butcher's block work surface in the center of the room. There is a large wood burning double stove along the south wall.

There are 6 **kobolds** (AC 7; MV 6"; HD 1d4 hp, hp 3, 2, 3, 4, 2, 3; #AT 1; D 1d4 or by weapon type; SZ S), each wielding a club (D 1d4) and sling (D 1d4), who are presently ransacking the room. When the party enters they attack immediately. Each kobold has 15cp, and the largest (4hp) has a sack with a moldy hard cheese, three bottles of good wine (15gp total), a silver spoon (5gp) and a rather gruesome treasure: a dwarven leg with a silver ring on one toe with the name **"Gretta"** on it.

There is an unlocked, swinging door to the dining hall, (Area 12) on the eastern wall. Lying in the doorway is the corpse of a dwarven woman, missing a leg. The leg which the party finds in the **kobold's** treasure appears to be have come from this body, which can be determined by the fact that the shoes match. **"Gretta"** is on the **roster** and the players can cross her off as identified.

GM's note: These **kobolds** have nothing to do with the **orc** invasion. They simply happened to pass by on their way through the mountains and snuck into the mines looking for loot once they saw there were no guards.

12. DINING HALL: This 30′ square room serves as the miners' dining and social hall. The room is dominated by two very large tables, each of which has two long benches. Along the walls are the miners' dishes, utensils, cutlery, and beer mugs: they are stored on wooden shelves hung on the walls.

The corpses of four dwarves and a human lay in the room. Three dwarven bodies are in a heap near the northern entrance to the room. They look like they died fighting in a defensive ring. Examining the bodies reveals one has a long sleeping gown with the name **"Hinga"** on it, another has a sleep cap with a tag sewn inside with the name **"Rothery",** and the last is clutching a dagger with the initials **"H.G."** on it.

The last dwarf body is with the humans along the southern wall of the room. Both of the corpses show massive damage to the skull, as if something or someone drilled a huge hole in their faces. The dwarf has a belt with the name **"Margreta"** on it. The human corpse has a longsword scabbard at her waist, with the name **"Brigit"** stitched into it.

As the party examines these two corpses, the person closest to them (or if more than one person is nearby, the GM should chose a victim via a random dice roll) is attacked by a **giant flayer beetle** (AC 6; MV 6"/15" burrowing; HD 2+4, 12hp each; #AT 1; D see below; SA see below; SD see below; SZ S, 18 inches long), which leaps out of the human female's skull.

These dangerous **beetles** have a head with 6 waving, tentacle-like appendages. They attack by leaping, up to a 10′ distance, at a victim's head and attempting to clamp on, plunge a tentacle into one of the victim's facial cavities and suck out their brains!

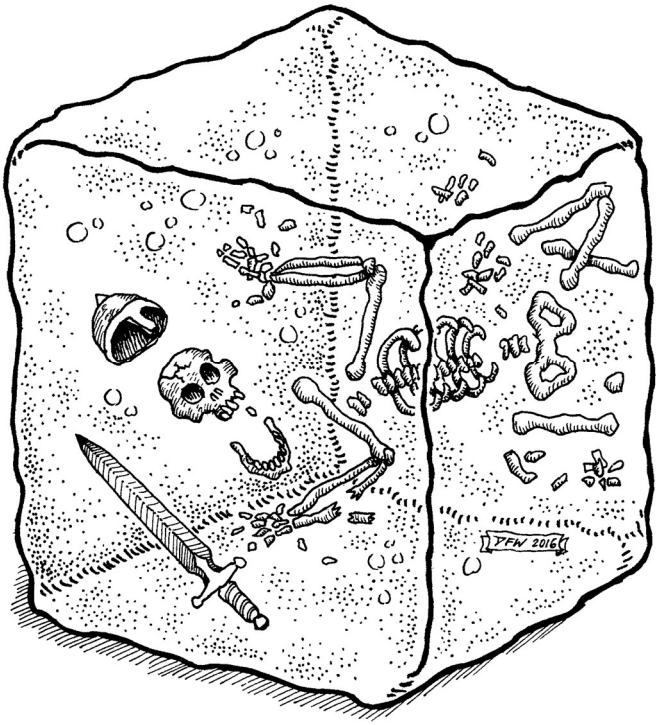
On a natural "to hit" roll of 20, the creature succeeds in its main attack; using 5 tentacles to grasp the victim's head and driving the sixth tentacle into the skull (the GM rolls 1d6 to determine the path the tentacle takes: 1=left ear, 2=right ear, 3=nasal passage, 4=mouth, 5=right eye socket, and 6=left eye socket).

The creature then "digs" into the victim's skull and reaches its brain in 1 round. This places the victim into a coma-like state, and kills them 1 round later when their brain is removed, unless the **flayer beetle** is killed first. The facial orifice affected by this attack permanently loses functionality (e.g. loss of sight, hearing, speech, etc.) unless and until cured by a *potion of extra healing* or the cleric spell *heal*. On any successful "to hit" roll that is *not* a natural 20, the beast only "jabs" its victim with its tentacle (D 1d6).

All of these miners' names can be checked off the **roster**, and the human's sword scabbard may help in identifying her remains.

13. BARRACKS: This 60′ x 30′ room is the miners' barracks. It has two large rugs on the floor and it contains 26 beds and footlockers. The beds are in various stages of being made and unmade. A few of the footlockers have been knocked over and their contents strewn about. The rest of them are closed but not locked.

It is obvious that this room was the scene of a pitched melee between the miners and the **orcs**. Blood splatter and cast off from killing blows can be seen on the floors, walls, and even the ceiling. The stench is overwhelming, even this many weeks after the battle. As the party looks around they see the corpses of 6 dwarves: some murdered while still asleep in their beds, while others were slain as they fought back.



The scene in this room is so disturbing the players are unlikely to notice the 10' wide **gelatinous cube** (AC 8; MV 6"; HD 4, hp 18; #AT 1; D 2d4; SA paralyzing touch, surprise on 1-3/d6; SD spell immunities; SZ M), sitting in the center of the room, until it is too late. The **gelatinous cube** attacks as soon as it senses the players enter the room. Its touch causes paralysis for 3d6+2 rounds (a successful *save vs. paralysation* will avoid this effect). It is immune to electricity, *fear, sleep, hold*, paralysis, and polymorph. Cold based attacks *slow* it (as per the mage spell) and inflict a maximum of 1d4 damage, unless it makes a successful *save vs. spell*, and then it takes no damage.

Within the **gelatinous cube** are the remains of its most recent victim, which appears to have been a human male guard, along with bits of his gear (a nasal helm with the name **"Ornulf"** etched into it and a *wyrmbane short sword)* and 225sp, 90gp, and 3x 50gp gems.

The footlockers primarily contain clothes and other personal effects (e.g. letters to friends, a favourite book, wooden toy soldiers, a fishing pole, and etc.). A thorough search of all the footlockers will take 3 turn (30 minutes) and reveal the following: some coins (129sp, 68gp, and 44ep), an ivory handled brush (50gp), a set of silver and gold toothpicks (25gp), a golden pocket watch (75gp), a *silver hand axe*, a *potion of healing*, and 2 vials of *holy water*.

After examining all the remains in this room and the personal artifacts, the players can cross the following miners' names off the **roster**: **Ermand**, **Baldruhm**, **Ragbrek**, **Amnok**, **Mistnip**, **Gwynwin** and **Lysleil**. Hopefully the human's helm will allow him to be identified back in **Jarlburgh**.

LEVEL 2, THE MINE:

This level is approximately 100' below the level of the mine entrance. As noted above, this level is reached via use of the northern **mine elevator** at Area 3.

Once the elevator gets to this level, the party will realize they cannot go any further down, as the **orcs** have blocked both shafts with a cave-in. The party will have to exit the **elevator** here and explore their environment to find another way down to the lower levels. One way is hinted at in **superintendent Camus' journal** (found in Area 6), where he references the recently discovered door at Area 34. That door leads to an **ancient crypt** (Area 36), where the party will find a trapdoor to a long forgotten ladder to the **Under-Realm**.

This is the original level of the mining operation. It operated as a functioning mine in times pasts, but there has not been any active mining on this level for many years. However, it is still used for logistics and operational support for the lower working levels of the mines. Ore is also moved and stored here from the lower levels, before being moved to the surface. Lastly, **first assistant Braydelle** has an office on this level (Area 33) and she may usually be found here during working hours, where she can be closer to the physical operations of the mine than the **superintendent** in his office above.

This level features a large, central natural stone cavern which has skillfully been expanded, and from which several other tunnels and chambers have been dug while following veins of ore and mineral deposits. All of it is extraordinary dwarven craftsmanship. There are torch brackets spread every 30' along the walls, but the torches are absent or not lit (1 in 6 chance a bracket contains a still useable torch). The ceiling arches above from a low point of 20' near the **elevators** to over 40' near the center of the cavern.

The physical characteristics of this level present a danger, in and of themselves, to anyone unfamiliar with mining or traveling in natural caverns. The ground here is uneven, rocky and contains numerous stalagmites, rock formations and other obstacles which may trip or hinder movement or result in losing one's footing. This is dangerous because of the three open crevasses and pits located on this level.

Any character foolish enough to try to stand on the edge of such a feature should roll a WIS check, a success showing they were wise enough to back away from the edge. A failed check means the player has a chance (1 in 6 chance) of falling in. The player must make a DEX check at +3, with a success indicating the player was able to scramble back from the edge without falling in. A failed DEX check means the character is falling to their death. The GM may allow other players a DEX check to grab their foolish friend, in which case a successful check results in a rescue, while a failed check means the player missed grabbing their companion and the unlucky person has fallen to their death.

The GM should also consider allowing such a falling player one last DEX check, to see if they are able to arrest

their descent, a success indicating they were able to grab a rock outcropping, shelf or similar handhold. They will still take 2d6 damage from such an impact, but their comrades may lower a rope down to them and pull them back up. Failing this final save means the player does plummet to their death. Given the depth of these features (1000 feet) and the near extreme difficulty of reaching such remains, such player should be considered to be, short of a *wish* spell, irreversibly dead.

If characters attempt to be clever and try to rappel down one of these features, they can go as far down as they have rope to carry them and they will probably not reach the bottom. At a depth of 1000' it is not likely to be within range of the amount of rope most players carry, nor is there sufficient rope in the **supply room**, Area 7.

GM's note: In the unlikely event a player did manage to reach the bottom, they will find the space very cramped, lightless, and full of debris. There will be little to no space to move about and nothing of interest to see or explore here. In addition, in the case of Area 17, they may find themselves drowning in an underground aquifer. Getting back to the surface may be challenging if not impossible. However, if the GM wished to expand the module, these areas would provide the perfect place to do so.

Lastly, in addition to the encounters described herein, the party will also face encounters with wandering creatures on this level. The GM should roll 1d6 once every 6 turns (one hour) to check for a random encounter (1 in 6 chance for an encounter). If an encounter is indicated, refer to the chart in Appendix D, Random Monster Encounter Table: The Mines.

14. ELEVATOR SHAFTS: The party enters this level at this point on the map, via the northern of the two **elevators**. The party will see a debris chocked shaft beneath them, and if they examine the southern **elevator shaft** they will see it is also clogged with debris. The debris there has spilled out of the shaft and into the cavern, covering a 10' wide area, as shown on the map.

There is a **red dracopede** (AC 7 (4); MV 6"; HD 2+3, 13hp ; #AT 1 bite or one breath; D 1-2 or 3d6; SA breath weapon; SD curl up; SZ S, 15 inches) left in the debris by **Grumsh**. It attacks anyone who comes within 10' of the debris.

Dracopedes are a group of arthropods with dragon-like heads, and abilities to match. They are very aggressive and although their bite is generally harmless, their breath weapons are quite formidable. They expel a cloud which they "blow" at an opponent and the victim must make a *saving throw vs. breath weapon,* or take 3d6 damage. A successful save indicates no damage is taken.

As for their defenses, **dracopedes** can curl themselves up into a ball so only their armoured shell is exposed, providing an improved armour class, as noted above. The creature has no treasure.

15. MAIN CAVERN: This vast cavern comprises the majority of this level, stretching from the **elevators** at Area 14, eastward to the **ancient crypt** entrance at Area 34, and south to the **staging areas** at Areas 19, 23 and 27.

As noted, the ceiling height varies from 20' to 40', and the roof is covered in stalactites and other rock formations. The floor in high traffic areas is worn smooth through centuries of use by the dwarven miners, although here and there a few truly lovely stalagmites and other rock formations were preserved as the dwarves' love of stone is second only to their love of minerals and gems!

There are a series of **railroad tracks** laid down in this cavern's floor, for use with mining carts. The tracks were laid when this level was active, but they are still used to this day in the organization and storage of ore and minerals brought up from below. The tracks stretch across the main cavern to the **staging areas** (Areas 19, 23, 27, and 34). There are mining carts here and there on the tracks, some empty and some full of ore or minerals. There is also a group of mining carts stored in the northwest corner of the cavern, between the **elevators** (Area 14) and the **deep crevasse** (Area 16). Lastly, there is a broken mining cart laying on its side at Area 34, where it struck the wall, revealing the entrance to the **ancient crypt** (Area 36).

In addition to the dangers presented by the crevasses and pits, there are other dangers. At Area 22 there is a **piercer** colony, at Area 23 a **cavern fisher** sits on a 30' high shelf seeking prey, and at Area 27 a **lurker above** lies hidden on the ceiling, waiting to drop down on your unsuspecting players.

Additionally, a group of **goblins** is roaming the **main cavern**, having stumbled into the mines recently; they are looking for easy plunder. The GM should roll 1d6 every other round to determine if party encounters them (a roll of 1 indicates an encounter). If the party encounters the **goblins**, the GM should place them 30' away from the

party in a random direction (GM's discretion) and have both parties roll for **surprise**.

The band is comprised of 4 **goblins** (AC 6; MV 6"; HD 1-1, hp 4, 5, 6, 4; #AT 1; D 1d6 or by weapon; SZ S), armed with short swords (D 1d6) and spears (D 1d6). Each goblin has 49sp and 8gp. One has a silver nose ring (5gp) and another has a fur lined cloak (50gp), stolen from a dwarven miner's corpse.

They are led by a **goblin shaman** (AC 5, *bracers of armour +1*; MV 6"; HD 3 (Cleric, 3rd level), 18hp; #AT 1; D 1d6 or by weapon type; SA spells; SZ S) wielding a *light warhammer +2* (D 1d4+3). The **shaman's** spells are as follows: (1st level) *cause light wounds* and *protection from good;* (2nd level) *chant.* In addition, he has a scroll with 2 spells: *cure light wounds* and *curse.* He also has a glass vial with a yellow liquid (*potion of speed)* which he found on this level, but because he has no idea what it does he will not chance imbibing it. The **shaman** will initially cast spells before wading into melee. On a leather thong around his neck is his holy symbol, a crudely carved obsidian symbol of an eye (50gp).

16. DEEP CREVASSE: As noted above, this crevasse is extremely dangerous to the unwise or those unused to being around mining operations. This particular crevasse was used as a dumping pit for extraneous rock and mining detritus.

17. DEEP AQUIFER PIT: As noted above, this pit is extremely dangerous to foolish or careless adventurers. This particular pit is used as a well by the dwarves. It taps into an underground aquifer far below.

Winches may be found on the east and west rims of the pit, but their ropes have been cut and the **orcs** stove in the sides of the large buckets, and then pushed them into the pit to discourage any further demi-human or human activity in these mines.

18. DEEP CHASM: As with the other fissures, this chasm is extremely dangerous to a foolish party of adventurers. This chasm was also used as a dumping pit for extraneous rock and mining detritus.

19. SOUTHWESTERN MINING TUNNELS: The railroad tracks stop at this **staging area** to the **southwest mining tunnels**. From this juncture, the miners worked the vein of ore here from two separate tunnels running further south. The ancient dwarven stonework of the mining tunnels' walls is slightly rough, but they are well braced and have stood the test of time

As in the **main cavern**, there are torch brackets every 30' along the walls (there is a 1 in 6 chance a bracket contains a torch that is useable). This applies to all of the mining tunnels on this level.

When this area was in use, the miners would haul the ore they mined back to this area, load it onto the carts, and then push them back to the **main cavern** (Area 15).

As the players enter this area, read the following to them:

> As you follow the tracks down this tunnel, they dead end at a juncture, with the trail splitting to go down two separate corridors, to the west and east. The juncture is covered in cobblestones.

The "cobblestoned" area at end of the railroad tracks is actually a patch of 43 **lithopedes** (AC 2; MV 3'/0; HD 1-2hp; #AT nil; D nil; SA see below; SZ 5 to 8 inches) let loose by **Grumsh**.

These creatures are more of a nuisance than a danger. They are small amphibious crustaceans which appear, when viewed from above, to look like smooth stones 5" to 8" in diameter. This appearance comes from their armour-like top shell (AC 2). However, if a **lithopede** is turned over, a simple feat, it cannot move (MV 0) and lies prone, allowing it to be automatically hit.

Appearing *en masse*, these creatures look just like cobblestones, and therein lies their danger. If a player attempts to walk on them, the entire mass of creatures will panic and scatter at their maximum movement rate, in all directions. The player(s) caught in this stampede must make a *saving throw vs. paralysis*, failure indicating the player(s) trips and takes a tumble. Players with a DEX of 13 or above who fail their saving throw will sprain an ankle, slowing their movement to half normal for 1d4 weeks, or until the sprain is healed via magical means (such as a clerical healing spell), a *potion of healing*, a paladin's *laying on of hands,* and so on). Players with a DEX of 12 or less who fail their saving throw will break an ankle, slowing their movement to 1" until the break is healed in 1d2+6 weeks (or until healed with greater magic, such as a full *potion of extra healing*, a *heal* spell, a *regenerate* spell, or a *limited wish* or *wish*).

20. SOUTHWEST TUNNEL ONE: A 10' wide tunnel runs 30' west from the **staging area** (Area 19), and makes a 90 degree turn to run 40' south, down a steep sloping passage, to end in a roughly 20' square chamber.

Read the following to the party as they enter the tunnel:

> As you turn the corner and leave the staging area behind, you suddenly hear the most beautiful voice you can imagine. The sound is enchanting, and it is coming from the tunnel to the south.

The area was mined out long ago, but a **harpy** (AC7; MV 6"/15" flying; HD 3, 16hp; #AT 3; D 1d3/1d3/1d6; SA singing and *charm*; SZ M) resides here now, courtesy of **Grumsh**. The foul creature is part vulture and part human female. Her song calls to the listener, and all players who hear it must make a *saving throw vs. magic* or be drawn to the source.

Once the victim reaches the **harpy**, the beast will attempt to touch ("to hit" roll required) the victim, *charming* them (per the mage spell) unless they make a successful *saving throw vs. magic*. *Charmed* players will defend the **harpy** to the full extent of their capabilities. In battle, a **harpy** attacks with its two powerful claws and a club in its human hands.

Before coming to roost here, the **harpy** traveled around the mines looting, and has gathered 900ep, a *mace +2*, and a *wand of fear* (48 charges); these treasures are in a sack in the northeast corner of the room.

21. SOUTHWEST TUNNEL TWO: A 10' wide tunnel runs 10' east from the **staging area** (Area 19), and makes a 90 degree turn to run 50' south, down a steep sloping passage, to end in a rectangular 20' x 30' chamber.

Read the following to the party as they enter the chamber at the end of the tunnel:

> Following the tunnel to its terminus, it opens into a roughly 20' x 30' chamber dug out of the mountain by the industrious dwarves. In the southeast corner of the room you see a terrible sight: there is a large, man sized **beetle** squatting on the corpses of what appear to be dwarves. As you approach the **beetle** rises and begins to open and close its massive mandibles in agitation.

This chamber had lain unused for centuries until **Grumsh** placed a **bombardier beetle** (AC 4 ; MV 9"; HD 2+2, 11hp; #AT 1; D 2d6; SA acid cloud; SD acid cloud; SZ M) here, leaving the bodies of two critically wounded dwarven miners for it to feed on. This large, man-sized **beetle** is now using the miners' remains as incubators for its eggs.

Anyone coming within 10' of the corpses causes the **bombardier beetle** to attack. It does so by biting (D 2d6) with its powerful mandibles. However, if it in turn is attacked, there is a 50% chance it releases an acidic cloud in an 8' cube. The cloud causes 3d4 damage to those within. The cloud's release is accompanied by a sonic blast in a 16' radius, which has a 20% chance to stun for 2d4 rounds and a 20% chance to deafen for 2d6 rounds. A **bombardier beetle** can release the cloud once every 3 rounds, but only twice in a 8 hours period.

Once the **bombardier beetle** is slain the party may examine the corpses: doing so will destroy the eggs which the **beetle** laid in the corpses. The two corpses are those of dwarven miners.

One corpse has a silver pocket watch (25gp) with the name **"Balric"** engraved on it, and the other has a silver toothpick (2gp) with dwarven runes etched onto it spelling out the name **"Rotu".** Both names appear on the **roster** of miners. There is nothing else of value in this chamber.

22. PIERCER COLONY: At this 10' wide location on the map, just south of the **deep pit** (Area 17) and east of a pile of debris, a group of 4 **piercers** (AC 3; MV 1"; HD 2; 11hp each; #AT 1; D 2d6; SZ S) are lying in wait overhead on the ceiling. Once the players enter this area, the **piercers** attack by dropping down on them.

GM's note: As they move very slowly (1") they are easily avoided by average speed prey if their initial attack fails and the prey does not wish to engage the **piercer**.

They have no treasure, but if they are defeated and the area searched, the party will find the mass of debris to the east is actually the bodies of a few **piercers** lying atop their last prey, who vanquished several of them.

The buried victims are a pair of large sized, very hairy humanoids with brownish to grey fur and orange faces: **hobgoblins**. Their chainmail is ripped and torn from their battle with the **piercers**, and their weapons lay scattered about. All of their weapons are broken save one, a magical *earthbane spear* (See Appendix H, New Magical Weapons), which was instrumental in the **hobgoblins** killing several of the **piercers**.

23. SOUTHERN MINING TUNNELS: The railroad tracks stop at this **staging area** to the **southern mining tunnels**. This staging area is similar to the **southwest staging area** (Area19), with three mining tunnels, built the same as those in Area 19, branching off from it.

One feature of interest in this **staging area** is a 50' long rock shelf along its southern wall, which runs in a loose diagonal from east to west. The shelf rises 30' above the floor of the staging area, with the cavern's ceiling at 10' further above the shelf's height.

The face of the rock wall here is very rough and any thief who tries to climb it may do so at +20% chance of success. Any other player who tries to scale the wall may only do so safely with special **climbing gear** which may be found elsewhere in the mines, such as in the **store room** (Area 7) or the **first assistant's office** (Area 33).

They climb with a 90% chance of success at the rate of 10' every 2 rounds. Thieves using such gear climb with a 99% chance of success and at a rate of 10' per round. Any player that fails a climbing check will suffer 1d6 damage for every 10' they fall.

Sitting on the shelf above is a **cavern fisher** (AC 4; MV 1"; HD 4, 25hp; #AT 2; D 2d4/2d4; SA sticky filament; SZ M, 8' long) looking for prey (See Appendix G, New Monsters). It wasn't left here by **Grumsh**, but made it into the caves on its own, crawling up from the depths.

This large insectoid creature is a strange looking beast, combining features of both a crawdad and an arachnid. Its body is covered in a hard chitinous shell, with plates like those of a crustacean and it has eight legs: six small rear legs for locomotion and clinging to rocky surfaces, and two massive pincer-like front legs used for killing its prey. However, its most unique feature is the very strong, adhesive filament it can stretch out from its snout, which it uses to "fish" for prey.

The **cavern fisher** uses its long, sticky filament in both of its attack forms. Its main attack method is to hang its filament down near its lair, and once a victim becomes ensnared in it, the **fisher** hauls in its prey like an angler hauling in a fish. Its second attack method is utilized if the prey successfully escapes or avoids the **fisher's** filament.

The **cavern fisher** will expend one round drawing in its filament and then it will shoot it at its prey, attacking as a **6 Hit Die creature**. It will continue to try to snare players in this manner as long as they are within 40′ of its ledge.

Once a player is stuck to the filament the **cavern fisher** can pull a weight of up to 28.5 stones (400 pounds) at a rate of 10' per round. If the victim resists being dragged, the GM should ask for competing STR checks: the **cavern fisher** is considered to have a STR of 19 with its strand for purposes of this check. Once the prey is pulled to the **cavern fisher**, the creature attacks with its two pincer claws, doing 2d4 damage per claw.

If the party defeats the **cavern fisher** and climbs up to its lair, they find the remains of several past victims. Among the carrion lies a *handy haversack* with 922cp, 363sp, 279gp, 50pp, a *potion of extra healing, and 17 bullets +1 (*firearms ammunition*).*

GM's note: If you are not running this module as part of the author's **"S-series"** of *harquebusier* modules the firearms ammunition above may be replaced with an equal number of *quarrels +1, sling bullets +1* or *arrows +1,* at the GM's discretion.

24. SOUTHERN TUNNEL ONE: A 20′ wide tunnel runs 40′ west from the **staging area** (Area 23), down a steep sloping passage, and ends in a narrow 5′ wide dead end.

Read the following to the party:

> As you advance down the tunnel's sloping floor you see lights up ahead. As you continue forward, you come upon a very odd, but beautiful sight: the last 20′ of the tunnel is filled with strange floating 2′ wide fleshy "balloons" with a bunch of spindly 8" long tentacles hanging down from them. The "balloons" glow from within with a light equivalent to a candle. They are mesmerizing to watch as they bob and bounce off each other.

These "balloons" are 6 **gaseous lanterns** (AC 9; MV 0/1"; HD 1hp ; #AT 1; D see below; SA see below; SD see below; SZ S, 2 feet diameter globes), which have been left here by **Grumsh**. They are floating in the last 20′ of the tunnel. While they appear lovely, they can be quite dangerous and even deadly.

The creatures subsist on lichens and the biological by-product of their digestion is the gaseous "glow" which gives them both their buoyancy and their distinctive "candlelight" quality. This gas is, however, highly volatile and explosive.

If one of the **lanterns** comes in contact with an open flame (e.g., a candle, torch, flaming weapon) it will combust, doing 1d2 points of fire damage to all those in a 5' radius (a *saving throw +1 vs. breath weapon* negates the damage). It also releases a toxic cloud which incapacitates those in its reach (the same 5′ radius) for 1d3 turns (10-30 minutes) unless they make a successful *saving throw vs. poison* at +3.

As if that were not bad enough any **gaseous lantern** within 5′ of one which combusts must make a *saving throw vs. breath weapon* at -1, or also combust, creating a chain reaction of explosions that can turn quite deadly.

Furthermore, any "to hit" roll against a **gaseous lantern** with an edged weapon causes it to "pop", releasing the toxic sleep gas, although it will not cause the fire damage or lead to a chain reaction. If struck with a blunt weapon, there is only a 50% chance the lantern will "pop".

Lastly, even if the lanterns are not directly in contact with flames, if they are merely exposed to such a heat source it will expand and "pop" (as if by a weapon) in 1d2 turns (10 to 20 minutes).

At the very end of the chamber are the unrecognizable remains of a man-sized creature. This is a member of the **orc** invasion force led by **Grumsh.** This **orc** was responsible for releasing the **gaseous lanterns** here, but got too near one with his torch and set off a chain reaction that consumed several **gaseous lanterns**. While the corpse is not recognizable, the metal on the corpse (a bent cleaver and a dented helm) may be identified by a dwarf as **orc** workmanship. An attempt to *speak with the dead* will also confirm this was an **orc**. Lastly, the corpse is too large to be that of a dwarf. There are12gp worth of melted coins near the body.

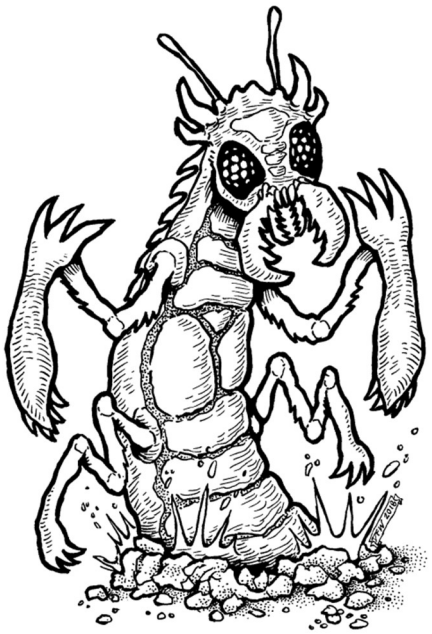
25. SOUTHERN TUNNEL TWO: A 30′ wide tunnel runs 40′ west from the **staging area** (Area 23), with a 10′ wide column in the middle of the tunnel at the 30′ mark, and then it splits into two separate tunnels. Area 25 is the northern of the two tunnels. It narrows to a 10′ width, and runs 40′ west, down a steep sloping passage, to end in a narrow 5′ wide dead end.

A **giant lizard** (AC 5; MV 15"; HD 3+1, 17hp; #AT 1; D 1d8+1; SA see below; SZ L, 20 feet long), sits in the last 20' of the tunnel. It will be startled by any open light source and attack. On a "to hit" roll of 20 the giant lizard has grabbed its opponent firmly in its powerful jaws, causing double damage and incapacitating the player for that round. There is nothing of value in this tunnel.

26. SOUTHERN TUNNEL THREE: This is the southern of the two 10' wide tunnels that split off from a 30' wide tunnel leading from the **staging area** (Area 23). This tunnel also runs 40' west, down a steep sloping passage, to end in a narrow 5' wide dead end. As the party walks down the hall read the following to them:

> You've traveled 20' down this sloping tunnel when suddenly the ground before you begins to tremble and a large 10' tall many legged worm, with a large bug-like face, bursts up through the floor and attacks!

This is a small specimen of a creature known as an **ankheg** (AC 2; MV 12"/6" burrowing; HD 3, 16hp; #AT 1; D 3d6 +1d4; SA squirts acid; SZ L, 10 feet). It burrowed here on its own and was not left by **Grumsh**. It attacks by attempting to grab a player and crush it in its large powerful mandibles (D 3d6), while simultaneously releasing an acidic digestive enzyme (D 1d4) if its bite is successful. It can also squirt a stream of this acid up to 30' away, causing 4d8 damage (*a successful saving throw vs. breath weapon* results in half damage). It will only do so as a last resort as this uses up its entire reserve of acid and it will be unable to eat for 12 hours thereafter.



If the party examines the tunnel floor after the beast is slain, they see it had burrowed out a lair. Within this lair the party finds a large nugget of platinum (750gp), several gemstones (5x 50gp, 1x 100gp), and a small metal box it found inedible, containing a sealed blue and yellow pot of *universal solvent* and a gold chain necklace with an attached charm, a heart shaped ruby held between two hands with interlocked fingers: this is a *periapt of wound closure*.

27. SOUTHEASTERN MINING TUNNELS: The railroad tracks end here at the long abandoned **southeastern mining tunnels**. This **staging area** is similar to the other two (Areas19 and 23), but with a more numerous set of five mining tunnels. These tunnels are constructed in the same manner as the other mining tunnels.

The **southeast staging area** comprises a roughly 30' x 40' rectangular cavern, with a large 10' wide central pillar of rock. On the southern side of this pillar is a 10' wide area of debris. Read the following to the players as they enter the area:

> The railroad tracks lead you to what appears to be another staging area from the old mining operations. As you examine the chamber you see there are 5 tunnels branching off from it. There is a pile of debris in the middle of the chamber, and directly north of that is a 10' wide solid column of rock. As you look at the pile of debris, you see the white of exposed bone and the glint of metals from among the rocks.

Lying in wait on the ceiling 20' above, nearly invisible to the players, is a small **lurker above** (AC 6; MV 1"/9" fly; HD 3+3, 19hp; #AT 1; D 1d6; SA +4 bonus to surprise, engulf victim; SD see below; SZ S). It entered the dungeon on its own and was not placed by **Grumsh**. It has been successful in its new environment, and recently slew a small group of **bugbears** which had also discovered and invaded the mines.

The rocky debris is actually from stalactites the **lurker above** has knocked down, hoping to encourage a victim to examine the pile. Once it has chosen its victim, the manta ray like **lurker above** flies down silently and attacks, attempting to engulf its victim. If it fails in its first attempt, it attacks until it manages to capture a victim, doing 1d6 damage.

Thereafter the **lurker above** does an automatic 1d6 damage per round, and its victim suffocates in 1d4+1 minutes. Trapped creatures may only attack if they are using short weapons, and cannot draw another weapon.

Strewn among the debris are the remains of its prior **bugbear** victims, their belongings and their treasure, including the following: a pile of 20 silver ingots (400gp), a gold necklace with a lion's head charm (250gp), 6 gems (3x 100gp, 2x 250gp, 500gp), a pair of *boots of elvenkind*, and a *giantbane heavy war hammer*. On closer examination of the corpses it can be easily ascertained that although they are humanoid-shaped, they are far too large to be humans or dwarves.

28. SOUTHEASTERN TUNNEL ONE: A 10' wide tunnel runs 40' south from the **staging area** (Area 27), down a steep sloping passage, to end in a narrow 5' wide dead end.

Halfway down this ancient abandoned tunnel are 2 **juvenile giant slugs** (AC 8; MV 6"; HD 3, hp 16, 17 ; #AT 1; D 1d3; SA spit acid; SD see below; SZ M) which **Grumsh** left here. The two man-sized slugs will instinctively attack the players if they come within 20' of them.

They attack by biting (D 1d3) or spitting acid (D 1d3) at a target up to 100' away. The first acid shot has only a 10% chance to hit, but it is used to gauge distance. Subsequent shots have a 100% likelihood to strike, minus 10% for every 10' distance between the **slugs** and the victim, e.g. at 20' away there is an 80% chance to hit, at 30' it drops to 50%, and so on. Most weapons strike them normally, but because of their tough, flexible bodies non-magical *blunt* weapons do no damage. There is nothing of value in this tunnel.

29. SOUTHEASTERN TUNNEL TWO: A 10' wide tunnel runs 40' south from the **staging area** (Area 27), down a steep sloping passage, to end in a narrow 5' wide dead end. Read the following as the players enter the tunnel:

> As you enter this tunnel and start walking south, you are startled as a small black shape comes hurtling through the air at you. You are under attack!

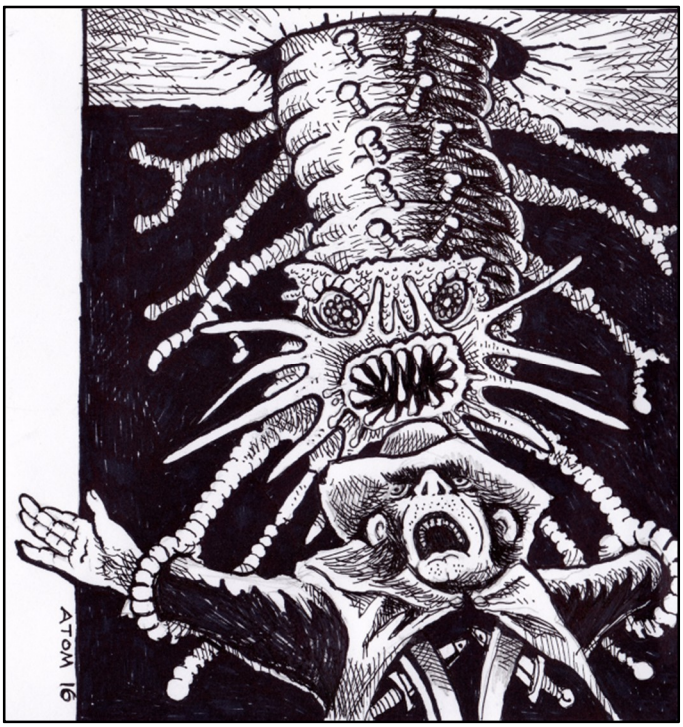
The attacker is a **giant tick** (AC 4; MV 3"; HD 3, 16hp; #AT 2; D 1d4; SA see below; SZ S) left in this tunnel by **Grumsh.** The GM should randomly determine which of the players in the front rank is targeted by the **tick**.

The **tick's** initial attack causes 1d4 damage, but thereafter it is locked onto the victim (similar to a **stirge's** attack) and automatically drains blood (1d6/round). If it misses its initial attack, it keeps leaping to attack the party until it attaches itself to a victim or it is killed. There is nothing of value in this tunnel. Anyone successfully bitten by a **giant tick** must *save vs. poison* or contract a disease that will kill them in 1d6 weeks, unless cured by a clerical *cure disease* spell.

30. SOUTHEASTERN TUNNEL THREE: A 10' wide tunnel branches off from the **staging area** (Area 27) at a 45 degree angle, running 45' southeast down a steep sloping passage, to end in a narrow 5' wide dead end.

A **carcass creeper** (AC 7 body/3 head; MV 13"; HD 3+1, 18hp; #AT 8 or 1; D paralysis (tentacles) or 1-6 (bite); SA paralysis; SZ L) is hiding in its lair at the end of the tunnel. Its paralysis lasts 2d6 rounds, but a successful saving throw negates it. The **carcass creeper** dug its own way into this tunnel and it was not left by **Grumsh**.

If a player climbs up into the **carcass creeper's** rooftop lair they find the following: a half-digested **giant bat**, piles of bones, and inedible items it tossed aside, including a suit of *studded leather +2* and a backpack full of valuables (250gp, 50pp, 3x 50gp gems, 2x 100gp gems).



31. SOUTHEASTERN TUNNEL FOUR: A 10′ wide tunnel runs 40′ east from the **staging area** (Area 27), down a steep sloping passage, to end in a narrow 5′ wide dead end.

Hiding on the ceiling at the tunnel's end is a **brain bat** (AC 7; MV 6"/12"leaping; HD 4, 21hp; #AT 1; D see below; SA see below; SD see below; SZ M) left here by **Grumsh**. The name **brain bat** is a bit of a misnomer as this creature's appearance has nothing in common with a bat. They are octopi-like creatures with six "legs" and a head that looks, in form and composition, like a human brain. A **brain bat** is faded coral pink in colour. They are very aggressive and this one will immediately attack the party on sight. They have infravision to a distance of 90′.

They attack by "leaping" at an enemy's head, up to 120′ away. A successful "to hit" roll indicates the **brain bat** has grasped the target's head, and it will begin to 'suck' the victim's consciousness out of its head, permanently draining 1 point each of INT and WIS per round, until the victim reaches an INT or WIS of "0" or the **brain bat** is dead. After such an attack, the victim's INT and WIS do not return, and they may only be regained by greater magic, such as a *heal* spell, a *regenerate* spell, a *limited wish* or *wish*. There is nothing of value in this tunnel.

32. SOUTHEASTERN TUNNEL FIVE: This is the northernmost of this group of tunnels. A 10′ wide tunnel leading from the **staging area** (Area 27) runs 30′ west, down a steep sloping passage, to end in a narrow 5′ wide dead end. When players stand at the entrance to this tunnel, they can see all the way to its end, and it appears empty. If they enter the tunnel, read the following to them:

> As you walk down the tunnel, you get to the 20′ mark when you are startled as a 10′ section of the north wall suddenly reaches out and tries to engulf one of you. It appears the tunnel itself has come alive!

The party is under attack by a **stunjelly** (AC8; MV 3"; HD 4, 18hp; #AT 1; D 2d4; SA see below; SD see below; SZ L). This **stunjelly** has oozed up from the levels below on its own and was not placed by **Grumsh**. A **stunjelly** surprises players on a roll of 1-4 on a d6. It attacks one of the party members on the northern side of the first two ranks of players; the GM should determine which by a random dice roll. If struck the victim must make a successful *saving throw vs. paralysis* or be unable to move for 5d4 rounds. **Stunjellies** are immune to paralysis, polymorph, electrical attacks and mind influencing spells.

Inside the **stunjelly** are the remains of its past victims and items it could not digest, including the following: 879sp, 232gp, 23pp, 2x 25gp gems, a horseshoe, a gold belt buckle (50gp) and a small metal box with a green velvet lined interior holding a *trollbane dagger*.

33. FIRST ASSISTANT'S OFFICE: As noted above, the most senior of the **superintendent's** assistants, known as the **first assistant**, had an office on this level where she could directly control the day-to-day operations of the mines. Her office is on the far eastern side of the **main cavern**.

As the party arrives at Area 33, read the following to them:

> Before you is a 10′ long finished stone corridor which leads to a heavy stone door. Lying in front of the door are the corpses of two dwarves. They appear to have been viciously attacked, with evidence of multiple wounds present on each body. The entire corridor also appears to have been doused in flaming oil, with all the surfaces showing signs of the impact and bearing a greasy black residue. The bodies are burned very badly, and it appears they died holding one another.

Given their state of decomposition it would be difficult to identify the bodies if not for one bit of luck. Each of the bodies has one half of a locket clasped firmly in their hands. The fire warped and slightly melted the lockets and they will not open. Examining the backs of the lockets reveal an impression of their surface, this can just be made out if they are cleaned. Names were incised on them and you can see the names **"Mahilda"** and **"Reynar".** These dwarves' names are on the **roster**.

GM's note: These corpses are those of married couple who were on guard duty the night of the assault. They fell here while valiantly defended the **first assistant**. If the party shows these lockets to **Luthe** he will tear up and explain their significance. He promises to return them to the couples' kin. Grant the party 250xp for returning the fallen lovers' lockets.

The stone door opens onto another 10′ long finished stone corridor. Within this second corridor there is a **magic mouth** on the north wall. Once the party opens the door the **magic mouth** activates and you should read the following to the players:

> A large mouth on the north wall of the corridor welcomes you in a deep and gravelly voice, "Greetings and salutations. You are in the office of the **first assistant** to the **superintendent** of the **Dwarfhome mines**. The **first assistant** is very busy so if you would bear with me, please take a seat on the bench opposite me and someone will be with you shortly. Thank you." As the mouth falls quiet you turn to look behind you and notice a low stone bench which runs the length of the south wall of the corridor.

This **magic mouth** was placed here many years ago, at great expense, as a gift from a **superintendent** to her **first assistant**, who routinely complained about the constant interruptions from people barging into his office. The **magic mouth** let him deal with visitors on his own time frame (which was glacially slow according to most folk who ended up waiting on that hard stone bench).

The **magic mouth** corridor opens onto the office proper, a 20' square room. Lying just inside the room is the body of a female dwarf; it appears she was stabbed multiple times. There is small badge on her tunic which says **"first assistant"**. Her name can be found on the **roster**: **"Braydelle".**

There is a wooden desk and chair in the southeast corner of the room. A jade carving of a dragon (500gp), used as a paperweight, sits atop the desk along with a musty tome. The **first assistant** was a student of history and her most prized possession was this copy of the archaic treatise "*Ancient Weapons of Wonder*", which she discovered while clearing out the mine's voluminous records several years ago.

This book is a dwarven work on artifacts of great power: it is not only rare but will be invaluable to the players in this campaign and you should encourage them to take it.

GM's note: This book provides background information on ancient artifacts of power. This volume references two such items which exist in this campaign: the **Lightbow of Courage** and the **Light Blade of Justice**. The **Lightbow** is the artifact which may be reassembled in the **"S-series"** of modules, which includes this adventure. The **Light Blade** may be reassembled by players in the **"SK-series"** of modules. In addition to providing histories of these items, the book's most salient point is the revelation that these two artifacts were broken into three parts in ancient times. The book describes each part and how to reassemble them into a whole artifact. The **Lightbow** featured in these series of adventures is composed of the *stock*, the *bowstave* and a *power gem*.

Searching within the desk reveals a few coins (42sp, 25gp, 16ep) and the **first assistant's** log book, where she wrote down details of the mine's operations. The last few entries contain her corroborating account of recent events: the discovery of the unknown door at Area 34; the two miners from the deep excavation who went missing; and the two miners sent after the missing crew. The entry detailing the search party checking in with her is her last entry.

A large stone coffer next to the desk contains the **first assistant's** overalls, a mining hat, boots, and her personal *heavy pick +1*, which is decorated with the **Stonehammer clan** crest. There is also a suit of chain mail and a round *shield +1* at the bottom of the coffer.

The northern wall is taken up by floor to ceiling bookshelves. These contain various production records, maintenance records, inventories, crew reports, and other documents relating to the running of the mines. However, if the party spends 2 turns (20 minutes) searching they will also uncover a forgotten clerical scroll stuck in the pages of a book entitled "Practical Wound Care in the Mine Workplace". The scroll contains 3x *cure light wounds* spells.

There are also various boxes, barrels, and crates in the northern 20' section of the room. These contain mining supplies similar to what was found in the **supply room** (Area 7). Of note is a small barrel of holy water, enough to fill 10 vials, and more of the specialized **climbing gear**, found in Area 7.

Lastly, there is a box with 50 vials of gunpowder, which the dwarves used in mining operations, but which a *harquebusier* may use to replenish their supplies.

GM's note: If you are not running this module as part of the author's **"S-series"** of *harquebusier* modules, then this box of gunpowder may be replaced with a barrel of flammable oil, enough to make 12 vials.

34. NORTHEASTERN MINING TUNNELS: The railroad tracks end here at a very old area of the mine, the **northeastern mining tunnels**. This **staging area** is similar to the other three staging areas (Areas19, 23 and 27), however the two mining tunnels associated with this **staging area** were shut down when the tunnels became unstable due to seismic activity. This happened long ago and this area has primarily been used for storage in modern times.

However, as noted above, a recent accident with a mining trolley car flying off the tracks exposed a previously unknown ancient door hidden behind a rock wall at this location. The late **first assistant** was the person who discovered the door, oversaw the clearing of the ancient doorway, and reported it to the **superintendent**. This door is barred (from this side) and is not locked: it can be easily opened by merely pushing on it.

35. ANCIENT CRYPT ENTRANCE: The stone door from Area 34 opens onto this narrow, 5' wide hallway. The stonework in this area is ancient and well made, and both the door and the hallway show exquisite craftsmanship. Once the door is opened, wall sconces along the hallway and in the ancient crypt (Area 36) magically come to life, filling the entire area with a sinister red glow. The hallway leads 60' straight east to end at a portcullis gate.

There is a pressure plate in the floor 30' down the hallway. If a player steps on this plate they activate a **trap** and four things happen: (1) the lights in the corridor and Area 36 immediately go out; (2) the door at Area 34 slams shut and is *wizard locked;* (3) a clangorous sound rings out in the hallway, so loud that all who hear it must make a successful CON check or be stunned for 1 round; and (4) the portcullis to the **ancient crypt** (Area 36) opens, as does the door to the **zombie crypt** (Area 36a), releasing the denizens of that room to attack the party.

If the party has extinguished its light source because of the glowing sconces, they will find themselves in pitch dark unable to see (unless they have infravision). Additionally, opening the door at Area 34 will require a *knock* or *dispel magic* spell, or if the party attempts to force it open, a STR *Major Test* is required because the door is very thick stone (The GM should refer to the OSRIC manual or their reference manual of choice).

After recovering from the blast of sound, the party will hear guttural moans and the sound of shuffling feet from Area 36. These are the sounds of the 4 **zombies** and a **greater zombie** from Area 36a (see that room description for the creatures' statistics). The **zombies** will move toward the sound in the hallway at their full movement rate of 6" per round. Depending on the players' actions, they may encounter them either in the hallway or in Area 36.

GM's note: See the description for Area 36, as there is another pressure plate in that room which will end the effects of the hallway **trap**.

If the party manages to detect and disarm the hallway **trap**, they will have to find other means to open the portcullis at Area 36. They may do so by magical means, such as a *knock* spell, or mundane means, such as brute force, which also requires a STR *Major Test*.

36. ANCIENT CRYPT: There is a pressure plate on the floor in the entryway to this room. A player stepping on or activing that pressure plate will end most of the effects of the hallway **trap** in Area 35: the magical lights come back on in this room and the hallway; the door at Area 34 unlocks; but the portcullis in this room will remain up.

This chamber shows exquisite craftsmanship in its stonework. Although it is clearly of very ancient construction (on the scale of millennia) the stones are so perfectly milled that one could not place a piece of parchment between them. Any dwarves in the party will be suitably impressed with this ancient craftsmanship, even though it is not dwarven work.

The oddly shaped chamber is approximately 15' wide at the entrance. There are two inset niches on either side of the door containing wall sconces. They may have at one point held carvings of wood or other transient materials, which have long since decayed and degraded, leaving only small piles of dusty debris within these alcoves.

The floors are an inlaid mosaic in a meander pattern of contrasting black and red stone. The walls are stained a deep red, and the colour has survived remarkably well.

The walls fall away to either side at approximately a 30 degree angle, and run diagonally eastward to a length of roughly 50′. The eastern wall, opposite the entrance door, is curved adding another 5′ (for a total of 55′) to the length of the room at that point. There are four doors in the room. One in the middle of the north and south walls, and two spaced equidistant from one another on the curved eastern wall.

Each of the four individual crypt rooms is identical in their construction and general appearance. The doors to these rooms are thick stone, closed but not locked.

Each of the crypt rooms has a 10′ long corridor opening into a 20′ square room. The rooms have a large two step dais taking up most of their space, upon which rests a sarcophagus. The rooms are illuminated by the same magically glowing red wall sconces as the rest of the **ancient crypt** complex. The denizens and contents of the four individual crypts are described below.

36a. ZOMBIE CRYPT: This room is the burial chamber of an ancient warrior king and his personal bodyguards. Over the millennia they all passed on into an undead state.

There are 4 **zombies** (AC 8; MV 6″; HD 2, hp 10, 11, 13, 12; #AT 1; D 1d8; SD immune to enchantments, *hold* spells, and spells that inflict cold damage; SZ M) here, one in each corner of the room. They wear tattered remnants of ancient bronze scale mail armour and wield ancient rusty swords. In life they were fanatical followers who swore a blood oath to defend their liege lord, and chose to be interred with him when he died in battle, so that they might protect him in the afterlife. They will attack the party on sight to fulfill their oaths.

A much larger specimen rests in the closed sarcophagus. This is a **greater zombie** (AC 4; MV 6″; HD 3, 20hp; #AT 1; D 1d10; SD immune to enchantments, *hold* spells, and spells that inflict cold damage; SZ M) who wears an untarnished *bronze breast plate +2 (*equivalent to AC 4*)* and wields an ancient *vampire blade longsword +2*. It led these men during their lifetime. It will rise up and attack anyone who enters its burial chamber.

The room's décor is spartan. Most of the items have crumbled with age, but a thorough search (taking 1 turn, or 10 minutes) will uncover a pair of beautifully painted amphorae (250gp for both), a small stone coffer which

holds many small gems (100x 1gp gems), and an ancient electrum ring which fell off the **greater zombie's** finger long ago, which is actually a ring of *feather falling*.

GM's note: The party may have already encountered these **zombies** if they set off the hallway **trap** (Area 35), in which case the party will find the door to the room lies open and there are no creatures within.

36b. WIGHT CRYPT: This tomb contains a sealed sarcophagus. If the lid is disturbed a **wight** (AC 5; MV 12"; HD 4+3, 22hp; #AT 1; D 1d4 + level drain; SA level drain; SD silver or magic items required to hit; spell immunities; SZ M) springs out and attacks the party. **Wights** are immune to *sleep*, *hold*, cold and enchantment based spells. They will take 2d4 damage from a vial of *holy water* (which may be found in Area 33) and are slain by a *raise dead* spell. They are feared among adventurers, as a successful hit by a **wight** drains the player of one experience level, including hit points and class abilities!

Once the **wight** is defeated and its crypt searched the party finds the following treasure: a well preserved beaten copper hand mirror (150gp), an intricately carved silver drinking vessel with a gold rim and a gold handle in the shape of a ram (250gp), ancient gold coins (500gp), a small bronze statue of a bull with ruby eyes (250gp), and a suit of green coloured *splint mail of the ram +2* (See Appendix F, New Magical Items), which is untouched by age and looks brand new.

36c. TRAP DOOR CHAMBER: This tomb's door is unlocked and it contains an empty sarcophagus with its lid off and resting on the dais to one side. Within the sarcophagus is a trapdoor leading to an ancient tunnel, with rungs set into the wall. This ladder travels steadily down, and after much time and effort it eventually emerges some 1150' beneath this level in the **Under-Realm**, at Area 37 on Level 3.

36d. EMPTY CRYPT: This tomb contains a sealed sarcophagus. If the lid is removed the party finds the fully intact remains of the crypt's occupant; a dead human dressed in the attire of a northern barbarian warrior. He wears a well preserved suit of *ever-shining chain mail (*See Appendix F, New Magical Items*)*, a decrepit leather helm, a set of corroded metal bracers, and a rusted dagger. A still sharp *longsword +2* rests atop his body. The rest of the crypt's remains have decomposed and there is nothing else of any value or interest in the room.

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LEVEL 3, THE UNDER-REALM:

This level is approximately 1250′ below the surface, and approximately 1150′ below the level of the trapdoor in the **ancient crypt** (Area 36c) in the mines above. Players can climb the tunnel ladder at a rate of 10′ per minute, which would mean they could theoretically traverse this distance in approximately 115 minutes.

However, given the strain of such a long climb (e.g. being encumbered by gear, climbing in armour, concern over whether the ancient metal rungs will hold, the need to be cautious about potential threats within the shaft, and the inevitable need to rest while exerting themselves in this manner), it is reasonable to state it will take cautious players approximately twice that time, or roughly 4 hours, to safely climb down the ancient ladder.

After their climb the players find themselves in a small, cramped room (Area 37) with a short hall leading to a *secret door*, opening onto a sandy, rocky ledge overlooking a quick moving river within an enormous cavern. The cavern is on the same scale as those housing the largest of dwarven under-mountain settlements. Your players have reached the frightening and dangerous **Under-Realm** of the world!

This level is comprised of a humanoid settlement built within a massive oval shaped stone column several hundred feet in diameter, surrounded by a fairly swift moving river. The river's current runs from southeast to northwest, as it encircles the column, with a stronger current and powerful eddies where the river splits to go around the column, and again where the two streams reconnect on the other side.

The river's shore is a rocky place, with a sandy surface: the sand being the result of the river grinding down the cavern's rock walls over the millennia. Stalagmites and other rock formations dot the shore's surface. The river's depth varies: as it flows into the monstrous cavern from the **Under-Realm** at Area 58, it bottoms out at nearly 60′ deep; as it branches around the great column it rises to a depth of 40′ to 50′ deep, and as it exits the cavern to flow onward to the sea, at Area 38, it is only 30′ deep.

The river's current moves at a rate of 30′ per round and it poses a serious danger to any player who enters it, as they run the risk of being swept away and/or drowning.

While the current is insufficient to carry off a healthy person who wades in knee-deep, a couple feet from the shore, should a player walk further out, fall into, or be knocked into the river, they may be in jeopardy. They will be swept under and subject to drowning if they cannot remove their armour and surface in time. The denizens of this level will use this to their advantage, attempting to push or drop the party into the water at every opportunity. Cautious players may consider taking action to avoid or mitigate this (e.g. tying off to a spike set into the wall, securing the party together with ropes, etc.).

Thus, the GM must carefully monitor the actions of players in the water, to determine when they run out of air and what actions they take to avoid death by drowning. A character underwater can hold their breath for a number of rounds equal to their CON, divided by 3 (rounded up). This time may be cut in half if the GM determines, in their discretion, the player did not have a chance to take a deep breath, and in half again if the player is performing strenuous activity.

Characters in metal armour cannot swim, and will sink to the bottom. Chain mail (or lighter) takes 1 round to remove, and plate mail (or heavier) can be removed in 1d4+1 rounds. This is halved if the character is willing to cut straps and tear buckles to get their armour off quickly.

A player in the water, once free of their armour, may swim to the surface, but must still deal with the strong current and may be swept away. Characters in the river must make a DEX check to avoid being swept downstream at a rate of 30′/round. This must be done once per round. Once a DEX check is successful, they arrest their motion by catching a rock or outcropping, and are no longer carried along by the flow of the water.

Characters that successfully arrest their movement will then have two choices: (1) they may attempt to exit under their own power by swimming to the bank, which requires two successful DEX checks in a row, and if a player fails one of these DEX check, the process starts over; or (2) they may wait for other characters to attempt to rescue them by mundane or magical means.

Should a character be swept past a **Rockhome** chamber opening, such as one of the many alcoves which open onto the river, there is a 10% chance they will be spotted by an inhabitant of the city. If spotted, the player's presence will be reported to **Rockhome's** guards and the city's denizens will be prepared for the party's arrival.

A player should also be provided an additional attempt to arrest their movement each time they pass within 10' of one of the rock outcroppings in the river (which are shown in blue on the map of Level 3). These outcroppings range in size from small boulders to the massive columns at Area 58. Such attempts are made by rolling 1d6, with a roll of 1-3 indicating the player was able to arrest their movement by scrambling onto and/or clinging to the surface of one of these stony outcroppings.

GM's note: If players arrest their movement in this manner, the 10% chance of being spotted by an inhabitant of the city (and their raising a warning) will apply, the same as for players spotted drifting past alcoves and openings.

If players are completely unable to arrest their movement, they will eventually be swept out of the cavern, via the exit near Area 38, at which point their character is no longer part of this adventure. It is left to GM's discretion what happens to such characters (e.g. they may eventually drown, they may be captured or rescued by someone further down the river, or etc.).

GM's note: With respect to players who float out of the cavern on the river, it should be noted that there is another major **Under-Realm** outpost, an aquatic city further downstream in the author's campaign world, from which the players would likely never escape. This city is referenced in the section **"Concluding the Adventure"**, and will be featured in the forthcoming **Starry Knight Press** module **SK3 Fane of the Shark Lord**.

The central column rises up to a roof which is well out of eyesight, ranging from 60'-100' above the water's surface. The cavern roof is covered in stalactites and other rock formations. There is, of course, no sunlight so far below ground, but the surface of the great column and the walls of the cavern itself are dotted here and there with many forms of bioluminescent fungi, which make the great cavern glow with green and purple hues.

This ambient light is sufficient for most denizens of this realm to see by, but surface dwellers, at least those without infravision, will find this lighting sufficient to see a mere 10' from them, equivalent to their vision at twilight on a starless night. The use of any open flame will, therefore, surely be noticed in the dank and dark world of the **Under-Realm**. Cautious players will realize that utilizing any such light source will make them very conspicuous targets in this lightless environment.

However, the use of hooded lanterns, covered magical or mundane flames or any other controlled light sources will not call undue attention to the party. Once the party travels closer to the great column of **Rockhome**, and their eyes adjust to the low light, the players' vision increases to a 20' radius because of the ambient illumination from the torches, braziers and fire pits of the humanoids living within the column.

Topography of the Great Cavern:

The party may come upon the following features if they decide to explore the environment along the shore of this cavernous level (prior to exploring **Rockhome** proper), and this information is included here for quick reference:

- Area 37 is the location of the secret ladder by which the party enters the level.
- Area 38 is the location of the dwarven mine **elevator shafts**, where the dwarves first discovered this level.
- Area 39 is the location of a rope bridge between the shore and the **main entrance** to **Rockhome** (Area 40). The bridge is approximately 10' above the surface of the water.
- Two massive stone columns are located at Area 58, which are used as guard towers. Guards are posted at all times; see the area's entry below for details.
- There is a *secret door* located at Area 59, on a ledge 10' off the ground. This *secret door* opens onto a passage which leads both back to the surface and further into the **Under-Realm**.

37. ENTRY CHAMBER: After their long climb down the ancient ladder, the party finds themselves in this cramped room. The room is 10' square, with a 5' square hall off its eastern side, which dead ends at a *secret door*. There is a bracket on the western wall with a metal facsimile of a torch in it (it may be filled with oil and lit).

The room contents have not withstood the passage of time and piles of dust and debris are scattered about the room. If the party spends 1 turn (10 minutes) searching the debris they will discover 3 silver bowls (75gp), various coins (150cp, 88sp, 32gp and 6pp), a few small gems (4X 10gp, 2X 25gp), and an ancient, sealed metal tube with a miraculously preserved mage scroll (*invisibility* and *haste*) inside of it.

The *secret door* at the dead end is operated by pulling down on the "metal torch" on the western wall. The *secret door* opens onto a sandy, rocky ledge overlooking a river within an enormous cavern, as described in the introduction above.

38. DWARVEN ELEVATOR SHAFTS & TUNNEL: The mine **elevator shafts** and exploratory tunnel dug by the dwarves are located here. This area lies on the northwestern edge of the great cavern, roughly 300' from the **entry chamber** (Area 37). The two **elevator shafts** were blocked off with massive boulders by the **orcs**, each weighing several tonnes, which were shifted by a small rockslide they created.

The party will note that there are a series of rope bridges in this area, which were built between large rock outcroppings in the river, to connect **Rockhome** to the dwarven tunnel at Area 38. These bridges are approximately 10' above the surface of the water. This bridge network was used to transport the beasts and creatures which **Grumsh** used to stock the dwarven mines. The bridge's last two links to the shore were later destroyed on **Grumsh's** orders.

If the party were able to reach either one of the last two northern rock formations in the rope bridge chain, by either magical or mundane means, they might use the rope bridges to reach **Rockhome**.

This network of rope bridges end at a sandy alcove on the western side of **Rockhome**. From there a narrow hallway leads to a *concealed door* which opens into a hallway between Areas 53 and 54. The doorway was lightly plastered over, and a large hide was hung there to conceal evidence of **Grumsh's** raid on the dwarven mines. If the party enters **Rockhome** this way they will leave a large hole behind the hanging hide, and there is a 10% chance per turn that someone will discover the hole and raise the alarm. If that happens the denizens of **Rockhome** will be prepared to meet intruders and the possibility for the party to surprise their opponents will no longer be available.

39. ROPE BRIDGE ENTRANCE: At this point along the shore the party finds a sturdy looking rope bridge crossing the river from the shore to the central column. The bridge ends on a sandy alcove, with two lit torches set at the bridge's shore-side terminus. There is no one present. The bridge is a mere 10' above the surface of the water.

The Town of Rockhome:

The halls of **Rockhome** have been expanded continually over the millennia it has been occupied by denizens of the **Under-Realm**. It is constructed of expertly crafted stonework, very rudimentary rough-hewn work and everything in-between: sometimes together in the same room. This is a function of the settlement having changed stewards over the years and the varying levels of sophistication of those stewards and their kin.

While the party is within the town, they may run into an **orc guard company**. The GM should check once every 6 turns (1 hour) for such an encounter (1 in 6 chance). If the party is being particularly loud (bashing open doors or similar actions) the GM should also make a spot encounter check. Some of these spot checks are referenced in the descriptive text below, but the GM should make additional checks if, in their discretion, players are acting foolhardy. Lastly, if a foe escapes or the players are spotted, and a general alarm is sounded within the settlement, the occupants will be on alert and ready to repel invaders. In these circumstances the GM should make an encounter check every turn (10 minutes), with a heightened chance of success (2 in 6 chance).

If an encounter is indicated, an **orc guard company** will appear in front of the party, 30' away if possible. The **guard company** consists of 4 **orcs** (AC 6; MV 9"; HD 1, hp 6, 5, 5, 6; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and 2 spears (D 1d6). Each **orc** has 16sp and 11ep. There are four such companies. Once all four have been defeated there are no more, and the GM should stop making encounter checks.

40. MAIN ENTRANCE: This room has a sandy alcove bordering the river, reached by a sturdy rope bridge from the **great cavern's** shore. The alcove opens onto a roughly 20' x 10' rough-hewn corridor which opens into a skillfully worked 30' square room. There is a slight indentation in the room's northwest corner which holds a *secret door*. Another *secret door* lies in the southwest corner. There are small holes drilled into the *secret doors* (placed skillfully between two bricks) through which **orc** guards observe anyone who enters the room.

There is an open archway directly opposite the entryway from the alcove, and a **pit trap** lies on the floor in front of the archway. The **orcs** watching from the *secret doors* will

wait until the party (or a majority of the party) is standing on the trapdoor before springing their ambush.

They **orcs** will activate the **pit trap** remotely, via a lever in the northern chamber (Area 42), dropping any player who misses a DEX check into a 10' pit, causing 1d6 damage. The **orcs** will then throw open the two *secret doors* and rush in to attack the party.

The **orcs'** tactics involve first swarming the players who have not fallen into the trap before dealing with those in the pit: 4 **orcs** and the **orc captain** attack from the south (Area 41) and 5 **orcs** attack from the north (Area 42): see the description of those areas for their statistics. The **orcs** will attempt to *subdue* the party, if possible, hoping to sell them in the **slave market**.

GM's note: When attempting to subdue or incapacitate, rather than kill, the attacker rolls damage as usual, but the result is split between half "real" damage and half "subdual" damage, which does not cause death. Players brought to zero hit points in this manner are subdued. Subdual damage is recovered at the rate of 1 hp/hour.

41. SECRET GUARD ROOM (SOUTH): This small oval 30' x 20' chamber serves as a guard room. There are 4 **orcs** (AC 6; MV 9"; HD 1, hp 7, 4, 6, 4; #AT 1; D 1d8 or by weapon; SZ M) stationed here: 2 wield maces, (D 1d6), 1 wields a hand axe (D 1d6), 1 wields a halberd (D 1d10), and all of them have 2 spears (D 1d6). They are led by an **orc captain** (AC 4; MV 9"; HD 2, 11hp; #AT 1; D 1d8+1; SZ M) who wields a *spear +2* (D 1d6+2) and a hand axe (D 1d6). Each **orc** has 16sp and 11ep, and the dirty cloak the **orc captain** is wearing is actually a *cloak of elven kind*.

This chamber is barren, with several low stools surrounding a glowing, hooded fire pit in the eastern half of the chamber. There is a bucket of stagnant water and a sickening smelling **orcish stew** bubbling over the fire, with several crude wooden bowls sitting nearby. A thick black curtain is strung across the chamber to hide the light from the fire pit from those in Area 40.

GM's note: If an unwise player attempts to taste the **orcish stew**, have them first make an INT check; a success indicates the player realizes the stew is made of rotten meat unfit for their consumption.

If the INT check is failed or the player decides to eat the stew anyway, they must make a saving throw vs. poison. A failure indicates the player becomes violently ill, incapacitated and vomiting painfully for 1 turn (10 minutes). Thereafter, the player has a 25% chance of contracting a serious *disease* (see the *plague* description section in the OSRIC manual, or the disease section in your preferred gaming manual). Even if the player does not become immediately sick or contract a disease, they will only be able to choke down a bite or two of the stew. You may describe the stew as greasy, with bits of hair and bone in it, and completely inedible to surface dwellers.

If the party enters this room from the south (through Areas 48 or 50), and they have not previously been through Area 40, the guards will still be present here. They will raise an alarm and send a runner for reinforcements.

42. SECRET GUARD ROOM (NORTH): This oddly shaped chamber is roughly 40′ x 20′. It serves as a guard room for a group of 5 **orcs** (AC 6; MV 9"; HD 1, hp 5, 4, 5, 7, 6; #AT 1; D 1d8 or by weapon; SZ M): 3 wield longswords (D 1d8), 1 wields a falchion (D 1d6+1), 1 wields a ranseur (D 2d4), and all of them have 2 spears (D 1d6). Their mission is to capture unwanted visitors entering **Rockhome** via Area 40. Each **orc** has 16sp and 11ep.

This chamber is barren, with a few meager furnishing: a few low benches surround a glowing brazier in the northern half of the chamber, with a small keg of foul smelling **orcish ale** and several crude stoneware mugs sitting nearby. A filthy, thick black curtain is hung across the width of the chamber to block the brazier's light from showing through the sight holes in the *secret door* to the **main entrance** (Area 40).

GM's note: If a foolish player attempts to drink the **orcish ale**, have them make a CON saving throw. A failure indicates the player becomes violently ill, they are incapacitated and vomiting painfully for 1 turn (10 minutes). A success means the player does not get sick. You should describe the drink as foul tasting and unpalatable. Despite its bad taste and tendency to induce nausea, a beer aficionado might pay 150gp for the vile brew, if it could be transported to the surface.

If the party enters this room via the **common room** (Area 46), and they have not previously been through Area 40, the guards will still be present here. They will raise an alarm and send a runner for reinforcements.

43. CROSSBOW TRAP ROOM: The 40′ x 10′ hallway leading to this room, and the 20′ square room itself, are all of skillfully worked stone. The stout wooden door to this room is unlocked and the room beyond is silent.

There is a **crossbow trap** set up on the wall opposite the door, with four light crossbows aimed at the entryway. Opening the door activates the trap. Players in the first two ranks are targeted: if there are less than 4 players in the first two ranks, the GM should assign the additional crossbow attacks to players via a random dice roll.

If the trap is sprung, the GM should roll "to hit" rolls for each crossbow (as a 2HD monster) to determine if a player is struck. The damage is 1d4+1 per bolt, and the bolts are covered in a mild poison so any player struck must make a *save vs. poison* or suffer an additional 1d4 damage from an intense burning pain.

The room is empty of anything save a barrel containing replacement quarrels (2 dozen) for resetting the trap.

If the party activates this trap and does not clear **Rockhome** of hostiles, the trap will be reset in 24 hours.

44. THE ARMOURY: This large, roughly carved, oddly shaped chamber holds the **orcish armoury**. There is a great din which comes from this chamber, the sound of metal being worked, which can be heard in the hallway from Area 43. A red glow from the forge will also be evident as the party draws closer to this room. Because of the noise the party is not likely to be noticed entering the room and they have the possibility (1 in 6 chance) of surprising the inhabitants.

The forge itself is contained in a 20′ wide alcove in the southeast portion of the room. Three additional anvils are located in the middle portion of the room, near the northern wall, which is taken up by large shelves filled with crude but serviceable arms and armour.

A 10′ wide tunnel exits the chamber in the northeast corner of the room, and another exits at the southwest corner. There is a locked door to the **treasury** (Area 45) in the northwest corner of the chamber.

The forge is manned by the **blacksmith** and his **assistants.** The **blacksmith** (AC 4; MV 9"; HD 2, 11hp; #AT 1; D 1d8+2; SZ M), is a huge **orc** who wields a *battle axe +1* and a light warhammer (D 1d4+1). When the party is spotted, the **blacksmith** will first attack by throwing his hammer, before taking up his battle axe and charging into melee.

There are 7 **orc assistant blacksmiths** (AC 6; MV 9"; HD 1, hp 5, 4, 5, 8, 4, 7, 6; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and a light warhammer (D 1d4+1). They will also throw their hammers at the party before engaging in melee.

If the **orcs** are searched after battle, each one has 16sp and 11ep, and the **blacksmith** also has a ruby earring (100gp) and a small leather pouch with a *potion of fire resistance*.

The racks of weapons and armour hold a fairly large arsenal, both for use by the tribe and for sale in the **market** (Area 50) to other **Under-Realm** buyers. Given the large inventory it will take players 1 turn (10 minutes) to quickly examine the contents of the shelves.

Assuming the players take the time to examine the shelves, the entire inventory is as follows: 2 suits of plate mail, 4 suits of chainmail, 4 suits of ring mail, 3 suits of studded leather, 5 suits of leather, 5 medium and 5 large shields, 11 daggers, 2 battleaxes, 4 maces, 4 longswords, 8 short swords, 4 pickaxes (these were confiscated from the dwarven miners captured by the **orcs**, two of whom are still alive in Area 48), 6 shortbows, 1 longbow, 14 crossbows, 2 barrels with arrows (100) and quarrels (100), 31 spears, 11 halberds, and 32 helmets of various sizes and shapes.

The players may take any item of this gear they wish to use, but this is obviously too large of a plunder for them to easily transfer it all back to the surface. Assuming they are able to clear **Rockhome** of hostiles and return to inform **Lord Kanin** of its existence, when his forces and commandeer the area the GM may, at their discretion, allow the players to be compensated for the gear, at 50% of its sale value, by **Lord Kanin**.

Alternatively, if the players choose to destroy the gear, e.g. by piling it up and lighting it on fire, the GM may reward them the full gold value of the gear in experience points, for thwarting the forces of the **Under-Realm**.

45. TREASURY: The door to this room is a very sturdy iron banded oak door. It is locked and the key is held by **Grumsh** himself. The door's construction is very strong, reducing the chance to force it open to 1 in 6, and if players try to bash or chop it down it takes 40 points of damage. Its lock is particularly complex, reducing the chance to pick it by 20%.

Once the players gain access to the room, they find a roughly carved circular chamber, 25' in diameter. There is a **caltrop trap** in this room. There is a pressure plate in the doorway, and the first person to step into the room will activate the trap unless it is disarmed first. The trap causes the release of a large bag of **caltrops** from the roof, which blankets the entire floor.

A **caltrop** is a four-pronged iron spike which is made so that there is always one prong facing upward. They are used to impede an enemies' movement, especially when on horseback, but they are also useful against footmen. If a player enters an area covered in caltrops, they must make a successful DEX check, with a failure indicating they must stop moving and take 1hp damage. These **caltrops** are also coated with a *sleep poison;* any player stepping on one must also *save vs. poison* (at +2, as it is a weak poison) or fall asleep for 1d6 turns. A player can also clear a 10' square area of the floor, removing all **caltrops** in that area, on a successful DEX check.

Once the players have navigated the trap, they find the room cluttered with boxes, barrels and crates. This is the clan's personal **treasury** and the vault for storing **marketplace** items of special value. The room contains the following treasures:

- 12,000cp, 4,000sp, and 28 gems (21x 10gp, 4x 50gp, 2x 100gp, and 500gp).
- a silver and gold hawk pin (250gp).
- A choker of chunky gold bars strung together with freshwater pearls (1,000gp).
- A platinum and ivory comb (250gp).
- 6 potion vials (*potions of diminution*, *extra healing*, *gaseous form*, *healing, levitation*, and *polymorph*) in a sturdy leather case.
- A gold ring with a 1 carat solitaire diamond, which is a *ring of protection +1, 10' radius,* in a small pale blue box. This was an engagement ring taken from **Aster Biades** (Area 51) by his **dark elf** captors.
- A small silver box (25gp) with 5 silk packets of *dust of appearance.*

- A dwarven made *battle-axe arquebus +1.* This **weapon of quality** provides its "to hit" and damage bonus to melee and ranged attacks.
- A leather pouch with a crossed hammer symbol on it, inside of which is a *periapt of stoneskin* (See Appendix H, New Magic Items).
- A sturdy wooden box with 40 bullets and 10 silver bullets (firearms ammunition).
- A wooden box, approximately 30 inches long, closed with a wax seal bearing an unfamiliar insignia. The box contains an ancient-looking 26" long shaft of some unknown material.

There is also a large tome which contains what appears to be an inventory of the room's contents. It is written in **orcish** and details, if the players are able to translate it, a running total of the clan's treasury balance, including the current amounts on hand. It also identifies the properties of the potions and other magical items. Shoved into the back of the book is a long forgotten clerical scroll (2x *cure light wounds*, *detect magic*, *light*, and *chant).*

It should be noted the inventory makes no mention of the box with the strange looking shaft in it, as **Grumsh** allowed the **dark elf** trade emissary **Jezeldar** to place the box in the **treasury** with "no questions asked" as a show of cooperation with the powerful **dark elf**, but mostly because **Grumsh** is afraid of him.

GM's note: The shaft of unknown material is the *stock* of the **Lightbow**, a powerful ancient artifact. A warrior or *harquebusier* will immediately recognize it as the stock of a crossbow-type weapon, but unlike any they have ever seen as it lacks a place for a lever or cranequin, a groove for a quarrel or the nut or catch which normally sits at the end of the groove. All other classes may recognize it as the stock of some sort of projectile weapon if they make a successful INT check.

The **Lightbow** is referenced in the book "*Ancient Weapons of Wonder*" which the party may have discovered in the **first assistant's office** (Area 33). If so they may recognize the item from illustrations therein, but only if they spent at least a turn (10 minutes) skimming the book. Otherwise, this discovery will have to wait until the end of the adventure. That experience is discussed in detail in the **Concluding the Adventure** section, below. Completing the **Lightbow's** reconstruction will take the party on a long and arduous journey: deeper into the **Under-Realm** and eventually to the heavens and beyond!

The shaft was brought here by the **dark elf** trade emissary **Jezeldar**, and the box bears his personal seal. It was discovered recently by a **dark elf** war band that was exploring ancient forgotten cities, deep underground, searching for buried treasures from ages past. The **dark elves** realized the object held great power and thought it would be of benefit to the current campaign they are masterminding: leading coordinated attacks on good-aligned kingdoms throughout the realm at the bidding of their demonic master.

Jezeldar was sent to the port town of **Rockhome** to consult with the **deep dwarf** emissary **Boltzin** and the **shadow gnome** emissary **Ranidriss**, in hopes of gaining further insight into the item from these representatives of these two other long-lived races, both of whom have deep knowledge of ancient times and the creation of powerful magical weapons and mechanical devices.

GM's note: All three demi-human trade emissaries are discussed in detail in the description of the **garden** (Area 55).

46. COMMON ROOM: This large natural cavern has been expanded with rough stonework in its southern and eastern portions. It is irregularly shaped, but takes the form of a rough oval 50' from east to west and 40' from north to south. There are three short, roughly 5' wide tunnels which exit the room on the north wall and lead to alcoves overlooking the river. There are several large crude canoes beached there, which the tribe uses for fishing, travel and communication with other **Under-Realm** communities along the river.

To the east a stonework wall was added to the chamber, stretching from the floor to the 15' high ceiling in that area. A set of 15' wide double doors are set into that wall.

The chamber's roof rises from 15' at the east wall to a maximum height of 30' at the room's center and down to about 20' throughout the rest of the room. Stalactites dot the ceiling but all rock formations have been removed from the cavern's floor.

This room houses the bulk of the **orc** tribe. There is a large central fire pit in the middle of the cavern, as well as smaller personal hearths throughout the room, around which groups of **orcs** are gathered. There is a large wooden water trough along the southern wall. Buckets, cups and tankards are strewn about the trough, and wet garments are hung on a string line to dry. There are heaps of clothing and skins used for beds, as well as stools, low tables, small shelves, boxes and other odds and ends of furniture scattered about. Small buckets of water, barrels of **orcish ale**, and pots of **orcish stew**, along with other bits of inedible foodstuffs are lying around the fires. Here and there, mostly up on rock shelves, are boxes and chests containing tribe members' personal possessions.

There is a group of 18 adult **orcs** (AC 6; MV 9"; HD 1, hp 5 each; D 1d8 or by weapon; SZ M) present, evenly split between males and females. Each wields a short sword (D 1d6) and spear (D 1d6). There are also 12 young **orcs** here, who will not fight.

The **Under-Realm** is a very harsh environment, and those who survive are always prepared for adversity and the threat of sudden, violent death. Thus, the **orc** tribe has a well prepared evacuation plan in case of invasion by hostile forces, which they put into action as soon as the party's presence is known (e.g. by the party entering this room or an alarm being sounded). The primary goals of the plan are escaping and raising an alarm to bring reinforcements, in that order.

The **orc's** evacuation plan is as follows: 13 **orcs** will stay in this room and take up arms against any intruders who appear. 2 **orcs** will exit the chamber, one attempting to go north and one south, to raise an alarm or spread word of the location of contact with the intruders. At the same time, 3 **orcs** will lead the 12 young **orcs** to safety via the nearest alcove, loading them into canoes, and travelling to the next **Under-Realm** town. When they pass the guard towers at Area 58, they will signal the guards there to make them aware of the attack, if a general alarm has not been sounded yet (see Area 58 for a description of the response those guards will take). These refugees will not return until they receive word it is safe to come back.

The **orcs** in this room have 16sp and 11ep each. A cursory search reveals nothing of real value in this room. The **orcish ale** and **orcish stew** will cause the same reactions as detailed in Areas 41 and 42, above.

However, if the party makes a detailed search of the room, spending two turns (20 minutes), they will uncover the following valuables: hidden behind a loose stone along the south wall is a leather pouch with 100gp and a small jade statue (150gp); buried in the ashes of an old personal hearth is an iron box with 5pp and a *potion of flying*; and hidden beneath a pile of dirty sleeping skins is the desiccated, leathery pointed ear of an elf, strung on a leather thong, with two rings in it: a gold hoop earring (100gp) and a *ring of protection +1*.

47. STOREROOM: The double doors to this room are locked and of similar construction to the **treasury** doors (Area 45). There are two copies of the key to this room: **Grumsh** has one and the tribe's spiritual leader, the **orc shaman Krembler**, has the other. **Krembler** is at the **orc temple** (Area 52). The doors may be forced open (1 in 6 chance), chopped down (50hp damage), or their complex lock (-20% chance of success) may be picked.

If the players gain access to this chamber they find a bean-shaped natural cavern, roughly 30' x 20'. The roof is 15' high at the entrance at the worked stone wall and dips to 10' high at the far end of the cavern.

This chamber is the primary storeroom for the tribe's mundane and non-monetary possessions. It is full of boxes, barrels, crates, bags, and coffers containing all manner of everyday items, none of which are of great monetary value. This includes the **orc's** provender (inedible to humans and demi-humans); bolts and scraps of cloth; dirty wool from the **deep coos** (see Appendix G, New Monsters); tools and implements such as hammers, mallets, knives, and similar items; wooden, stone and bone cutlery and utensils; liquids such as candle wax, a weak soap solution, a thin vinegary wine, and more of the foul **orcish ale**; needles, thread, leather straps, buttons and other such sundry items that make up the tools of daily life.

As with the treasury, there is a thick book on a shelf at the far end of the room. It is written in **orcish** and if the players are able to translate it, they discover it contains a detailed account of the clan's **storeroom** deposits and withdrawals, including the current items on hand.

Stuffed into the pages of the book, apparently forgotten, is a mage scroll (*burning hands*, *jump*, *stinking cloud, web,* and *acid arrow).*

GM's note: See Appendix I, New Magic Spells, for a description of the spell *acid arrow*, which appeared in the **Starry Knight Press** module **SO2 Clash at Fort Valour**.

if the party makes a careful search of this cavern, expending 3 turns (30 minutes), they will discover some valuables recklessly discarded in this room by the **orcs**, as follows: a bolt of extremely rare silk cloth (500gp) is buried beneath a mountain of **deep coo** wool; in a stoneware mug of buttons and clasps is a set of 5 white buttons made of pearl (100gp); and thrown into a box of leather straps and cords is a dirty leather *sling +1*.

48. PRISON HALLWAY: This 40' long hallway is composed of expertly worked stone, with a 10' high ceiling. The craftsmanship is superb and many years older than any other construction in **Rockhome**. The hallway travels diagonally from east to west, ending at the southern portion of the **gaol** (Area 49).

GM note: If the party enters this hallway without having previously eliminated the **orcs** in the southern **secret guard room** (Area 41) or **gaol** (Area 49), they will need to be cautious as prolonged and/or very loud combat in this hallway may draw the attention of those guards. Each round of combat, there is a 20% chance a guard comes to investigate from one of these rooms, if possible. If an encounter is indicated, the GM should randomly choose which area the guard comes from. When the guard appears they will engage the party with projectile weapons from the entrance to the hall while yelling for reinforcements. If the party closes to within melee distance, the guard will flee to get its compatriots.

When the party enters this hallway, they will inadvertently stumble upon a prisoner transfer. The prisoners are being taken from the **gaol** (Area 49) to the **auction square** (Area 51), where they are to be sold into slavery. A group of five bound and shackled prisoners are being wrangled by 4 **orcs** (AC 6; MV 9"; HD 1, hp 4, 6, 5, 4; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and spear (D 1d6). They are led by an **orc sergeant** (hp 8), who wields a longsword (D 1d6) and *bullwhip +1* (D 1d6+1 save vs. DEX or stunned for 1 round). Each **orc** has 16sp and 11ep, and the **orc sergeant** has a 50gp gem hidden in a pouch inside his armour.

The prisoners include the following: (1) a dwarven miner, **Jacen**; (2) a dwarven miner, **Noran**; (3) a **flind**; (4) a halfling druid, **Tomil Berrypots**; and (5) an elven fighter/thief, **Bavil Oriander**.

The dwarven prisoners are the two unfortunate miners who were captured and tortured by **Grumsh,** prior to his raiding the mines. The **flind** (AC 5; MV 12"; HD 2+3, 13hp; #AT 1; D 2d4 or by weapon; SZ M) is insane, and was arrested and imprisoned for attacking folk in the **marketplace** (Area 50). He will attack the nearest creature as soon as he is released, using his bare hands. The halfling and elf are adventuring companions, the last survivors of an adventuring company overrun by a **dark elf** war band in a recent surface raid.

If the party has not completely cleared **Rockhome** yet, the demi-human prisoners will agree to wait near the secret ladder (Area 37) for the party's return. The prisoners will wait a reasonable amount of time before assuming the worst, and then fleeing up the ladder and attempting to make their way to **Jarlburgh** on their own.

GM note: If the party has lost player characters or seems outmatched, the GM may also allow them to recruit these prisoners as NPC mercenaries. The statistics for these prisoners are set forth in Appendix J. The dwarves' pickaxes were stored in the **armoury** (Area 43), but all of the prisoners will use any gear they are given. The GM should adjust the prisoner's statistics accordingly, once they are outfitted with gear.

49. GAOL: This chamber is a natural cavern expanded several times, with both rough stonework and skilled masonry evident. The original cavern was expanded to the south, the western wall was straightened, and 5 small cells were added. The chamber is an oddly shaped, roughly oval chamber, measuring approximately 25' from east to west by 70' diagonally from north to south. Each of the **gaol** cells is 10' square, with a thick, iron banded wooden door, secured with a complex lock (-20% chance to pick the lock).

All of the **gaol** cells are filled with dirty, lice infested mats of woven vegetable matter. Bits of ragged cloth and a filth bucket are the only other furnishing. As noted above, most of the prisoners are currently en route to the **auction square** (Area 51).

The present occupants of the cells are as follows:

a. This cell is empty.

b. In this cell are the crumpled and putrid remains of the dwarven miners **"Melly"** and **"Fundar"**. Their names are stitched into the front of their denim work shirts. As noted above, they were killed by **Grumsh** while he was interrogating them, the first casualties in this war between the surface dwellers and the **Under-Realm**.

c. This cell holds a single, inebriated **orc** (AC 6; MV 9"; HD 1, hp 5; #AT 1; D 1d8; SZ M). He was found passed out drunk on guard duty, and thrown into this cell to sleep it off. If awakened he will fight the party bare-handed, attempting to slip past them if possible and raise the alarm.

d. This cell is empty.

e. The cell is occupied by 3 **kobolds** (AC 7; MV 6"; HD 1d4 hp, hp 3, 2, 3; #AT 1; D 1d4; SZ S). They were captured by the **hobgoblin** guards while trying to break into a stall in the **marketplace** (Area 50). If released they will beg for mercy and will not fight unless pressed. Their goal is to escape and if they are let go they will immediately leave **Rockhome** and will not raise an alarm.

There is a *secret door* in the southwest corner of this room which opens onto a 5' wide hallway which ends at a *secret door* into the **orc temple** (Area 52). It is used to bring prisoners to be sacrificed at the **temple** (Area 52).

There are torture implements scattered along the eastern wall of the room, including a rack, an iron maiden, chairs with restraints built in, and various knives, mallets, ropes and other torturer's "tools of the trade".

Standing in the middle of the room is the **bugbear gaoler** (AC 4; MV 9"; HD 3+1, 19hp; #AT 1; D 2d4+1 or by weapon; SZ L), who wears a *ring of protection +1* and wields a *battle axe +1* and bullwhip (D 1d6, plus save vs. DEX or stunned for 1 round).

The **gaoler** commands 4 **orcs** (AC 6; MV 9"; HD 1, hp 6, 5, 5, 7; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and spear (D 1d6). Each **orc** has 16sp and 11ep, and the **gaoler** has 150gp, 2x 50gp gems and a keyring with keys to all the cells in a small leather pouch at his waist.

50. MARKETPLACE: This long narrow natural chamber is the center of commerce for the port town of **Rockhome.** The natural cavern has not been worked by hand, but its walls and floors have been worn smooth by the touch and passage of countless boots, feet, claws, and tentacles, over the millennia this marketplace has been in operation. The chamber is roughly 90' long (running east to west) and while it is only 15' wide on its eastern end, it expands to over 35' wide at the western end. The ceiling is very high here, rising sharply to a 50' height; it is covered in stalactites and other rock formations, some of which have crystals embedded in them. Some of the crystals have had **continual light** cast upon them. The end result is a ceiling which appears full of "stars" and it is quite beautiful. It provides light to see by which is equal to a bright night under a full moon and star light.

Three short tunnels exit the chamber on the south wall, leading to alcoves overlooking the river. The first tunnel is 10' wide, and is located in the northern section of the room. Three craft are beached or anchored at the alcove there: a simple rowboat, some sort of steam-driven flatboat, and an elaborate ship shaped like a black swan. These boats belong to the three **trade emissaries** (see Area 55). The second two tunnels are in the southern portion of the room, one is 10' wide and the other slightly narrower; they lead to empty alcoves.

The **marketplace** is full of merchant's shops, stalls and carts of all varieties. It seems any and all manner of goods are sold here, as far as the players can tell from the pictures on the shops' signage. Everything is written in an unfamiliar language, **Under Common** (the *lingua franca* of the **Under-Realm**), which the players likely cannot decipher. There are three rows of shops, one against the north wall, a row of smaller carts and shops right down the middle of the room, and a row against the south wall.

There are 60 shops in total here, but all of the shops are boarded up and locked tight. Luckily for the players the marketplace is currently closed or they would be facing a veritable army of **Under-Realm** foes. The **marketplace** and **auction square** were both temporarily closed by **Grumsh**, who claimed it was for public safety reasons, to allow him to do some repair work. He cited falling stalactites crushing a cart as the cause of his concern.

In reality, **Grumsh** snuck in and destroyed a **marketplace** cart himself and made it look like an accident. He wanted **Rockhome's** commercial centers closed for two reasons: (1) he wanted to clear out **Rockhome** for a time, to deal with the dwarven miner's incursion and the aftermath of his actions; and (2) he needed to restock the clan's supply of exotic animals and creatures he depleted in stocking the dwarven mines.

These closures, even though temporary, have been a matter of much gossip and grave concern among the powerful factions of the **Under-Realm**. It has led to discussions of replacing **Grumsh.** The argument being as follows: **Grumsh** is only allowed to rule as steward to keep trade flowing, and if trade is stopped then there is no need for **Grumsh** and his clan.

In fact, **three trade emissaries** (see Area 55) were sent to **Rockhome** to investigate the market closures and to determine whether **Grumsh** should be removed. Fearing the wrath of the emissaries, **Grumsh** reopened the **auction square** as soon as they arrived, hoping to buy himself a little more time to make matters right. He is, however, equally afraid that an invasion force of above-ground do-gooders will arrive at any moment due to his impetuous actions; which is exactly what has happened.

Although the marketplace is deserted when the players arrive, there are a group of guards roaming the cavern. They are mercenaries hired by the **trade emissaries.** The guards were instructed to make sure there is no looting of the marketplace and to spy on **Grumsh** and his tribe and report back on their actions. This greatly displeased **Grumsh** as he saw it as a usurpation of his authority, but mostly because he was afraid of his lies being discovered.

The guard squad is 6 **hobgoblins** (AC 5; MV 9"; HD 1+1, hp 6, 8, 6, 5, 6, 7; #AT 1; D 1-8 or by weapon type), each wearing chainmail and armed with a battle axe (D 1d8) and 2 spears (D 1d6). They traverse the cavern slowly, inspecting as they go, travelling about 10' per round. When the players enter the cavern the GM should place the guards opposite them and have them move toward the players at a 10'/round pace. This will determine when the two forces encounter each other. The **hobgoblins** are terrified of their powerful employers and will fight to the death to defend the **marketplace**.

If searched, each of the **hobgoblins** has 24cp and 6gp; their **squad leader** (8hp) also has a pouch with 6x 10gp gems and a gold ring (100gp); their payment for this job.

If the party attempts to break into any of the shops or stalls, they must either pick the complex lock (-20% to pick the lock) or bash it open (25hp damage). If the party bashes a shop open the **hobgoblins** will arrive in 1 round, responding to the noise. If the **hobgoblins** have already been defeated, the GM should check for an **orc guard company** encounter (1 in 6 chance) instead.

If the players gain access to a shop or stall they will find it empty, save for a few minor coins (e.g. 1d10cp and 1d6sp), as all the wares have been secured in the **treasury** (Area 45) and **storeroom** (Area 47).

51. AUCTION SQUARE: This 40′ square room is constructed of skillfully carved stonework, with a 15′ high ceiling. A 10′ wide doorway in the east wall opens onto a short, 10′ long hall to the **marketplace** (Area 50). Exiting the room on the western side is a 30′ long by 10′ wide tunnel, which curves sharply to enter the **orc temple** (Area 52).

There are also two 10′ wide tunnels exiting this room on the south wall, leading to alcoves overlooking the river. These alcoves are natural passages but, like the rest of the surfaces in this room, they have been worn smooth by the passage of a multitude of creatures as this **auction square** has been in operation for millennia, like the **marketplace** (Area 50) and **temple** (Area 52). Several craft are beached at these alcoves: a couple crude dugouts, a couple skiffs, a flat bottom barge, a canoe, and a paddleboat. These are the boats of visitors from other **Under-Realm** communities who have traveled here to visit the recently re-opened slave auctions.

The chamber is lit by torches placed throughout the room, and two **smoking braziers** on the northern wall, from which a pungent, slightly intoxicating smell emanates. The **orcs** burn an intoxicating incense to calm the slaves and relax the potential buyers, and perhaps loosen their purse strings as well.

Each player who enters the chamber must roll a *saving throw vs. poison*, a failure indicating their senses are dulled by the concoction, causing them to attack at -1 on their "to hit" rolls. The effect will last for 1d4 rounds after a player leaves the room or stops the incense from burning (e.g. dousing with water, smothered with a cloth, etc.). A successful save means a player is unaffected by the concoction, and need not save against it again. This incense is also used in the **orc temple** (Area 52).

GM's note: The **orcs** are used to the smell of the incense and are affected by it, but the GM should make a saving throw for the prisoner and each of the hostiles present, to determine if they are affected.

There is a wooden stage built along the north wall. A human male prisoner, bound and shackled, is up on the podium and, sickeningly, is being auctioned off as chattel; a vile, inhumane practice that is outlawed in all good-aligned lands of the surface realm.

The auction is led by an **orc auctioneer** (AC 5; MV 9"; HD 2, 11hp; #AT 1; D 1d8 or by weapon; SZ M), who wields a *broadsword +1* (D 2d4+2) and a bullwhip (D 1d6 save vs. DEX or stunned for 1 round). He alternatively cajoles and insults the assembled crowd, trying to raise the bid higher. 5 **orc** (AC 6; MV 9"; HD 1, hp 5, 6, 8, 6, 7; #AT 1; D 1d8 or by weapon; SZ M) are present as guards, each wielding a glaive (D 1d6). There is an **orc** stationed in each corner of the room and one in front of the stage, the **money changer** (8hp), responsible for taking payments and exchanging currency. Auction payments are only accepted in special tokens which cost 25gp each, but are otherwise worthless. This guard exchanges the patrons' valuables, stored in a lockbox, for tokens.

A small group of potential buyers is on hand for the auction, as follows:

- 5 **kobolds** (AC 7; MV 6"; HD 1d4, hp 3, 4, 3, 4, 3; #AT 1; D 1d4 or by weapon type; SZ S), each wielding a dagger (D 1d4) and sling (D 1d4). They carry 43cp and 18sp each. They have 10 tokens.

- A **shadow gnome** (Thief; 2nd level; AC 5, studded leather, 16 DEX; MV 9"; HP 10; #AT 1; D 1d4+1, *dagger +1;* SA backstab, poison; assassinate; SZ S). He has 48sp, 49gp. He has 15 tokens.

- A **dark elf** (Fighter; 2nd level; AC 4, *elfin chain* and bucker; MV 12"; HP 14; #AT 1; D 1d8 (longsword), D 1D3+1 plus poison, *save vs. poison* at -2, or sleep for 2d4 hours (*hand crossbow +1*); SA poison; SD 90% resistant to *sleep/charm* spells; SZ M). He is ambidextrous and suffers no dual wielding "to hit" penalty. He has 14pp, 5x 50gp. He has 20 tokens.

- A **hobgoblin** (AC 5; MV 9"; HD 1+1, 7hp; #AT 1; D 1-8 or by weapon type) wearing chainmail and armed with a battle axe (D 1d8) and a spear (D 1d6). He has 24cp, 6gp. He has 5 tokens.

- **Drensin Sticor** (Mage; 4th level; AC 6, *ring of protection +3*, 15 DEX; MV 12"; HP 13; #AT 1; D 1d4+1/1d3+1, *dagger +1* or *24 darts +1*; SA Spells, 3/2; SZ M), a surface-dwelling human male observing the auction. He has 286gp and 10x 50gp gems.

- A **half-ogre** (AC 5; MV 9"; HD 3+4, 21hp; #AT 1; D 1d8 or by weapon type; SA 18/00 STR; SZ L), with a two-handed sword (D 1d10). He gets an additional +3 "to hit" and +6 to damage due to his STR. He has 79sp and 92gp. He has 15 tokens.

The auction is a loud, raucous affair, with much laughter and cat-calling of the prisoner. The crowd is so loud, in fact, that even if a general alarm has been sounded the party may act with one round of surprise in their favour.

Once that round of surprise is over, the assembled foes will take immediate action. The **orc auctioneer** and 4 **orc** guards will immediately attack the party. The **orc money changer** will attempt to flee towards the **orc temple** (Area 52) to warn his compatriots there and to protect the tribe's funds. The lockbox he carries contains 1,000gp, 13x 25gp gems and 3x 100gp gems. The **dark elf** and the **shadow gnome** will join the **orcs** in combating the party, as they are proud members of the **trade emissaries'** parties, and will not flee or surrender.

The **kobolds** and **hobgoblin** will flee, moving at their maximum speed to their boats and attempt to sail away; when they pass the **guard towers** (Area 58) they will scream a warning. If so warned, these **orcs** will sound a general alarm, and half their number will reach this room 4 rounds after being warned. This group is composed of 6 **orcs** (hp 5, 7, 6, 6, 8, 6). The weakest **orc** (5hp) in this group is sent running to the north to warn the other areas of the settlement. The remaining 6 **orcs** (hp 5, 5, 7, 6, 5, 7), led by an **orc captain** (12hp), will appear 1d4+1 rounds after the first group. Each of the **orcs** has 16sp and 11ep.

The *neutral evil* human mage **Drensin Sticor**, a minor noble of the above-ground nation of **Dùn Bhriste**, will not engage the party but attempt to flee. He is a coward and he hopes to avoid the consequences of his actions here. He will immediately cast *invisibility* on himself, after which he will cast *levitate* and rise to the roof, and attempt to make his way, unseen, out of the room, and board a boat to escape via the river. If confronted he will defend himself only if pressed, and will look for any opening to flee combat and escape **Rockhome**.

The **half-ogre** will ignore the party and, seizing the opportunity, attempt to chase down and rob the **orc money changer**, following him out of the room if needed. If successful in burgling the lockbox, the **half-ogre** leaves **Rockhome** by exiting via the **temple** (Area 52).

GM's note: Unless a player intervenes, the **half-ogre** will succeed in absconding with the **auction square** lockbox. It is left to the GM's discretion whether to allow a player to intervene here, as having the **half-ogre** escape with the money is a simple way to take this extra coinage out of the campaign, as the opportunity for treasure in this adventure is already quite generous.

The prisoner on the auction block is a human paladin by the name of **Aster Biades** (see Appendix J, Prisoner Statistics). He and **Drensin Sticor** are rivals for the affection of a young woman at court, **Lady Isla Cawain**. **Drensin**, in league with **dark elf** agents, conspired to drug **Aster** and have him spirited to the **Under-Realm,** to be sold into a life of slavery. The fool **Drensin** believed **Isla** would have no choice but to accept his marriage proposal with **Aster** gone. This was not the case as she, like most people at court, found him untrustworthy and repugnant. Frustrated, **Drensin** brokered a deal with the **dark elves** for passage through the **Under-Realm**, so he could watch **Aster** be sold.

When the party attacks, **Aster** waits for an **orc,** preferably the **auctioneer**, to turn its back on him before he attacks. **Aster** will *charge* a foe from behind, giving him a combined total of +6 "to hit". He will attempt an

overbearing attack which, if successful, knocks the foe *prone*. Attacks against *prone* foes are at +4 "to hit" and if **Aster's** attack was successful his next attack against that prone foe will be at +6 "to hit" again. After charging **Aster** attempts to *bludgeon* the foe with his manacled fists (D 1d2, + 3 STR bonus).

Even if **Aster's** *overbearing* attack missed, the foe will still be considered *grappled*, and **Aster** will do damage each round (D 1d2-1, + 3 STR bonus), until he releases the foe or they are slain.

The key to Aster's manacles is on the **orc auctioneer**. Once freed, **Aster** will bow and introduce himself to the players. He thanks them his release, and praises his deity for bringing the party to his aid. He will arm himself with equipment from vanquished foes in this room. While donning his scavenged gear, he will tell the players his back story and the tale of his capture by **Drensin** and his **dark elf** allies.

Aster also tells the party he overheard the **orcs** speaking of a **temple** to an evil **orcish** god here in **Rockhome. Aster** says he can sense its presence nearby, he offers to lead the party to the **temple** (Area 52), and he asks for their help in destroying the unholy place. If the players agree to help **Aster** on his noble quest, he will join the party.

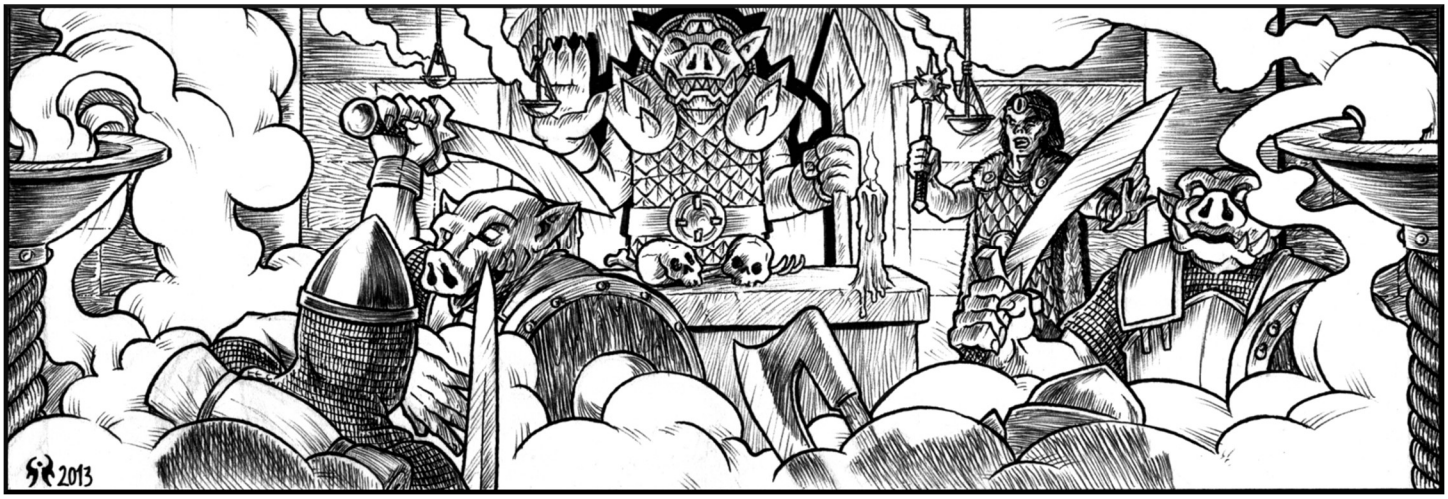
GM's note: The GM should adjust **Aster's** statistics to reflect the gear he equips: either items stripped from the foes in this room or gear provided to him by the players. **Aster** requests that the party head to the evil temple straightaway. If the players delay going there, **Aster** will stay with the party but continue to press them to assault the **temple**, seeking allies within the party such as other paladins and good priests, to sway any holdouts. He will continue to attempt to convince, persuade and cajole the party in this manner until they assault the **orc temple** (Area 52).

GM's note: It is unlikely the players will refuse to assist **Aster**; especially if they are a mostly good-aligned party. The GM should remind such players of their duty to the gods of good. If a good-aligned party refuses to assist **Aster** in destroying the **temple**, he will thank them once again for their assistance, and leave the group to seek assistance elsewhere. If this happens the GM may consider having the players' deities express their displeasure in the form of minor divine retribution (e.g. a cleric's spell fails, a paladin cannot *lay on hands*, a fighter is -1 on "to hit rolls" for 1d4+1 turns, or similar).

52. ORC TEMPLE: This 40' square room is constructed of skillfully carved stonework, with a 20' high peaked ceiling. The walls and floors of the chamber have been worn smooth by the passage of countless worshippers as this chamber has been a temple, consecrated to one evil god or another, for millennia.

There is a single 10' wide tunnel exiting the room on the south wall which leads to an alcove overlooking the river. Visitors from other **Under-Realm** communities, who travel here to worship at this ancient sanctum of evil, often moor their boats at this alcove.

The room is lit by hanging lamps and candles placed throughout the chamber. Two smoking braziers flank the entry archway on the eastern wall, emitting the same intoxicant as in the **auction square** (Area 51).



GM's note: As noted in Area 51, if players have already made a successful saving throw against this intoxicant, they will not be affected. Likewise, those who failed their save previously continue to suffer its effects, unless they have already recovered from their prior exposure; in which case they receive a new saving throw attempt.

Read the following to you players as they stand at the doorway to the **orc temple**:

> You stand at the entrance to a room but are unable to see into it. It is as if a haze has distorted your vision: all you can see are blurry outlines of shapes within the room and nothing more. You do, however, sense a powerful evil presence in this room, and it fills you with dread. You realize you will have been stopped in the doorway by some unseen force, and you will have to press your body forward to step into the room, as if you walking against a very strong wind.

If your players ask, inform them they cannot make out any details about the room before them, but if they look backward into the tunnel their vision clears and is normal. No magic short of a *wish* can dispel this effect. Once they decide to enter the **orc temple** read the following:

> As you cross the plane of the doorway it feels as like you have pushed through some sort of invisible membrane. There is an audible "popping" sound as you step through and your footsteps crash loudly on the ground.
>
> You can see normally again; the illumination is provided by hanging lamps, some candles, and two braziers flanking the entryway. The braziers give off a heady, intoxicating aroma.
>
> A large idol of an **orcish** god stands directly across the room. The idol is of a giant **orcish** warrior dressed in battle armour and wielding a massive spear. As you enter the temple the idol's eyes flash a dark crimson colour.
>
> The scene in the room is like something out of a nightmare. An altar carved from glossy black obsidian stands before you, with the remains of the most recent sacrifice laying on its blood slick surface. Two large black candles sputter as blood strikes them; castoff from the bloody hands of the **orcish** shaman who stands there. Four **orcs** kneel before the altar, heads bowed in prayer. A large, burly **orc** is dragging a bound and gagged human prisoner from the southwest corner of the room to the altar.
>
> As the sound of your crashing footsteps fade, the **orcs** all turn to stare at you. The **shaman** bellows something guttural as the **orcs** rise to attack.
>
> Prepare to defend yourselves!

This evil god has been worshipped under many names over the millennia, but he is revered here in the guise of **Grom the Cruel**. **Grom's** idol is projecting a very strong evil presence in this room: any good-aligned priest or paladin will feel this evil as a corporeal presence, centered within the idol. Those players must make a *saving throw vs. death* (paladins make this roll at +2) or be stunned for 1 round by the sheer power of the evil presence. Other players will sense the evil presence and feel a wave of fear and nausea, but will not be incapacitated by it.

The dark rituals are being conducted by the tribes spiritual leader, **Krembler** (AC 4; MV 6"; Cleric, 4th level, 22hp; #AT 1; D 2d4+1 or by weapon type; SA spells, 3/2; SD none; SZ M). His memorized spells are as follows: (1st level) 2x *cause light wound* and *light; (*2nd level) *chant* and *resist fire.* In addition, he has a scroll with 3 spells: *cure light wounds, remove fear* and *curse.*

Krembler wears blood splattered *scale mail +2,* a *cloak of the wolf*, and he wields a *morning star of darkness* (D 2d4+1, blindness); see Appendix H, New Magic Items for descriptions of these magic items. He also has a vial of lamp oil he will light and throw at a party member; on a successful "to hit" roll the player takes 1d8 damage the first round and 1d4 the next round. A player's successful DEX check halves the damage. If the flaming oil misses the intended target, it will shatter, and players within 10' must make a DEX check or suffer 1d4 "splash damage".

The burly **orc** dragging the prisoner over is **Grumsh's** second in command, **Druxan** (AC 3; MV 9"; HD 3, 17hp; #AT 1; D 2d4+1 or by weapon; SZ M). He wears *chainmail +2 and* wields a *bastard sword +1* (D 2d4+1) and *light crossbow* +2 (D 1d8+2). He is a true believer and **Krembler's** choice to replace **Grumsh** as clan leader.

The **orcs** kneeling in prayer are 4 **orc temple guards** (AC 5; MV 9"; HD 1+1, 8hp; D 1d8 or by weapon; SZ M), each wielding a scimitar (D 1d8) and a hand axe (D 1d6).

As noted above, the **orcs** notice the party the moment they enter the room. Neither side has the opportunity for surprise, so initiative will proceed as normal.

The **orc's** battle plan is as follows: the **temple guards** will immediately attack the party, attempting to interpose themselves between the enemy and the **shaman**. **Druxan** will cast the prisoner aside and take a position in the second rank of **orcs**, using projectiles and placing himself in a position to intercept anyone who tries to slip past and attack the **shaman**. **Krembler** remains at the altar and casts spells to assist his forces and harass the enemy. Once out of spells he will light and throw his flaming oil. Thereafter he will enter the melee, where he focuses on finishing off any injured players. All of these **orcs** are religious zealots; they will not surrender in their god's presence and they will fight to the death.

GM's note: If **Aster** is with the party he will attempt to push through the ranks of **orcs** to battle **Krembler** one on one. If he is not with the party, but has already been freed by the party before they enter the **temple**, he will come charging into the room to aid the party on the second round of the battle, and fight by their side until the **orcs** are defeated.

Once the battle is concluded, the party will find each of the **orcs** has 16sp, 11ep, 19gp and a 50gp gem. The party also finds an offerings jar below the altar, containing 352sp, 283gp, 88ep, 154gp, and 3x 25gp gems. In addition, **Druxan** has a pouch with 92gp and a gold belt buckle worth 150gp. **Krembler** has a pouch with a key to the store room (Area 47), 68gp, and 182ep. He also has a silver link belt with a large gold and obsidian buckle (250gp) and a gold holy symbol of a stylized spear head on a silver chain around his neck (500gp).

If the party examines the altar they will see that it looks ancient, as if it was carved long ago. It appears chiseled from a single large block of obsidian and there appears to be a pulsing red light within it. Two black candles and a sacrificial knife sit on top of the altar. If the players cast *detect magic* or *detect evil* they sense divine magic of an evil nature in all these items. The idol of **Grom the Cruel** also has a very strong magical aura and pulsates with evil energy. A paladin or good-aligned cleric will sense this evil without the aid of spells.

If the party destroys the smaller items and desecrates the evil altar and idol, the GM should grant the party 500xp. Conversely, keeping any of the evil aligned items might result in an alignment shift, which is left to the GM's discretion.

The human prisoner in this room is in bad condition (1hp) and is in need of healing. His name is **Bram Goodkin** and he was captured several months ago by a **shadow gnome** band in the forests of the **Red Eagle Barony**. He is emotionally scarred and wants to flee, but will agree to wait outside **Rockhome** proper for the party's return. Like the other freed prisoners, he will wait a reasonable amount of time before assuming the worst and fleeing on his own via the ladder at Area 37.

GM's note: If the party needs the assistance, **Bram** will agree to fight alongside the party as a mercenary, provided he is healed and outfitted with gear. If the GM allows this, **Bram's** statistics are listed in Appendix J, and should be adjusted appropriately based on the gear he is given, if any, by the party.

If **Aster** is present and alive after the battle, he thanks the party for helping to destroy the temple, and then states intention to takes his leave of the party. **Aster** cannot be dissuaded from his decision to leave. Before going, however, he will ask if the party has found the **engagement ring** (Area 45) stolen from him, and if so he will ask for its return. If compensation is offered for his mercenary service to the party, he will accept a half share only, with the stated intention of donating it to an orphanage back home. If **Bram** does not join the party, **Aster** agrees to escort him as far as the ladder (Area 37).

Aster also agrees to check on any other prisoners there, before heading out on his hunt for **Drensin**. Once these details are resolved, read the following to the party:

> **Aster** bow and says, "I thank you adventurers, for helping me to destroy this vile pit of darkness. However, now that my duty to my deity is fulfilled, I am honour bound to find the mage **Drensin Sticor**, the human you may have seen at the **auction house**, bring him to justice and protect my beloved from that vile cur. If you ever make it to the city of **Dùn Bhriste**, please look me up and we will share a tankard or two and relive our adventures! For now, however, I must bid you farewell." With that he bows formally and departs.

If the party searches the room after the battle, they find nothing else of value but may uncover a *secret door* in the northeast corner which opens onto the 5′ wide hallway connecting this room with the **gaol** (Area 49); it is used to transport sacrificial victims to the **temple**.

GM's note: Krembler was conducting the sacrifices in an attempt to curry favour with **Grom** as part of his plan to protect the tribe from **Grumsh's** rash actions. **Krembler** had already set a plan in motion to secure **Grumsh's** removal: he struck a deal with the **trade emissaries** to remove **Grumsh** and annoint his protégé **Druxan** as the clan leader and new **steward** of **Rockhome**. Once the sacrifices were complete, **Krembler** planned to lead the forces in this room, along with the three **trade emmisaries**, to kill **Grumsh** in the **throne room** (Area 57).

53. SPRING ROOM: This natural cavern is untouched and has not been expanded. It is irregularly shaped, comprising an oval 30′, running east to west, by 20′, running north to south. The ceiling rises to a height of 20′ at the middle of the cavern, down to a height of 15′ at its entrances. The ceiling is covered in stalactites and other rock formations.

There is a large natural spring in the northeast corner of the room. The tribe and visitors use this spring solely as a source of drinking water. They bathe and take care of their toilette at the river. The room is empty when the players enter. If the players spend 1 turn (10 minutes) searching the room, they notice something "shiny" down in the pool. If a player swims 10′ down they discover a long lost silver earring set with sapphires (150gp) partially buried in some sediment.

In the hallway between Areas 53 and 54 a *concealed door* is hidden behind a wall hanging, which was placed there to hide evidence of **Grumsh's** raid on the dwarven mines.

54. CORRAL: This large natural cavern has been left intact and has not been modified. It has large swinging wooden gates at its northern and southern entrances, latched but not locked. It is irregularly shaped, but takes the form of a rough oval 30′, running east to west, by 50′, running north to south. The ceiling rises from about 15′ high at the entrances to a height of 40′ at the middle of the cavern; the ceiling is covered in stalactites and other rock formations.

The walls, floor and ceiling are covered in **Under-Realm** lichens, moulds and fungi; some of which are bioluminescent and provide ample light, giving players visibility in a 30′ radius. It is very humid in the room; the walls seem to perspire and there is a constant dripping of droplets from the roof projections.

Within the cavern are a herd of 20 **deep coos** (AC 7; MV 9"; HD 2, 12 hp each; #AT 2; D 1d6/1d6; SA charge for 3d6 plus trample for 1d4; SD head is AC 3; SZ M); see Appendix G, New Monsters. These **deep coos** are the naturally occurring cattle of the **Under-Realm** ecology. Large and hearty, they are similar to above-ground **buffalos**. They are fairly docile animals and will not attack unless provoked. The tribe raises them for food, crafting resources, and trade.

Sprinkled throughout the **deep coo** herd are 20 dwarven mine **ponies** which were captured by **Grumsh's** raid. **Grumsh** was intrigued by the creatures and took them against his own better judgment, and his specific orders that nothing was to be taken from the mines. Of the original 24 **ponies**, **Luthe** rode one to safety, two were lost in the battle, and one was slaughtered by **Grumsh** and served at a banquet.

Given the extreme rarity of surface **ponies** here in the **Under-Realm**, their existence is causing uncomfortable questions to be asked. **Grumsh** is claiming to have bartered for the creatures, but most folk do not believe him. Some clan members are questioning whether the mysterious appearance of the above-ground livestock is connected to the recent deaths of so many guards on a

"mysterious raid" no one seems to have any details about. There are treasonous whispers that **Grumsh** has placed the safety, security and anonymity of **Rockhome** at risk, and some inhabitants are already calling for him to be replaced as **steward**.

The **ponies** in this room may be easily gathered together, but the party may find it difficult transporting them back to the surface. If the party finds the *secret door* at Area 59, they might lead the ponies to the surface via that route. If the party does not find that passage, but they are able to clear **Rockhome** of hostiles and return to inform **Lord Kanin** of their discovery, his forces will return to commandeer the area, and the ponies will be returned to their dwarven masters. Either way, if the party successfully rescues the **ponies** the GM should award the players 500xp for their efforts.

55. GARDEN: This area is nearly identical to the **corral** (Area 54), although this cavern is slightly wider at 40', running east to west. This room is perhaps even more humid, with a constant drizzle of moisture floating in the air. As in the **corral** (Area 54), the amount of bioluminescent fungi in the cavern makes additional illumination unnecessary. There are three short 5' wide tunnels exiting the room on the west wall, which all lead to alcoves overlooking the river.

This room is used as a **garden**, where the tribe cultivates various **Under-Realm** plants, fungi, lichens and algae for food, commercial and apothecary purposes. There is a veritable forest of mushrooms of all shapes and sizes blanketing the room, from masses of tiny delicate fungi to standard button mushroom to colossal tree-sized behemoths.

If the party enters the cavern quietly and without an open light source, they may overhear (the GM should make a WIS check for each player) snippets of conversation: there is someone else in this cavern! If the party stops to listen they will not be able to make out the words, as they are spoken in **Under Common**, but they may (the GM should roll another WIS check) be able to tell there are three speakers involved in the conversation.

If the party follows the sound of these voices, they come upon a group of three rather exotic looking demi-humans, huddled together in a tight knot at the entrance to the third and southernmost alcove. They are whispering conspiratorially, and looking furtively about.

These are **trade emissaries** for some of the most powerful **Under-Realm** factions: the **dark elves**, **shadow gnomes** and **deep dwarves** (See Appendix G, New Monsters). They are discussing the issue of the missing **orc** war band, the mysterious **ponies**, and whether **Grumsh** has foolishly brought **Rockhome** to the attention of above-ground forces. They are waiting here for **Krembler** and his forces to confront **Grumsh** in his throne room at Area 57.

Given everything they know, and what they have surmised, the appearance of a band of surface-dwelling adventurers will not shock the **trade emissaries**, as they have assumed the worst of **Grumsh**. When the party comes within sight of them, the **dark elf's** head snaps up, and he stares straight at the party, shooting them a look dripping with menace.

Read the following to the party:

> As you walk through the cavern, following the path through the fungi takes you toward a huge, tree-sized mushroom. As you come around the massive fungus, you spy three humanoids huddled together whispering conspiratorially.

At the exact same moment you spy them, the head of one snaps up and he glares at you with hatred and menace in his almond-shaped eyes. The creature looks like an elf, but unlike any you have ever seen. He is impossibly thin, his skin is a purplish black colour, his hair is a deep purple, and his eyes are crimson red. He is dressed in leathers in shades of black and grey over a coat of fine chain mail. He has a longsword at one hip, a hand crossbow on the other, and a buckler.

His companions are equally unfamiliar looking. The smaller of the two resembles a surface-dwelling **gnome**, except he is built slimmer, his complexion is a much darker, earthy coloured black-brown, and he has little to no hair on his head. He wears clothes in dark earth tones under a suit of dark grey studded leather. He wields a nasty curved short sword and a dagger.

The last of the trio appears to be a member of a twisted, infernal subspecies of dwarves, perhaps warped by some dark magic. His skin is a deep reddish black and covered in highly stylized tattoos. His eyes are a jaundiced yellow with colorless pupils. His pate is bald but he has an unruly black beard hanging down to his waist, interwoven with grisly trophies of his conquests: including teeth, bones, and even an ear dangling from his curly beard-locks. His teeth are sharpened yellows spears in a blackened maw. He wears a suit of dark grey scale mail, has a round, spiked shield, and wields a heavy pick and a warhammer with a skull carved on it.

Both parties take each other's measure for a second, before the dark skinned elf steps forth. "Well gentlemen," he speaks in accented Common over his shoulder to his companions, while maintaining eye with you, "these filthy surface dwelling morons before us answer all our questions about what trouble that fool **Grumsh** has brought down on us all. Shall we?"

Without a further word all three rush to attack! Prepare to defend yourselves!

The **dark elf** is named **Jezeldar Feljardean**. He is the self-appointed leader of the **trade emissaries**, each of whom was sent by their clan to investigate the disruptions in **Rockhome's** economy. As noted above, these three are waiting here for **Krembler's** group to join then in carrying out a coup against **Grumsh's** stewardship.

This trio of demi-human opponents consists of the following:

Jezeldar Feljardean
Dark elf, Fighter, 3rd level, AL LE
S 17 D 15 CN 13 I 14 W 13 CH 10 (AC 2, *elfin chain*, *belt of armour +1,* buckler, DEX bonus*;* 23 hp; #AT 1; D 1d8+1 (black *longsword +1*), D 1D3+1 plus poison, *save vs. poison* at -2, or sleep for 2d4 hours (*hand crossbow +1*); SA poison; SD 90% resistant to sleep/charm spells; SZ M).

Jezeldar is ambidextrous and suffers no "to hit" penalty for using a weapon in his off-hand. He dual wields his black bladed *longsword +1* in one hand, and his *hand crossbow +1* and a buckler in the other. He receives a +1 to melee "to hit" and damage rolls for his STR score. He is aggressive and foolhardy in combat; he will seek out the strongest foe to challenge as a matter of pride.

Randriss Umbran
Shadow gnome, Assassin, 3rd level, AL CE
S 13 D 16 CN 14 I 14 W 13 CH 12 (AC 3, *studded leather +2,* DEX bonus*;* 16 hp; D 1d6+2 (*short sword +2),* 1d4 (dagger); SA assassinate, backstab, poison; SZ S). **Thief skills:** CW 65/FT 25/HN 15/HS 20/MQ 20/OL 40/PP 35/RL 1 (includes bonuses).

Randriss is also ambidextrous and suffers no "to hit" penalty while dual wielding. He coats both his weapons in a weak paralytic poison: *save vs. poison* at +2 or become paralysed for 1d4 rounds). In combat he will attempt to fall back and *hide in the shadows,* and then try to *move silently* to sneak up on an opponent. He prefers to avoid face to face combat, and will attempt to attack from behind, if possible.

If **Randriss** is successful in <u>both</u> his *hide in shadows* and *move silently* rolls he will try to "surprise" his foe and assassinate them. If assassination is not possible, he will attempt to backstab.

Boltzin Bloodfist
Deep dwarf, Cleric, 4th level, AL: NE
S 16 D 15 CN 13 I 14 W 13 CH 10 (AC 2, *scale mail +2*, shield (m), DEX bonus; 25 hp; D 1d6+3 (*warhammer, heavy +2),* 1d4+1 (military pick, light); SA spells; SZ S). **Spells:** (1st level) *command, cause light wounds, curse;* (2nd level) *spiritual hammer, silence 15' radius.*

Boltzin is quite mercurial and unstable. In combat he will initially cast offensive spells, but after two rounds of spell casting he will be unable to contain his bloodlust and he will rush headlong into battle, attacking whichever foe is nearest. Because of his high STR he does an additional 1 point of melee damage per attack.

The three **trade emissaries** will attack the players without quarter as they view surface-dwellers as their sworn enemies and will try to ensure the players never make it back to the surface to tell anyone about **Rockhome** and the **Under-Realm**. They will not surrender, they fight to the death, and they do not need to check morale.

After the **trade emissaries** have been defeated and searched, the party finds the following treasure: 250sp, 300gp, 35pp, 2 gold bracelets (500gp), a platinum cloak pin (800gp), a silver and onyx circlet (1,200gp) meant to be the new steward's crown, a *bag of holding (type II)*, and a *potion of invulnerability*. **Randriss** recently won the potion in a game of chance and has not tested it yet, so he will not use it during this encounter.

Each of the **trade emissaries** also carries a bundle of papers and warrants attesting to their position as political envoys. The party also finds a set of maps showing the location of **Rockhome** in connection to two other cities in the **Under-Realm**: one city lies to the east, and appears to be underwater, while the other city lies to the west, and appears to be deeper into the **Under-Realm**. The maps are written in **Under Common** and will require further study to decipher. These papers might be useful to the party and others in service to the forces of good. If the party has the foresight to retain them the GM should award them 500xp.

Lastly, before the party leaves this cavern, the GM should roll a WIS check for each player, and if one of them succeeds the GM should advise the party there are numerous life-forms growing here which have never been seen by surface dwellers. If the party were to spend time here gathering samples their finds would be invaluable to scholars and sages. If the party spends 3 turns (30 minutes) picking samples they will be able to sell them later to apothecaries for 750gp.

56. HALL OF HISTORY: This curving corridor was roughly carved from the surrounding rock. It is roughly 70' long, running from the north to the southeast. The corridor is 15' wide as it enters from the garden and expands to 20' wide as it enters the **throne room** (Area 57).

This corridor is known as the **hall of history** because displayed here are paintings, statues and carvings of the past stewards of **Rockhome**. All manner of evil demi-humans, humanoids, monsters and **Outsiders** are depicted here, and judging by the ancient and arcane style of dress on some of the representations, these depictions go back millennia. The art ranges from crude to sublime to magical, with everything in-between.

Halfway down the hall there is a 10' wide tunnel that runs south to an alcove overlooking the river. There is a sturdy rope bridge which crosses the river at this point, sitting about 10' feet above the water's surface, which leads to the sandy shore of the **great cavern**. This bridge was built to provide access to the **secret passage** (Area 59) for the **steward** of **Rockhome** in case of an emergency.

GM's note: This is an alternate entrance into **Rockhome** which the players may utilize if they come upon it while searching the **great cavern**.

57. THRONE ROOM: There are 5 **orc bodyguards** (AC 4; MV 9"; HD 2+4, 15h each; #AT 1; D 2d4 or by weapon; SZ M), each wielding a broadsword (D 2d4) and a spear (D 1d6), standing outside the doorway to this room.

GM's note: The party encounters these **bodyguards** at whatever entrance they first attempt to enter the **throne room**. There are three such entrances, as follows: (1) a 20' wide passage from the **hall of history** (Area 56); (2) a 10' wide tunnel from the **spring room** (Area 53) which enters on the north wall; and (3) a 10' wide tunnel from the **armoury** (Area 44) which enters in the northeast corner.

If hostile forces are sighted, 4 **bodyguards** will engage the enemy at the doorway while one enters the **throne room** to warn **Grumsh**. Thereafter, reinforcements will arrive at the **bodyguard's** location in 2 rounds.

The reinforcements consist of 4 **bodyguards** (three from inside the **throne room** plus the one who initially brought the warning). Each of them carried 16sp, 11ep, 19gp and a 50gp gem.

Once the two waves of **bodyguards** are defeated, the party will gain entry to the **throne room** where **Grumsh** and his allies await them. The **throne room** is a natural cavern that was expanded with some rough stonework into an oval chamber, 50' wide, east to west, by 30' wide, north to south.

Once the party enters the room, read them the following:

> Having defeated the last of the large **orc** guards, you press onward into the next room. Before you lays a roughly carved oval room lit by torches and a large central fire pit. There is a roaring flame in the fire pit and you can make out what appear to be luxurious furs, skins, and pillows strewn around it. On a raised throne along the south wall rests a very large **orc**, with a female **orc** on either side of him. They appear ready for battle.
>
> However, standing between you and these **orc** is a mountain of a monster, a 9 foot tall dark brown skinned creature with black hair, jutting tusks, a massively muscled frame, and small unintelligent looking violet eyes. It is dressed in leather and animal hides which creak as he flexes his massive muscles
>
> The **orc** male addresses you and as you step into the room, speaking in thickly accented Common, "I do not know how you find your way down here up-worlders, but you should not have come! For I am King within these halls and you have foolishly invaded my home! Like those stupid dwarves, it is time for you to die."
>
> He addresses the large monster between you, pointing at you and saying, "Kill them, **Lunk**! Go on, smash their bones into jelly!"
>
> At this command the giant creature **Lunk** lumbers forward to attack you, swinging his mighty fists!

At **Grumsh's** command, the **ogre Lunk** (AC 5; MV 9"; HD 4+1, 25hp; #AT 1; D 1d10 or by weapon; SZ L), wades into battle with the party. While the party is engaged with **Lunk, Grumsh** and his two **mates** (AC 6; MV 9"; HD 1+1, 7hp; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and 2 spears (D 1d6), will support **Lunk's** assault with projectile fire: the **mates** with their spears and **Grumsh** with his *handgonne +2*.

> **King Grumsh of the Broken Tusk Clan**
> (AC 2, *chain mail+1, belt of armour +2*; MV 9"; HD 4, 26hp; #AT 1; D 2d4 or by weapon; SZ M). In combat he wields a *battle axe +2* (1d8+1), *werebane broadsword* (D 2d4+1), and a *handgonne+2* (D 1d8+4).

Once **Lunk** is defeated, **Grumsh** and his mates will charge into combat. Read the following to the players:

> As the mighty **ogre** falls dead at your feet, you hear the sound of slow applause coming from the throne. **Grumsh** looks at you with new respect. "I am surprised you bested my **ogre**, then again he was pretty stupid. I guess I'll have to do this myself then. Come on ladies," he calls to the two female **orcs**, "let's kill this scum."

The trio of **orcs** rushes to attack the party, screaming blood-curdling battle cries. Despite his bravado, if **Grumsh** loses one of his **mates** and is personally damaged in combat, he will try to flee out the western exit in an attempt to abandon **Rockhome** and reach the safety of the **secret passage** (Area 59).

GM's note: Grumsh is not a *harquebusier* and gains no class based benefits when using his *handgonne +2*. He merely owns the weapon as a status symbol. **Grumsh** obtained the gun several years ago, at great expense, from a disreputable **dark elf** *harquebusier.* This **dark elf** trained **Grumsh** in the rudimentary use of his firearm. The **dark elf** was trained at the **Under-Realm** *harquebusier* academy, which is similar to the academy in **Alderburgh** (See **Starry Knight Press** supplement **S1 The Harquebusier,** for further information on this subject). While this action would contravene a surface dwelling *harquebusier's* code, the **Under-Realm** has its own morality and this was not a concern for this **dark elf** or his academy masters, especially since the **dark elf** never taught **Grumsh** the art of making bullets for his weapon.

The **dark elf** only sold the **orc** a case of 20 bullets, with an agreement to sell him more at a later date, if he ever needed them. That has not been necessary as **Grumsh** primarily uses the weapon as a prestigious ceremonial item. However, he knows its power and will not hesitate to use it against the party: he will see this confrontation as a life or death struggle and he will use any and all means at his disposal to defeat the players.

If these foes are searched by the party after the battle, they find the following treasure: 32sp, 22ep, 395gp, 4 x 50gp gems, and a *ring of free action*, which one of the **mates** was unknowingly using as an earring.

Grumsh, has the following additional treasure: keys to the **treasury** (Area 45) and the **storage room** (Area 47); 150gp, 50pp, and a gold torque of office (1,000gp); and a scroll tube with a cleric scroll in it (2x *cure light wounds*, *detect magic*, *cure disease*), which he recently stole from **Krembler**, just to aggravate him.

58. GUARD TOWERS: These two massive stone columns are approximately 30' in diameter, connected to each other and **Rockhome's** main column by rope bridges. The bridge connecting the two columns to one another is approximately 30' above the water's surface, while the bridge connecting the northernmost of the two towers to the great column drops from a height of 30' above the water down to the level of the **marketplace**, about 10' above the surface of the water.

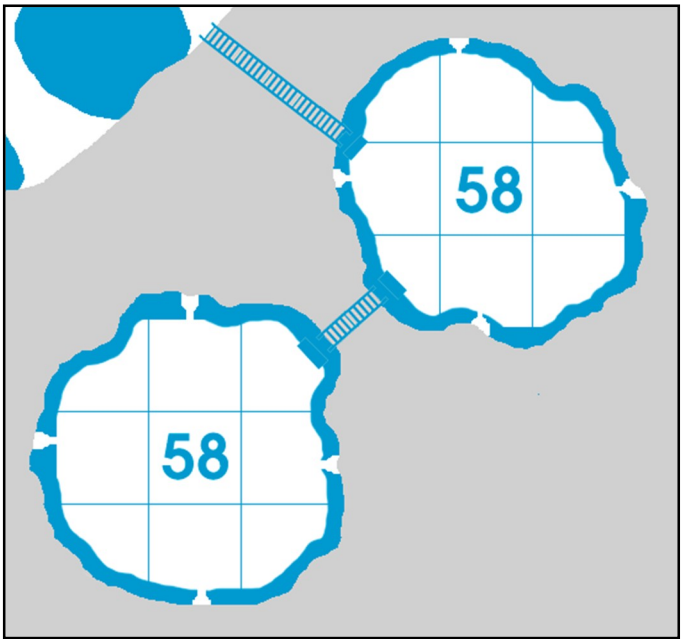


FIGURE 2: THE GUARDS TOWER OF ROCKHOME

As shown in Figure 2, above, these columns are used as guard towers. The **orcs** have carved out a roughly 30' circular room within each tower and these guard rooms are garrisoned with a group of 12 **orc guards** (AC 6; MV 9"; HD 1, hp 5, 7, 6, 6, 8, 6, 5, 5, 7, 6, 5, 7; #AT 1; D 1d8 or by weapon; SZ M), each wielding a longsword (D 1d8) and shortbow (D 1d6). They are led by an **orc captain** (AC 4; MV 9"; HD 2, 12hp; #AT 1; D 1d8+1; SZ M), who wields a *longsword +1* (D 1d8+1) and a shortbow (D 1d6). The **orcs** will move between columns and back to the main settlement to engage foes.

If no general alarm is raised these guards remain in the towers and attack any invaders they see. If a player passes within 50' of these towers there is 10% chance each round that they will be spotted by a guard. If they are spotted, the **captain** will send a guard back to the main settlement to raise a general alarm. The others **orcs** will fire arrows (D 1d6) at any foe within range.

59. SECRET PASSAGE: There is a *secret door* in the cavern wall here, 10' up on a small ledge, which was crafted to look like part of the cavern wall. The *secret door* opens onto a narrow 5' wide tunnel which travels steeply downward for 20' before leveling off. The tunnel then widens to 10' and runs for approximately 100' due south before reaching a fork in the tunnel: one fork leads back to the surface world while the other leads further into the **Under-Realm**.

The secret passage was built long ago by a former steward of **Rockhome** as a means of escape in case the settlement was overrun, its existence is a secret known only to the **stewards**, passed down from one to another. **Grumsh** is the only one aware of this exit. If events have gone against him he may try to reach this escape route to save himself, seeking to escape into the **Under-Realm**.

Northern juncture: The tunnel rises steadily to the surface, switching back and forth occasionally, which any dwarf or gnome will be able to discern. The journey is long and arduous, but not dangerous, and the party may move at their standard rate. The passage ends at a *secret door* camouflaged within the roots of an ancient tree which sits in the shrub-land at the juncture where the road to the mines forks off the main road to **Jarlburgh**, at the base of the foothills. This point is approximately 3 leagues (9 miles) northeast of the monastery at **Grimkirk**, and 6 league or (18 miles) from **Jarlburgh** village and **Lord Kanin's** keep.

If the players discover this route and use it to return to the surface, **Lord Kanin** will certainly be surprised to know of this heretofore unknown passage to the **Under-Realm** in his own kingdom. The GM should award the party 500xp for uncovering and reporting on this serious security threat to the nation of **Jarlburgh** and the forces of good.

Southern juncture: This tunnel veers off to the east and drops further downward which any dwarf or gnome will be able to discern. Like the path upward, this tunnel is free of threats, and it runs for several hours before eventually ending at a *secret door*, which opens onto a rock ledge 30' off the ground in a 40' wide cavern within the uncharted reaches of the **Under-Realm**.

If the GM does not wish to have the party continue on this path it is suggested that the tunnel run into an impassible crevasse or a recent cave-in, with the party being forced to turn around and head back to the surface, perhaps to return at some later date when they are more prepared or powerful.

GM's note: Further exploration of this region is not covered in this module, but will be the subject of the forthcoming **Starry Knight Press** module **S5 The Crystal Caverns**. The GM is also free to use this room as the starting point for their own **Under-Realm** adventures.

Travel To The Surface

Once the players have completed their exploration in the **great cavern** and the city of **Rockhome**, they will need to return to the surface. There are several ways to do so and they range from easy to difficult to potentially catastrophic, and I will discuss the options below.

THE SECRET PASSAGE: If the party has discovered the secret passage (Area 59), they will be able to return to the surface quickly and with minimal risk. As a bonus this route also allows the party to return the dwarven ponies to the surface, which in turn can be used as pack animals to carry the contents of the **armoury** and other treasures.

THE LADDER PASSAGE: The party can return to the surface the same way they came, via the **secret ladder** (Area 37). However, while this is relatively easy for the players, if exhausting and tiresome (it takes a healthy person 1.5 times longer going up as it took coming down), it may be quite arduous for the surviving miners and other rescued prisoners.

These folk, exhausted from their captivity, may not have the stamina for a long climb and will need many stops. In addition, the party will have to leave the dwarven ponies behind and possibly, at the GM's discretion, much of their captured treasure, given encumbrance and weight considerations.

If this route is taken, the players will need to take special precautions (e.g. tying people together, using spikes to secure rope lines, etc.) and they will need more rest breaks along the way. As a result, the trip is likely to take three times longer (12 hours).

THE RIVER: One other option your players might consider would be to use the various boats they may commandeer from **Rockhome**, and set off on the river. The players might consider trying to sail downriver to reach the river's terminus, where it connects to the sea, or upriver past the guard towers (Area 58) in hope of finding an exit at either of these locations. While this might appear to be an easy route initially, that is not the case. The party has no information at all about what is along either water route; unfortunately neither of these is a viable option for a variety of reasons, as discussed below.

The downriver route leads to an underwater city, from whence they would likely not make it out alive, and even if they did, they would find themselves over a thousand feet underwater off the coast of **Jarlburgh**! Similarly, the upriver route travels for several days through the dangerous **Under-Realm**, with constant threat of random encounters with frightening and powerful beasts and beings, until it too leads to another **Under-Realm** settlement where the party would likely not survive.

Therefore, because the river is not a viable option the GM should dissuade the players from that route. The GM tell players all the boats have been taken, that they lack the skill to navigate these waters, or some similar explanation.

GM's note: The GM is naturally free to ignore these two **Under-Realm** cities and allow the party to travel along these waterways if they choose. However, if the GM intends to continue using adventures in this campaign setting that is not advised as it might contradict the plot of upcoming adventures.

Therefore, as the players' best option for returning to the surface is via the **secret passage** at Area 59, the GM might want to help the players think through their ascent and drop hints about the passage, as follows:

- The GM should encourage players to search the entirety of the **great cavern** if they have not done so, or to re-examine it if the **secret passage** was missed.

- The GM might consider giving each player a WIS check to determine if they uncover a note, hidden in the throne itself (Area 57), which leads to the **secret passage**.

- Lastly, the GM might suggest the party have the surviving dwarven miners examine the cavern for an alternate route, and have these NPC mining experts discover the **secret passage**.

THE ROAD TO JARLBURGH: Regardless as to how the players do so, eventually the players and their charges (rescued miners, prisoners and possibly livestock) will return to the surface world, and from there they will need to travel overland back to **Jarlburgh**. The compromised health of the prisoners may slow the party's travel, but if the party was able to return the ponies to the surface this will increase their rate of travel as everyone can ride.

The GM should remember, though, that the surface world is still a dangerous place, and the GM should make random encounter rolls on the party's journey back to **Jarlburgh**. The GM should make one roll if the group is riding and two rolls if they are travelling on foot (1 in 6 chance for an encounter).

Concluding The Adventure

When the party is within a league (3 miles) of **Jarlburgh**, they will be spotted by a guard patrol. A swift rider will be sent back to report on their return while the rest of the patrol escorts the party safely back to town. Word of the party's triumphant return will reach **Jarlburgh** ahead of them, and they will be paraded through the village amid a throng of cheering folk who will follow them all the way up the hill to the keep.

Once at the keep they are swiftly ushered into an audience with **Lord Kanin** and his court, who will have been informed of their return and who will be eagerly awaiting their report on the fate of the mines and information on when mine operations can resume.

Luthe and a group of other dwarves (**Stonehammer clan** members and other kin) will be present as well, along with family members of the missing guards. All are eagerly anticipating information on their loved ones. When those assembled see the two surviving miners a great cheer goes up, but that excitement dies down when they learn these are the sole surviving miners.

The assemblage listens quietly, almost reverently, as the party relays the details of their adventures. There are shocked exclamations and more than one oath spoken when the players describe their discovery of the **Under-Realm** city and its proximity and connection, via the **secret passage**, to **Jarlburgh**! As the players bring forth mementoes of lost miners or guards, there are tears and condolences as family members come forth to identify the items and speak with the players.

GM's note: The players will be told to keep the monetary and non-sentimental items they found in the mines, as they are told the deceased would have wanted them to have the item as a reward for bringing their family peace.

Once the players have concluded their tale, **Lord Kanin** thanks the party profusely for their efforts and calls to an older, well dressed gentleman who he introduces as his seneschal, **Mats Martiganto**. He instructs **Mats** to pay the party their quest reward and to offer them his assistance, and that of **Lord Kanin's** sages and healers, with anything the party needs: this includes healing, restoration of lost experience levels, resurrection of slain party members, identifying magical items, money changing and so on.

Luthe and the assembled dwarves offer the players their eternal gratitude and their assistance as well. **Luthe** announces there will be a monument raised in a place of honour at the mine's gates, commemorating those who lost their lives in the battle and the players, who henceforth will be known to the dwarves as **"The Heroes of the Dwarfhome Mines"**. He declares the players life-long "dwarf-friends" and honourary members of the **Stonehammer clan**.

Lord Kanin instructs **General Syndur** to send several squadrons of guards to secure the mines, along with some sappers and stone masons to help re-open the collapsed elevators so that they might secure the passage to the **Under-Realm**, and seal the **secret ladder** in the **ancient tomb** complex. **Luthe** and the dwarves present agree to accompany **Lord Kanin's** forces to work on getting the mines operational again.

Drawing this session of court to a close, **Lord Kanin** once again thanks the party for their service to his nation. He orders food and drink brought and tells the party they are welcome to stay and enjoy the company of the assembled folk for as long as they like, after which they will be escorted to the finest rooms at the local traveler's inn, paid for by the crown. He asks the party to stay there for the next fortnight, as he is sure his commanders and advisors will have further questions about what the players saw and experienced in the **Under-Realm**, as they formulate a plan on how to deal with this new threat. He then bids the party farewell and steps away to speak with his military and civilian advisors.

THE LIGHTBOW OF COURAGE: Once **Lord Kanin** learns of the discovery of the **Lightbow's** *stock* and the historical treatise on magical artifacts (if the player's brought this item back), he becomes very excited as he is a historian of some notoriety. He offers to investigate and research the item(s). With the party's permission, **Lord Kanin** takes possession of the **Lightbow's stock** and promises to provide the players with answers about its origins and purpose within a fortnight.

During the player's fortnight of down time they are able to examine their new gear, train and study (e.g. if they gained experience levels or are regaining levels lost to the **wight**), and relax in town, where they are regarded as heroes of the realm. In fact, the local shopkeepers are instructed to give the party a 50% discount on all goods and services, with the crown making up the difference.

During this period the players will also be visited by various **Jarlburgh** government officials, including military personnel, cartographers and artisans, who are all eager to discuss their experiences in **Rockhome** and learn as much as they can about the **Under-Realm**.

Upon the expiration of a fortnight, the party is called for an audience with **Lord Kanin**. He tells them he and his sages worked tirelessly to determine the origin of the magical item entrusted to him, and he even reached out to the masters at the ***harquebusier* academy** in **Alderburgh** to confer on the matter**.** He advises they all agree: the party has made an extraordinary discovery!

He explains that the strange item they found is indeed one of three parts of an ancient artifact known as the **Lightbow of Courage**, a powerful good-aligned weapon which may be of use in the current conflict with the forces of the **Under-Realm**.

Lord Kanin explains the weapon is believed to be from a distant time and another cosmos entirely. It was believed lost many centuries ago and there are few people alive who even know of written accounts of its existence. There are only three known sources which speak of the item: the ancient dwarven tome from the mines, an ancient scroll at the ***harquebusier* academy** library, and a round metallic codex believed lost at sea eons ago.

Lord Kanin explains the piece the party found is believed to be the *stock* of the weapon, which appears to be a bow of some sort. The historical accounts say the other parts of the artifact are the *lathe* (a semicircular bowstave, similar to that which is used on a crossbow) and the *focusing gem* (which is inserted into the stock).

Lord Kanin further explains it is believed the other two pieces of the **Lightbow** may be found in this very realm, should the party wish to search for them and to reconstruct the artifact. He begs the players to do so as he believes this powerful artifact will be of great importance in the escalating conflict between good-aligned nations and the evil forces of the **Under-Realm**, and their infernal patrons and gods.

Finally, **Lord Kanin** explains that all of this research has uncovered a clue as to the whereabouts of another piece of the artifact. It seems the ***harquebusier* academy** masters found further details in their scroll of verified sightings of the **focusing gem**.

The **focusing gem** is rumored to be located in a city deep within the **Under-Realm**, with reports suggesting it is being used as a power source by a group of **deep dwarves**, although what they are powering with an artifact level gemstone is not known.

Lord Kanin requests that the party travel to the ***harquebusier* academy** in **Alderburgh** and once they have received further briefing there, that they then set out and recover the next piece of the **Lightbow**. This adventure hook leads the party directly into the **Starry Knight Press** module **S5 The Crystal Caves**, an adventure for characters of levels 4-6.

This concludes the adventure. I hope you and your players have enjoyed it! I look forward to providing you further adventures in the days to come, and thank you on behalf of *Starry Knight Press.*

Louis "sirlou" Kahn
August 2018

APPENDIX A: Pre-Generated Characters

These pre-generated characters may be used by players who do not have level appropriate characters for this adventure or as NPCs by the GM if the players need help. *Harquebusiers* characters may be replaced with fighters if the GM prefers.

Human, harquebusier, level 2, Age 21 Al NG
Str 16 Dex 17 Con 16 Int 12 Wis 10 Cha 11
HP: 23
AC: 0 front, 3 rear
Armour: *chain +2* / **Move:** 90′
Base number to hit AC 0: 19
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
16	17	14	15	17

Weapons: broadsword, 2x *handgonnes*†, 5 grenades
Equipment: weapon's belt, 5′ match cord, 40 vials powder, 40 bullets, standard pack**
Languages: Common, NG

Powder: °°
Bullets: °°
Grenades: °°°°°

Human, mage, level 3, Age 22 Al CG
Str 13 Dex 15 Con 15 Int 17 Wis 11 Cha 12
HP: 15
AC: 3 front, 4 rear
Armour: *braces of armour +6*/ **Move:** 120′
Base number to hit AC 0: 18
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
11	15	14	13	12

Weapons: *dagger +2,* 3 daggers
Equipment: Standard pack**
Languages: Common, CG
Spells: 2/1
Special: *read magic*

Daggers: °°°

Human, harquebusier, level 4, Age 25 Al CG
Str 18/52 Dex 17 Con 15 Int 11 Wis 13 Cha 12
HP: 38
AC: -1 front, 2 rear
Armour: *plate +1*/ **Move:** 90′
Base number to hit AC 0: 17
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
15	16	13	15	16

Weapons: *longsword +1,* 5 grenades, *arquebus battle axe*†
Equipment: weapon's belt, 5′ match cord, 40 vials powder, 40 bullets, standard pack**
Languages: Common, CG

Powder: °°
Bullets: °°
Grenades: °°°°°

Gnome, thief, level 2, Age 87 Al N
Str 16 Dex 17 Con 15 Int 15 Wis 15 Cha 10
HP: 13
AC: 4 front, 7 rear
Armour: studded leather**/ Move:** 90′
Base number to hit AC 0: 20
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
14	16	13	12	15

Weapons: *short sword +1,* sling w/ 24 bullets
Equipment: Standard pack**, *potions of healing* & *invisibility*
Languages: Common, N, thieves' cant, dwarf, gnome, goblin, halfling, kobold
Thief skills: CW 67/FT 34/HN 18/HS 30/ MQ 30/OL 54/PP 39/RL 5
Special: +4 save vs. spells & poison, infravision 60′, +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense*
Bullets: °°°°°°°°°°°°°°°°°°°°°°°°

Dwarf, cleric, level 3, Age 252 Al LG
Str 14 Dex 16 Con 13 Int 11 Wis 16 Cha 12
HP: 21
AC: -1 front, 3 rear
Armour: plate, *shield (l) +1* / **Move:** 60′
Base number to hit AC 0: 20
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
14	16	10	13	15

Weapons: *mace (h) +1*, 3x warhammer, light
Equipment: Standard pack**
Languages: Common, LG, dwarf, gnome, goblin, kobold, orc
Spells: 4/2
Special: +4 save vs. spells & poison, infravision 60′, +1 to hit goblinoids*, -4 to be hit by giants*, stone sense*, turn undead

Hammer: °°°

Half-Elf, cleric-mage, level 2/2, Age 41 Al LG
Str 12 Dex 15 Con 15 Int 16 Wis 15 Cha 12
HP: 14
AC: 0 front, 3 rear
Armour: *chain +1, shield (l) +2* / **Move:** 90′
Base number to hit AC 0: 20
Saving throws:

Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell
11	15	10	13	12

Weapons: *flail (h) +1*, 3x warhammer, light
Equipment: Standard pack**
Languages: Common, LG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc
Spells: Cleric 4/-; Mage 2/-
Special: 30% resistant to sleep/charm, infravision 60′, detect *secret doors**

Hammer: °°°

GM's note: Bonuses for cleric spells and thief skills are included, but "to hit" and saving throw values do not include bonuses.
†Refer to the *harquebusier* rules in supplement **S1 The Harquebusier**, or replace guns with light or heavy crossbows.
*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.
****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50′ rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tools, holy symbol, spell book, etc.).

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APPENDIX B: Lord Kanin's Warrant

This flyer is prominently displayed throughout the villages of the **Jarlburgh** valley, and has been given to merchants and other travelers to spread beyond the valley, as **Lord Kanin** seeks the aid of adventurers to deal with the catastrophe at the **Dwarfhome mines**. Whether or not the bounty hunter hook is being employed by the GM, this flyer should be shown to the players to add further incentive to their taking on the central quest in this adventure.

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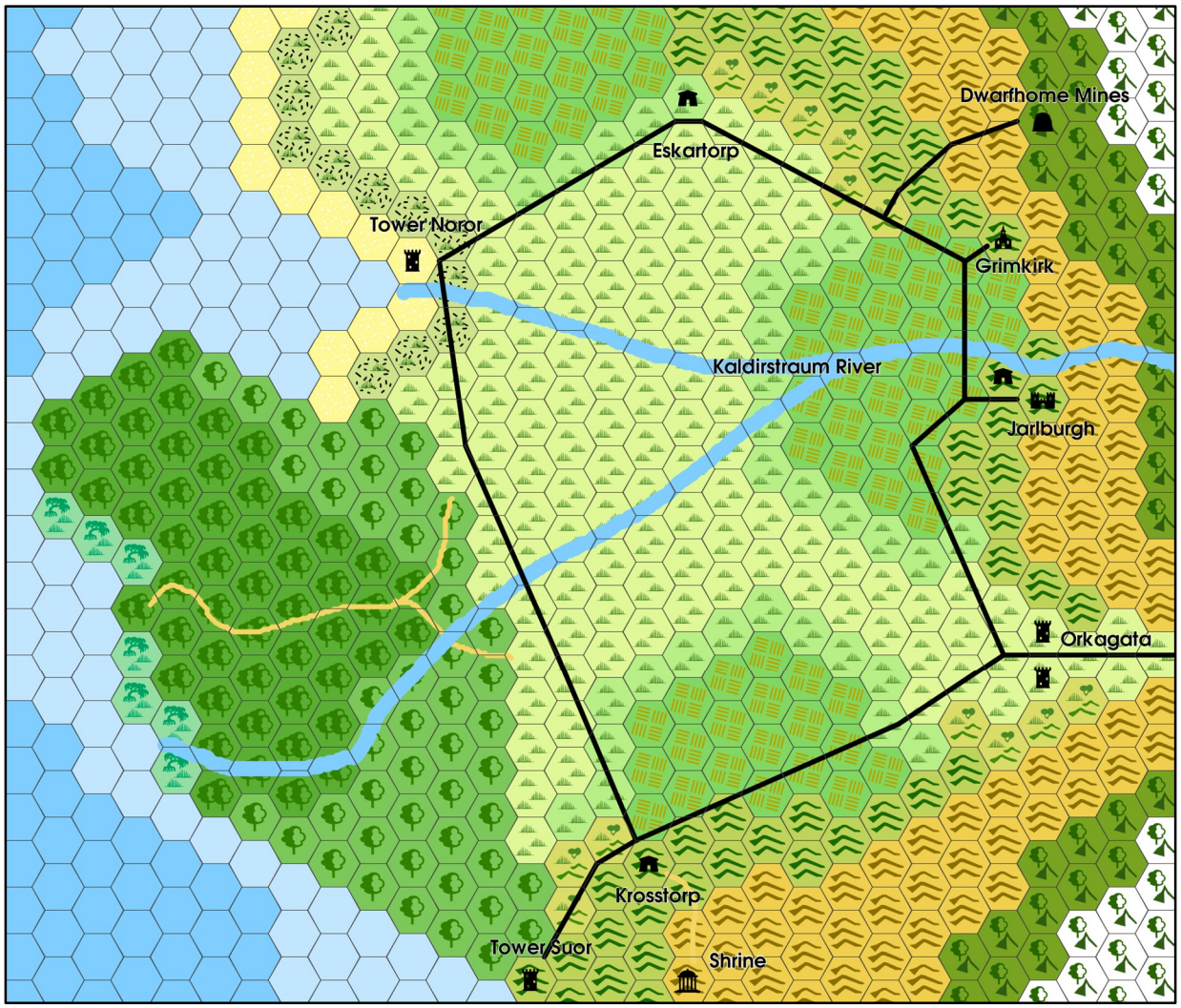
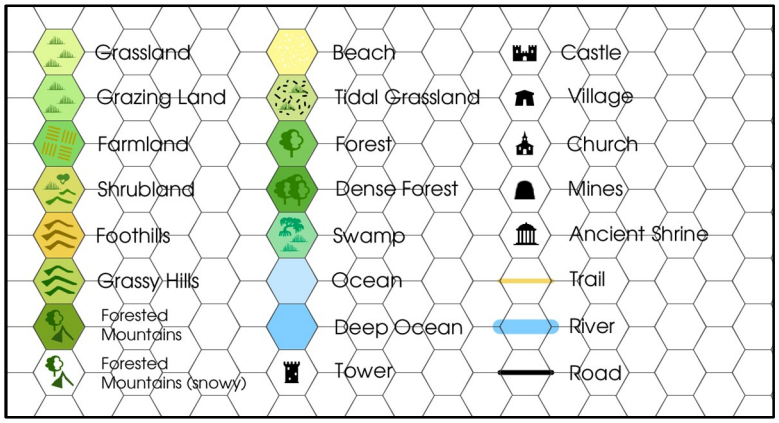
APPENDIX C: Map of Jarlburgh Valley

This map depicts the lands under the control of **Lord Kanin** of **Jarlburgh**, indicating geography, local settlements, defenses, and the location of the **Dwarfhome mines**. A map legend is included for reference.

JARLBURGH



MAP LEGEND



Scale: = 1 league / 3 miles

APPENDIX D: Random Monster Encounter Tables

As discussed above, the GM should make random encounter checks during the party's travels in the wilderness, with a 1 in 6 chance of an encounter occurring. If an encounter is indicated, refer to the chart below. The GM, of course, has discretion to increase or decrease the number of opponents the party faces to match the needs of their campaign.

The Wilderness

Dice Roll (d12)	Random Encounter
1	3 **ghouls** (AC 6; MV 9"; HD 2, hp 9, 10, 8; #AT 3; D 1-3/1-3/1-6; SA paralysis; SD immune to *sleep/charm* spells; SZ M). One **ghoul** wears a silver bracelet set with pearls (100gp).
2	**Giant spider** (AC 4; MV 3"/Web 12"; HD 4+4, hp 24; #AT 1; D 1d8; SA poison, webs; SZ L). Its bite is poisonous and victims must *save vs. poison* or die. It takes 2 rounds to break free from its webs (+1 round per point of STR below 17). In its lair, a small underground cave, the party finds a corpse with a 250gp ring.
3	7 **bandits** (AC 8; MV 12"; HD 1d6 hp, hp 5, 4, 3, 6, 4, 5, 4; #AT 1; D by weapon type; SZ M) wearing leather armour, and wielding short swords (D 1-6) and spears (D 1-6). They carry 23sp and 5gp each.
4	2 **wererats*** (AC 6; MV 12"; HD 3+1, hp 15, 13; #AT 1; D 1-8 (sword); SA surprises on 1-4 in 6, disease; SD only hit by silver or magic weapons; SZ M) armed with long swords (D 1-8). The 15hp **wererat** wields a *long sword +1.*
5	5 **goblins** (AC 6; MV 6"; HD 1-1, hp 4, 5, 6, 7, 5; #AT 1; D by weapon type; SZ S) wearing scale mail and each wielding a short sword (D 1-6) and spear (D 1-6). They carry 28cp and 12sp each.
6	4 **hobgoblins** (AC 5; MV 9"; HD 1+1, hp 8, 5, 7, 6; #AT 1; D 1-8 or by weapon type; SZ M) wearing chainmail and wielding long swords (D 1-8) and spears (D 1-6). They carry 24cp and 6gp each.
7	2 **wolves** (AC 7; MV 18"; HD 2+2, hp 15, 12; #AT 1; D 1d4+1; SZ S). The party discovers them fighting over the body of a small, dead adventurer. A pouch on the body holds 100gp and a *potion of speed.*
8	8 **giant bats** (AC 8; MV 1"/ Fly 24"; HD 1d4 hp, hp 3, 2, 2, 4, 2, 3, 2, 4; #AT 1; D 1-2; SD highly maneuverable; SZ S). Projectile attacks against them are -3 "to hit" unless the attacker's DEX is 13+. They must land on a victim to attack. There is a 1% chance those bitten will contract rabies. There is a *dagger +1* in their lair.
9	2 **giant toads** (AC 6; MV 6", plus 6" leap; HD 2+4, hp 15, 13; #AT 1; D 2-8; SA leap; SZ M). These **toads** can leap forward up to 6" and still attack in the same round. In their muddy lair are 2x 50gp gems.
10	6 **brigands** (AC 6; MV 12"; HD 1d6 hp, hp 4, 3, 5, 6, 4, 5; #AT 1; D by weapon type; SD +1 to morale; SZ M) wearing scale mail and wielding long swords (D 1-8) and spears (D 1-6). They carry 13sp and 7gp each.
11	4 **skeletons** (AC 7; MV 12"; HD 1, hp 5, 4, 6; 5; #AT 1; D 1d6; SA none; SD immune to cold, *sleep*, *charm*, *hold* and mental attacks, damage reduction; SZ M). One has a silver pocket watch (100gp).
12	**Ogre** (AC 5; MV 9"; HD 4+1, hp 20; #AT 1; D 1d10 or by weapon type; SZ L), wearing a tattered chainmail hauberk and wielding a halberd (D 1-10). At his waist is a large sack with 150gp, 27pp, and *12 arrows +1.*

* ***GM's note:*** if the party does not have silver or magical weapons, and thus cannot strike the **wererats**, this roll may be replaced with the **bandit** encounter (number 3), at the GM's discretion.

The GM should make random encounter checks while the party is exploring within the **Dwarfhome mines**, with a 1 in 6 chance of an encounter occurring. If an encounter is indicated, refer to the chart below. The GM, of course, has discretion to increase or decrease the number of opponents the party faces to match the needs of their campaign.

The Mines

Dice Roll (d12)	Random Encounter
1	5 **giant bats** (AC 8; MV 1"/ Fly 24"; HD 1d4 hp, hp 3, 2, 4, 2, 3; #AT 1; D 1-2; SD highly maneuverable; SZ S). Projectile attacks against them are -3 "to hit" unless the attacker's DEX is 13+. They must land on a victim to attack. There is a 1% chance those bitten will contract rabies. A *hand axe +1* is found on a nearby corpse.
2	3 **large spiders** (AC 6; MV 6"/ Web 15"; HD 1+1, hp 8, 6, 7; #AT 1; D 1d4; SA poison; SZ S). Their bite is poisonous, but weak, and victims must *save vs. poison* at +2 or die. A pouch with 50gp is behind a nearby stalagmite.
3	3 **giant worker ants** (AC 3; MV 18"; HD 2, hp 11, 14, 13; #AT 1; D 1d6; SZ S) come scurrying out of a recently dug tunnel. The **ants** are carrying a dead **orc** carcass back to their colony; the **orc** wore *studded leather +1.*
4	5 **giant rats** (AC 7; MV 12"; HD 1d4, hp 3. 2,3, 2, 4; #AT 1; D 1-3; SA disease; SZ S). Their lair is an old wooden crate lying on its side. Inside is a dirty gold necklace worth 100gp.
5	5 **goblins** (AC 6; MV 6"; HD 1-1, hp 5, 4, 6, 4, 5; #AT 1; D by weapon type; SZ S) wearing scale mail and wielding a short swords (D 1-6) and spears (D 1-6). They are lost in the mines. They carry 35sp and 5gp each.
6	**Black bear** (AC 7; MV 12"; HD 3+3, hp 19; #AT 3; D 1d3/1d3/1d6; SA hug (D 2d4); SZ M). Any hit roll of 18 or more with a paw results in the target being hugged for additional damage. In the **bear's** lair, a long abandoned mine shaft, is a forgotten backpack with 16gp, 22ep, and a *wand of light* (15 charges).
7	2 **huge weasels** (AC 7; MV 15"; HD 1+1, hp 9, 6; #AT 1; D 1d8; SA blood drain; SD none; SZ S). Their bite drains blood after the first successful attack, at the rate of 1d8 hp per round. Their pelts are worth 200gp each. In their warren is a pouch with a *potion of healing* and quiver with *15 crossbow bolts +1*.
8	3 **jackals** (AC 7; MV 12"; HD 1, hp 6, 4, 5; #AT 1; D 1d4; SZ S) fighting over the corpse of a dead humanoid. A silver dagger, 16sp and 11ep are found on the corpse, which is the body of one of **Grumsh's orcs.**
9	2 **giant toads** (AC 6; MV 6", plus 6" leap; HD 2+4, hp 11, 15; #AT 1; D 2-8; SA leap; SZ M). These **toads** can leap forward up to 6" and still attack in the same round. In a small crevice nearby is a *wooden shield +1*.
10	4 **troglodytes** (AC 5; MV 12"; HD 2, hp 8, 12, 11, 10; #AT 3 or 1; D 1d3/1d3/1d4 or by weapon type; SD odour; SZ M) wielding stone maces (D 1d+1) and crude spears (D 1-6). They carry 12ep each, and their leader (12hp) has a pouch with 50gp, 2x 25gp gems and a *potion of healing*.
11	3 **lizard men*** (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 11, 12, 10; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type; SZ M) each armed with a long swords (D 1-8) and crude spears (D 1-6). They carry a note which says in broken Common, "Come to the coast for meat and gold!" The leader (12hp) has a pouch with 6x 50gp gems.
12	4 **zombies** (AC 8; MV 6"; HD 2, hp 9, 11, 10, 13; #AT 1; D 1d8; SD immune to *enchantments, hold* spells, and any spell that inflicts cold damage). One **zombie** has a gold watch on a chain (150gp).

*** *GM's note:*** This encounter relates to the events of the **Starry Knight Press** module **SK1 The Corrupt Temple**. These lizard men are out recruiting evil humanoids to return with them to their hidden base in a seaside temple in **Jarlburgh**, from whence they have been raiding that community.

APPENDIX E: Dwarfhome Mines Roster

Luthe Stonehammer, the **third assistant** to the **superintendent** of the **Dwarfhome mines**, provides the players with this parchment in **Jarlburgh**. It is a blank duty roster listing the dwarves working in the mines at the time of the attack.

Dwarfhome Mines Duty Roster

	Name	Shift	Present
1.	Camas (Superintendent)	First	❑
2.	Lathe (3rd Assistant)	Second	❑
3.	Feldo (2nd Assistant)	Third	❑
4.	Braydelle (1st Assistant)	Fourth	❑
5.	Geffen	Second	❑
6.	Verna	First	❑
7.	Mabilda	First	❑
8.	Ragbrek	Third	❑
9.	Melly	First	❑
10.	Baldrahm	Second	❑
11.	Rolbery	Third	❑
12.	Rota	Fourth	❑
13.	Margreta	Third	❑
14.	Lysleil	Fourth	❑
15.	Hinga	First	❑
16.	Prafron	First	❑
17.	Jacen	Fourth	❑
18.	H.G.	First	❑
19.	Hagh	Second	❑
20.	Franz	First	❑
21.	Balric	Fourth	❑
22.	Clemens	Second	❑
23.	Ermand	Fourth	❑
24.	Reynar	Third	❑
25.	Fergus	Third	❑
26.	Fandar	Second	❑
27.	Amnok	Fourth	❑
28.	Noran	Second	❑
29.	Gwynwin	Second	❑
30.	Mistnip	Third	❑
31.	Greta	Fourth	❑
32.	Josanna	Third	❑

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APPENDIX F: Camus' Journal

While exploring the mines, the players come across the **haunting spirit** of **Camus Stonehammer**, the **superintendent**. His spirit leads the players to his journal (below), revealing his final days and giving clues about what happened at the mines.

12.10

"THE OTHER NIGHT A COMPLETELY UNKNOWN DOOR WAS DISCOVERED ON THE SECOND LEVEL. I COULDN'T BELIEVE IT! A DOOR I KNEW NOTHING ABOUT...IN MY OWN MINE! IT'S SHAMEFUL AND SHOCKING! FIRST ASSISTANT BRAYDELLE FIRST BROUGHT IT TO MY ATTENTION. IT SEEMS SHE LOST CONTROL OF A MINING CART AND IT FLEW OFF THE TRACKS AND SLAMMED INTO A WALL. IT SEEMS THE DAMAGE TO THE WALL REVEALED A DOOR THAT WAS CONCEALED BEHIND A COUPLE FEET OF ROCK. WHO WOULD HAVE PLACED SUCH A DOOR THERE? HOW LONG AGO DID THEY DO IT? HOW DID THEY CONCEAL IT FROM US? WE DWARVES HAVE RUN THIS MINE FOR A VERY LONG TIME AND I'VE NEVER HEARD OF SUCH A THING. FINALLY, WHAT IN BLAZES IS BEYOND THAT DOOR?

I ORDERED A CREW DOWN TO EXPOSE THE ENTIRE DOOR. IT WAS SEALED TIGHT AND I ORDERED THEM NOT TO FOOL WITH IT. WE'VE A MINE TO RUN AND I DON'T HAVE TIME FOR SUCH FOOLISHNESS – IF I'D WANTED TO TAKE SUCH UNNECESSARY RISKS I'D HAVE BECOME AN ADVENTURER, LIKE THAT DAMN FOOL SON OF MINE!

BEREM...WHEN WILL YOU COME TO YOUR SENSES, BOY! I'M SORRY WE PARTED THE WAY WE DID. WE'LL MAKE IT RIGHT SOON – ONE GOOD THING ABOUT BEING A DWARF IS WE'VE GOT A LONG TIME IN THIS REALM...

ANYWAY, ERRING ON THE SIDE OF CAUTION, I SENT AN EAGLE TO THE YOUNG HUMAN, LORD KANIN, ASKING HIM TO SEND TROOPS TO INVESTIGATE AND SECURE THE AREA BEYOND THE DOOR.

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13.10

WHAT ELSE HAS HAPPENED RECENTLY... AS YES, THE VERY RICH VEIN OF IRON WE STRUCK LAST MONTH IS STILL GOING STRONG. IT'S AMAZING HOW DEEP THIS VEIN GOES AND HOW MUCH ORE WE'VE RECOVERED. LORD KANIN WILL BE PLEASED, AND IT'LL MAKE FOR A NICE BONUS PAYMENT FOR THE MINERS AND MESELF. I'VE BEEN MEANING TO GO DOWN AND INSPECT THE NEW LEVELS MESELF, BUT MY OLD KNEES HAVE BEEN ACTING UP LATELY! I'M EAGER TO SEE IT THOUGH, AS WE'VE DUG DOWN FURTHER INTO THIS MOUNTAIN THAN ANY OTHER DWARVES BEFORE! I CAN'T WAIT TO GET DOWN THERE, IT'LL BE GLORIOUS!"

14.10

WE'VE GOT FOLK MISSING AND I'M REALLY WORRIED... I'M AFRAID I HAD BETTER SEND AN EAGLE TO LORD KANIN SEEKING HELP IF THE ISSUE DOES NOT RESOLVE ITSELF ON THE MORROW. I HATE CONSTANTLY SEEKING AID; I DON'T WANT TO SEEM INCOMPETENT...BUT THESE ARE REALLY MILITARY TYPE MATTERS AND NOT MINERS' MATTERS!

THE REPORTS STATE TWO MINERS WORKING THE DEEP SHAFT, MELLY AND FUNDAR, HAVE NOT RETURNED FROM THEIR SHIFT. THEY WERE WORKING ALONE DOWN IN THE DEEPEST SECTION OF THE MINE CLEARING THE ELEVATOR SHAFT, SETTING UP A STAGING AREA, AND A TUNNEL FOR SUPPLIES.

WHEN THEY FAILED TO CHECK-IN THE SHIFT BOSS JUST ASSUMED THEY WERE EXCITED ABOUT THE NEW SECTION (AS WE ALL ARE) AND HAD MISSED THEIR CHECK-INS WORKING OVERTIME TO OPEN THAT NEW SECTION. IT'S BEEN SEVERAL HOURS AND NO WORD HAS COME BACK. IT HAS BEEN TOO LONG AND I KNOW IT'S VERY LATE AT NIGHT NOW HERE ON THE SURFACE, BUT I'M REALLY WORRIED. I'VE ORDERED TWO OTHER MINERS, JACEN AND NORAN, SENT DOWN TO LOOK FOR THEM. THEY'RE GOOD MINERS; I PRAY THEY FIND OUR LOST BRETHREN.

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15.10

IT'S THE BLOODY WEE HOURS OF THE MORNING AND I CAN'T SLEEP FOR WORRY ABOUT MY LADS DOWN THERE. MAYBE I SHOULD HAVE SENT MORE DWARVES TO SEARCH?

I'LL DO SO IN THE MORNING, MAYBE I'LL EVEN GO PERSONALLY. THAT'S IT!

IT'S THE MIDDLE OF THE NIGHT AND CAN'T SLEEP!

i'M TOO AFRAID FOR OUR LOST MINERS.

I WAS JUST HAVING A HORRIBLE DREAM.
A NIGHTMARE REALLY...
i HEARD DWARVES, CRYIN ING OUT IN PAIN!

WHAT WAS THAT SOUND?

i THOUGH i JUST HEARD SOMETHING IN THE

I'LL GO CH

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APPENDIX G: New Monsters

CAVERN FISHER

Frequency:	Rare
No. encountered:	1d4
Size:	Medium
Move:	20 ft/ 20 ft climbing
Armour class:	4
Hit dice:	4
Attacks:	2
Damage:	2d4/2d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Lair probability:	100%
Intelligence:	Semi
Alignment:	Neutral
Level/XP:	4/300 + 3/hp

The **cavern fisher** is the underground world's greatest angler. It is a strange looking insectoid beast which has adapted to survive by combining features of both a crawdad and an arachnid.

The **cavern fisher's** body is covered in a hard chitinous shell, with plates like those of a crustacean, and it has eight legs. Its six rear legs are small, ending in strong, sharp gripping claws. It uses these for locomotion, clinging to rocky surfaces, and moving up and down vertical walls. Its two massive pincer-like front legs are used for ripping apart its prey to kill it.

Its most unique feature, however, emerges from its nasal cavity: it has a very strong, adhesive filament it can stretch out from its nasal cavity, which it uses to "fish" for prey. It also uses the adhesive from its filament to anchor itself in place.

The **cavern fisher's** filament is nearly translucent, exceedingly difficult to see, very strong and hard to cut through. A creature walking within 10' of the filament has only a 20% chance of seeing it, and the creature has no chance to see it beyond that distance. However, a player who casts the *detect snares and pits* spell will reveal the filament. The filament's adhesive coating is so strong it may only be dissolved by acid (or the **cavern fisher's** own blood, which is highly acidic). In fact, the filament is so tough that a +1 or better edged weapon is needed to cut it.

Like a spider with its web, the **cavern fisher's** favourite prey is small, flying creatures that run into its nearly invisible filament. However, they will attempt to draw in and eat anything they catch with their filament, so long as it is not too heavy to "reel in". Moreover, if there is more than one **cavern fisher** in a lair, they will cooperate to capture such larger prey.

The filament is used in the **cavern fisher's** two attack forms. Its main attack method is to hang its filament near its lair, and once a victim becomes ensnared, the **cavern fisher** hauls in its prey like an angler hauling in their line. The second attack method is utilized if the prey escapes or avoids the filament. The **cavern fisher** will expend one round drawing in its filament and then it will shoot it at its prey, attacking as a 6 Hit Die creature. It will continue to attempt to snare prey in this manner so long as the prey remains in its territory.

Once the prey is stuck to the filament the creature can pull a weight of up to 28.5 stones (400 pounds) at a rate of 10' per round. If the victim resists being dragged, the **cavern fisher** is considered to have a STR of 19 with its strand for purposes of competing STR checks.

Another player can assist the one stuck to the filament, combining their strength to win this deadly game of "tug of war".

Once its prey is pulled up to the **cavern fisher's** location, it attacks the prey with its two powerful pincer claws, which do 2d4 damage each.

The **cavern fisher** is a subsistence hunter and does not collect treasure, but if a **cavern fisher** is slain and its lair searched its former victims' belongings may be present.

Treasure: In Lair: 1d8x1,000cp (50%); 1d6x1,000sp (25%); 1d4x1,000ep (25%); 1d3x1,000gp (25%); 1d8 gems (30%); 1d4 jewellery (20%); 1 sword, armour or miscellaneous weapon (20%).

DARK ELF

Frequency:	Very Rare
No. encountered:	2d4
Size:	Medium
Move:	120 ft
Armour class:	4
Hit dice:	2, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	90% to sleep or charm
Lair probability:	50%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	2/75 + 3/hp; Variable, as NPCs

Dark elves are a subterranean race, twisted by eons of worshipping a Demonic Lord of the Planes of Hell. They are for all intents and purposes the polar opposite of good-aligned, surface dwelling elves.

Dark elves are a sub-race of standard elves, who fell from grace and light eons ago. Elves do not like to discuss their evil cousins, particularly with non-elves. They are very rarely seen above ground, and do not often interfere in the affairs of the surface dwellers.

They are so adept at hiding from the world above that many, elves included, have come to believe they are mere myth, and consider them nothing but a folk tale to scare children into behaving.

This is, sadly, far from the truth and over the eons the **dark elves** have thrived below ground: trading, raiding and operating in the dark under-realm of the world, and in the realms and worlds beyond our own. They have continued to serve their Demon Lord, who is the focus of their society.

It is rumored their fall from the **Light** was a result of their tampering with otherworldly forces. It is claimed some of the greatest of elven mages of old experimented with the darker forms of the magical arts, and in their attempts to attain control and power over godlike beings from the lower planes, they themselves were placed in thrall. Under their Demon Lord's influence, these elves became twisted and evil, committing the foulest of deeds.

They sought always to increase their power and, as a result, their quest for world domination sparked the long ago **Elven Civil War**. The war was based on the **dark elves'** racist and xenophobic belief that elves, naturally graced with long lives and higher intelligence, were inherently superior to other beings and they had a right to enslave, abuse, and use these "lower races" for their own aims, chief among these being ritual sacrifice to appease their Demonic Lord's quest for souls to devour. The **Elves of Light** saw themselves as caretakers and protectors of their world, and as equals with all creatures, be they sentient humanoids or flora and fauna.

The battle between the two factions of elves raged for many long years, with great losses on both sides until, eventually the **Elves of Light**, with intervention from the **Gods of Light**, were able to push back and finally defeat the **dark elves'** forces, which scattered and fled, most of them retreating to the **Under-Realms** of the world, where they have remained to this day.

Dark elves live in a complex society which favors strength, cunning, brutality and above all a staunch devotion to the spread of chaos and anarchy in the many worlds and realms they travel.

Dark elves typically wear light *elfin chain armour.* They are ambidextrous and train in a unique fighting style which allows them to dual wield weapons while using a small bucker in their off hand, with no attack penalty.

They are usually armed with swords, maces, and hand crossbows, using bolts dipped in a poison of their own creation (*save vs. poison* at -2 or sleep for 2d4 hours).

Dark elves may be of any class or multi-class combination available to standard elves. Like other elves they have the ability to move silently; in underground surroundings they are able to surprise on a roll of 1-4 on a d6.

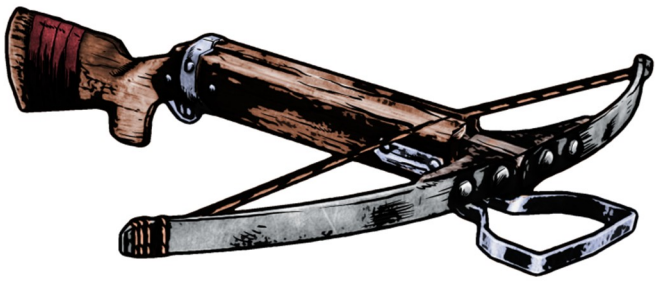
They are also able to blend into their underground environment and become virtually invisible, so long as they do not attack. When using a one handed sword or hand crossbow **dark elves** receive a +1 to their attack roll. **Dark elves** have a 90% resistance to sleep and charm spells. **Dark elves** possess superior infravision with a range of 120'. They have the same ability to detect *concealed* and *secret doors* as other elves do.

Dark elves have their own language, and can also speak Common, elven, gnomish, halfling, gnoll, goblin, hobgoblin, orcish, as well as the tongues of the evil **Deep Dwarves** and **Dark Gnomes** (or **Shadow Gnomes**, as they call themselves).

Dark elves appear very thin and their countenance is extremely haughty. Their skin colour ranges from hues of a dark grey to a deep, purplish black. Dyeing of the hair is common, with bright and outlandish colours favored, although their natural hair colour is very light, in shades of blonde, grey and white. Their eyes tend to shades of red, a by-product no doubt of their demonic thrall.

They tend to dress in black, with shades of dark grey, so as to better blend in with their environment. The uninterrupted life span of a **dark elf** is roughly 1200 years or more, but given their violent lifestyle and predilection for danger, their lives are often cut short at an early age.

Treasure: Varies, generally 1d10pp, 2d10gp and 1d3 gems per individual. In addition, they have a 10% chance per level and per class to possess a usable magic item.



DEEP COO

Frequency:	Very Rare
No. encountered:	4d6
Size:	Large
Move:	150 ft
Armour class:	7
Hit dice:	3+3
Attacks:	2 or 1
Damage:	1d3/1d3, horns; 1d8 bite
Special Attacks:	Charge
Special Defenses:	Nil
Magic Resistance:	Standard
Lair probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/100 + 3/hp

Deep coos are a large bodied (7' tall) breed of cattle, indigenous to the subterranean **Under-Realm**. They are a relative of the hearty highland cattle that flourishes in the northern climes of the surface realm.

They are large beasts with oversized horns and long, thick and wavy coats of hair. Their coats are coloured black, russet, or dark grey and often have a white or silver forelock.

They are very shy creatures who live their entire lives in the **Under-Realm**, where they prefer to dwell near a river, lake or other body of water where their food supply of lichens, fungi and moss grow plentifully. Given their subterranean habitat, they have a strong aversion to bright lights, and will move away from them if confronted with them.

Deep coos are the favoured livestock of the **Under-Realm**, prized for their coats, milk, meat and very dense horns. They are a hearty and adaptable breed as

their native environment is harsh and unforgiving. Their long, thick and wavy hair gives them an ability to withstand the sunless and cold **Under-Realm**. Similarly, their eyes have adapted to their mostly lightless environment by growing larger and colourless to take in as much light as possible, providing them with infravision to a distance of 60'. Their very strong horns and hooves are also useful adaptions, as they allow them to dig through the dense, rocky **Under-Realm** earth to find sustenance. Lastly, their digestion has adapted to allow them to thrive on food sources (e.g. lichens, fungi and moulds) many other livestock species would avoid.

Deep coos have a mostly docile temperament and they are generally good-natured beasts, but very protective of their young and will not tolerate being attacked. If harassed or attacked they will fight back with two horn attacks (D 1d3 each) or a bite (1d8). They are also likely to charge and stampede their attackers: each time a **deep coo** is attacked there is a strong likelihood (25% chance) the entire herd will charge the attackers, doing 2d6 impact damage plus 1d4 trampling damage to each person in their path.

Treasure: None. Their fur, however, is highly prized by weavers of both the **Under-Realm** and surface world, and the wool from each beast is worth 100gp.

DEEP DWARF

Frequency:	Very Rare
No. encountered:	3d8
Size:	Medium
Move:	90 ft
Armour class:	4
Hit dice:	3, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	30%
Lair probability:	20%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	3/100 + 4/hp; Variable as NPCs

Deep dwarves are a twisted, subspecies of **dwarves**, warped by ancient evil and the dark magic of **dwarven** treasure lust. These evil hearted **dwarves** dwell exclusively in the shadowy **Under-Realm** of the world.

Like their surface dwelling cousins, **deep dwarves** are fearsome foes, excellent miners and builders with few equals above or below ground. They are also fiercely loyal to their clan, just like surface **dwarves**, but could care less for other **deep dwarves** overall, and as such their society is one of constant internecine battle, with some inter-clan feuds stretching back for centuries! Finally, the dwarven lust for the bounty of the earth, precious metals and gemstones, has become the sole driving force of **deep dwarves'** lives; an obsession which has doomed their society to servitude to the search for such wealth and left them in the exploitative thrall of evil higher powers.

The main driving forces in their society are greed and the acquisition of wealth, which results in a heartless, cruel and inhumane worldview. Anything and everything has a price in their society, the acquisition of wealth is the sole purpose of their lives, and their greed can never be satisfied. Regardless of how much wealth they obtain, it is never enough. Their common burial practice is to dig a pit and place the deceased at the bottom, with all of their material wealth piled on top of them. The depth of the pit is measured and recorded in their clan's book of the dead. It is their belief that the deeper the pit, the

higher the position the dead will reach in the afterlife. The whole treasure is eventually stolen by the decedent's family, but it matters not once the finally tally is recorded, as that is all that matters to these perverse misers.

Whilst they are a warlike people, they have a grudging respect for the other major **Under-Realm** races; the **dark elves**, **shadow gnomes**, and **Garlië** fish people, with whom they may cooperate in service to their collective dark masters.

In form the **deep dwarves** generally resemble their above-ground cousins: they are squat, broad shouldered and burly beings. Their skin ranges from a deep reddish black to a reddish orange colour. Most males and females prefer to go about with their heads shaved, but those who choose to retain their hair favour styling their jet black or grey locks into top knots, queues or mohawks. Their eyes are a jaundiced yellow with colorless pupils. Their exposed skin is covered in highly stylized tattoos. Most wear beards and their unruly black plaits are worn long, hanging down to their waists. They enjoy interweaving grisly trophies of their conquests into their beards: including teeth, bones, eyeballs, ears, fingers, toes and other mementos of their victories. They like to sharpen their teeth, and often use them in battle if they have lost their weapon or they are driven mad with battle-rage (D 1d3).

In combat they prefer to wear suits of black, maroon or dark grey scale mail, and wield round, spiked shields. Their preferred weapons are mattocks, warhammers, morning stars and maces, often decorated with demonic faces or skulls. For ranged combat they use darts laced with a paralytic agent; anyone stuck by one must *save vs. poison* or become immobilized for 1d6 rounds.

Deep dwarves may be of any class or multi-class combination available to standard **dwarves**. Like other **dwarves** they receive a +1 bonus to saves against magic and poison for every 3.5 points of CON. They also gain a +1 to hit goblins, hobgoblins, orcs, and half-orcs; and they get the same bonus to hit surface dwarves, gnomes, and halflings. As with surface **dwarves**, attacks against them by giant sized foes are made at -4 to hit. They have extraordinary infravision to a range of 90'. They possess the same dwarven *stone sense* ability to detect the existence of slopes or grade, new construction, sliding or shifting walls/rooms, stonework traps, and depth underground. (Refer to the OSRIC manual or your reference guide of choice.)

They also have the following unique abilities: *detect minerals and metals* (per the wand) once a day; *trip* (per the druid spell) once a day, they cause the ground to buckle and knock a foe down; *dig* (per the mage spell) once a day, for 4 rounds creating a 10' square hole; and they can become *enraged* once a day (granting a +2 "to hit" and damage, -2 to AC, and the ability to fight beyond 0hp, to a total of -10hp, before they drop dead).

Because they live their lives deep below ground, the **deep dwarves** do have some sensitivity to daylight, but their constant work with bright gems, shiny metals and forges makes them less susceptible than **shadow gnomes**. **Deep dwarves** are unaffected by normal torchlight or moonlight, but dim sunlight or very bright artificial light will cause them to attack at -1 "to hit", and if exposed to full sunlight or a similar spell or effect, they would attack at -2 "to hit".

Deep dwarves have their own language, and can also speak **Under-Common**, gnomish, goblin, kobold, orcish, as well as the tongues of the evil **shadow gnomes** and **dark elves**.

They have a deep hatred for surface **dwarves** above all others, and attack them on sight using their *enrage* ability if possible, or if not, by *charging* into battle (Refer to the OSRIC manual or your guide of choice). They will ignore other targets until their hated foe is killed. They will also show no compassion or quarter to friends and allies of these foes.

Few surface-dwellers know about the **deep dwarves** existence, and the normally taciturn and close-lipped **dwarves** are not inclined to speak of their evil cousins because of the great shame their very existence brings to their noble race, for which honour is often synonymous with life itself.

In addition, given their physical similarities, surface dwellers that come in contact with **deep dwarves** might not immediately perceive them as different races. Sadly, of those unfortunates who have seen **deep dwarves** in their native realm, few have ever seen the light of day again to tell their tale.

The tale of the **deep dwarves** is one of woe, foolishness and above all unbridled greed. Millennia ago, before the break between the dwarven races, there was one clan, whose name has been lost to time and burned from the annals of all surface **dwarf** clan histories, which was

renowned as the most skilled miners of all. They dug deeper, further and produced more ore and minerals than anyone else. Their power and prestige grew with each passing generation, and each child sought to out delve their parent and grandparent, always digging deeper to find even rarer metal and gems.

This was their downfall as they eventually dug so deep that they came upon a large imprisoned being which was sealed in a tomb eons before, long past the collective memory of the **dwarves**. This being was an ancient, undying extra-planar evil which first appeared on this plane during the First Age of this realm. It sought dominion over the creatures on this planet, but it was eventually defeated by the forces of good. It could not be slain here, as its manifestation was a mere shadow of its true self, and so it had been imprisoned by other beings of power, the forces of good, with the intention that this ancient evil never be disturbed.

Sensing the mortals near its eternal tomb, the evil being called out to the minds of theses deep delving dwarves, filling their heads with visions of unimaginable riches and stoking their treasure lust beyond the ability of their mortal minds to contend with, driving them mad and subverting their wills to its own. Once their minds were its to play with, the being had these dwarves open its prison, collect the remnants of its long withered corporeal body (which contained its eternal spark), and remove its remains to a place deep below the surface near a portal to its home dimension. There the being could draw power and, one day, hopefully rise again.

The **dwarves** in thrall to this being were provided certain gifts (their new abilities) and given to know of the location of metals and minerals to fulfill their heightened treasure lust. In exchange they agreed to build their society around the protection of the evil being and the portal. Eventually as time wore on, all but the military and spiritual leaders of the **deep dwarves** have forgotten their sacred oath, but their leaders still make sure the portal is kept hidden and that they guard their evil patron's existence from all other beings, waiting patiently for their great reward when it rises to power again one day.

Treasure: Varies, generally 5d10sp, 4d10gp, 3d10ep, 2d10pp, and 1d20 gems per individual. In addition, they have a 10% chance per level and per class to possess some sort of usable magic item.

HAUNTING SPIRIT

Frequency:	Very Rare
No. encountered:	1
Size:	Small or Medium
Move:	N/A
Armour class:	N/A
Hit dice:	3
Attacks:	Nil
Damage:	Nil
Special Attacks:	Fear
Special Defenses:	See below
Magic Resistance:	Standard
Lair probability:	100%
Intelligence:	Average
Alignment:	Any
Level/XP:	3/250

Haunting spirits are ethereal undead spirits that may materialize out of the corpses of slain individuals who met a violent death. The **haunting spirit** takes the form of the individual as they appeared at the moment of their death. While ghostly and immaterial in appearance, the image looks quite real and is often gruesome: body parts may be severed, organs exposed, skulls may be split open or chopped clean off, and so on.

This is truly terrifying to those who view it and players who witness the rise of a **haunting spirit** must make a *saving throw vs. spells* or run away in terror.

Players who fail their saving throws will run to the nearest exit and not return to the area for 1d4+5 rounds; even when the effect has worn off such players will not willingly reenter the area where the haunt resides.

Haunting spirit are not hostile and do not mean to cause harm to anyone: they do not attack and they cannot be harmed as they exists solely as non-corporeal entities. The only way to get rid of the spirit is to help it complete its unfinished business on this plane, so that it can move on.

If a player makes their saving throw and remains in the **haunting spirit's** presence, they will learn its tale and how to help the spirit to rest. For it is the curse of the **haunting spirit**, given their violent deaths, to be bound to the place where they met their end, unable to move on, until they have completed their unfinished business.

Haunting spirits are unable to communicate with living beings unless a connection is made between the spirit and that person. In order to create such a link, a player must connect with the spirit by means of touching an item which belonged to the spirit during its life: this could be a diary, a sword, a pen, or anything of significance to the deceased. The haunting spirit will guide the player to this item by leading them, pointing toward the item or moving about the item in an agitated manner. Once the **haunting spirit's** item is discovered and picked up, a link with the spirit is established and the player will experience a much stronger connection with the deceased. The **haunting spirit** will then be able to communicate telepathically through the use of images and memories of the slain spirit, projected into the player's mind.

Once the spirit can communicate with a player, it attempts to explain its unfinished business to them. This can be anything from returning a locket to a loved one to avenging their death. Once the player understands what the unfinished business is and can correctly articulate that to the GM, the **haunting spirit** will be able to materialize further on this plane, and take on their living form. Wounds will appear to heal, missing body parts will re-grow, and so on.

Once they have taken this form, the haunting spirit will be able to speak directly to the player. It will beseech them to complete their unfinished business and offer up a reward of some kind for its completion, usually in the form of a hidden treasure that only the spirit is aware of. Once the spirit has completed its plea it will stop speaking and then float down, merging back into its corpse.

The **haunting spirit** is different from other foes as players gain no experience for interacting with it, but only gain its experience point award upon completion of the spirit's unfinished business, which allows the spirit to rest in peace

Treasure: None on hand, but the spirit may offer to divulge the location of treasure in exchange for a player agreeing to complete its unfinished business so it may rest in peace.

HALF-OGRE

Frequency:	Very Rare
No. encountered:	1d6
Size:	Large (8 ft+)
Move:	90 ft
Armour class:	5
Hit dice:	3+4, or per class
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	None, or per class
Special Defenses:	None, or per class
Magic Resistance:	Standard
Lair probability:	20%
Intelligence:	Average
Alignment:	90% Evil, 10% Chaotic non-Evil
Level/XP:	3/90 + 5/hp

Half-Ogres are the progeny of **half-orcs** and **ogres**, and tend to be mistaken for large, powerful **half-orcs**. They may be shunned by **ogres** as weaklings, but often lead bands of lesser humanoids due to their size and temperament. They tend to be loners, which is hard as they live as long as 100 years.

Their ability scores have the same minimums and maximums as half-orcs, except for their STR as they are naturally endowed with *ogre strength* (18/00). They are also extremely hearty, having a natural armour class of 5. They have the infravision of a **half-orc**, to a range of 60'.

Their **ogrish** blood runs strong and most tend to be cruel beings that tend toward evil alignments. There are some of nobler mind, however, even these beings are of a chaotic nature. **Half-ogres** can speak the languages of orcs, trolls, ogres, hill-giants, their alignment tongue, and Common.

If they choose to take on an adventuring profession, they must follow all the same rules and restrictions as **half-orcs**.

Treasure: Varies, individuals generally have 1d10gp, 2d4pp and 1d3 gems (50%) each. In addition, NPC **half-ogres** have a 10% chance per character level to own a useful magic item.

SHADOW GNOMES

Frequency:	Very Rare
No. encountered:	2d4
Size:	Small ($3^1/_2$ ft.)
Move:	90 ft.
Armour class:	4
Hit dice:	2, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	20%
Lair probability:	50%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	2/50 + 3/hp; Variable, as NPCs

Shadow gnomes, or **deep gnomes** as they are also known, are a subspecies of the **gnome** race that dwells exclusively underground in the eerie and dangerous **Under-Realm**.

While they are just as Imaginative, inquisitive, clever, and resourceful as their surface dwelling kin, they use their powers of intellect for evil. Living in the bleak and cruel **Under-Realm** society has twisted these small folk into a nightmarish parody of their gentler relatives who follow the **Light**.

These chaotic evil creatures are at their happiest when they are designing new torture instruments, creating more ingenious and deadly traps, and building the most destructive weapons and devices imaginable. It is these skills that have allowed these small folk to survive, and even thrive, despite their diminutive stature as compared to the strapping **dark dwarves**, wiry **dark elves**, and powerful **Garlië** fish people of **Under-Realm** society.

Along with these other dark races of the **Under-Realm**, the **shadow gnomes** have thrived, exploring the far reaches of the dark **Under-Realm** of this world, and even worlds beyond our own.

Shadow gnomes live in a fairly strict, hierarchical clan based society which favors intelligence, wit and cunning above all, and encourages scientific and mechanical experimentation, regardless of the consequences, and discourages kindness, empathy and compassion, which they see as weaknesses that stand in the way of their technological progress.

Shadow gnomes tend to resemble their surface-dwelling **gnomish** cousins, although they are slimmer of build and darker of complexion, with their skin tones ranging from an earthy black-brown to a dark, stone grey. They tend to have little to no hair on their heads, which is true of both men and women, but the men often sport facial hair. They tend to wear dark, earth toned, tight fitting clothes under suits of dark grey studded leather or scale armour. Their leaders tend to wear dark red cloaks, the colour of blood, to signify their status. They often appear to be one with the stone of the **Under-Realm**, which they in fact are, as their very essence is composed of the earth and stone of the region thanks to a cruel trick played on them during the creation of their race.

In combat they tend to wield short swords (D1d6) or maces (1d6+1), with daggers (1d4). They also use serrated edged weapons which cause an additional +1hp damage. Occasionally they wield hand crossbows (D 1d3 plus poison, *save vs poison* or take 1d4 damage).

They live to the same age as surface dwelling **gnomes** if their lives are not cut short by the constant violence in their society and the constant threat of death in the **Under-Realm**.

Shadow gnomes may be of any class or multi-class combination available to standard **gnomes**. Like other **gnomes** they receive a +1 bonus to saves against magic and poison for every 3.5 points of CON. They also gain a +1 to hit kobolds and goblins; and they get the same bonus to hit surface gnomes, halflings and dwarves. As with surface **gnomes**, attacks against them by giant sized foes are made at -4 to hit. They have superior infravision, up to a 90' range.

They also have the following unique abilities: *invisibility* (per the mage spell) once a day, they create a veil of shadow that obscures vision and then melt into these shadows; *hold portal* (per the mage spell) once a day; they cause nearby rock to grow and form around the portal holding it shut for the spell's duration; and they can *enlarge* themselves to 7' tall (per the mage spell) once a day, giving them a STR of 18 (+1 "to hit" and +2 to damage). When using this ability they take on an "outer shell" of stone and earth, with their bodies magically adjusting to this due to their stony nature.

Because of their lightless existence in the **Under-Realm**, **shadow gnomes** are highly susceptible to light and even normal torchlight or moonlight will cause them to attack at -1 "to hit", in dim sunlight or very bright artificial light they will attack at -2 "to hit", and if exposed to full sunlight or a similar spell or effect, they would be blinded and suffer a -4 "to hit" penalty.

Shadow gnomes have their own language, and can also speak **Under-Common**, gnomish, kobold, goblin, orcish, as well as the tongues of the evil **deep dwarves** and **dark elves**. They have an undying hatred and enmity for surface **gnomes** above all others, and will attack them on sight. They will ignore other targets until the **gnome** is dead, charging recklessly into battle (+2 "to hit" roll but -2 to AC). They also will show no compassion or quarter to a **gnome's** friends.

While most surface dwellers are unaware of the schism in **gnomish** society, and that some **gnomes** dwell deep below ground and follow a dark path, their story is well known to most **gnomes**, although they will not often speak of it with outsiders. The **shadow gnomes** were born from a powerful clan who were, from time immemorial, the scholars and teachers of **gnomish** society.

As **gnomes** value invention and ingenuity above all else, these most learned of **gnomes** sought to fathom the deepest secrets of their world, searching for the forces that drove and moved the very earth beneath their feet.

Whilst some of these folk searched through traditional means of rational exploration, others chose to delve into the field in a different fashion and called on and beseeched demigods and deities for answers to their questions. After many years of research and development on this subject their entreaties were eventually answered. Unfortunately for these arcanists and summoners, they did not reach a kind, benevolent or helpful being, but a trickster deity named **Maldorian Wren** or **"Maldo"**, as he is known to his followers. **Maldo** is a mercurial god of chance and fate, and he takes particular glee in, and amuses himself by, playing with mortals and subverting their desires and wishes.

When **Maldo** heard the gnomish arcanists' pleas he appeared before them and told them if they truly wished to know the secrets of the earth beneath them, to gain an in-depth knowledge of its very nature, they would have to accept his bargain: they must agree to live underground forevermore and serve him. The foolish mortals readily agreed, sealing their pact with the fiendish deity in blood, and sealing their fate and that of their offspring for all eternity.

Maldo chose to grant the arcanists their hearts' desires by remaking their very bodies, combining their flesh and bone with the earth and stone of the bowels of the world to create a new race: the **shadow gnomes**. **Maldo** then whisked them all off to the depths of the **Under-Realm**, with instructions that they should worship no deity other than he and a promise that, if they pleased him, they would one day return to the surface world in triumph and grandeur.

The poor foolish gnomes were driven mad by this transformation, and in their insanity they came to blame the other **gnomes** for their fate, and thus was born their hatred for the surface dwelling **gnomes**.

For their part, the surface dwelling **gnomes** look upon their cousins with both pity and sadness; and while they have compassion for them they will not abide their cruel and murderous ways and will fight them if needed. Their true desire, however, is for a peaceful accord and to return these lost **gnomes** to the fold of the clan and the warmth of **gnomish** society.

Treasure: Varies, generally 2d10gp, 1d10pp and 1d10 gems per individual. In addition, they have a 10% chance per level and per class to possess some sort of usable magic item.

APPENDIX H: New Magic Items

ANTI-TOXIN

This life saving draught was only recently developed and is just being field tested by adventurers. The draught is a curative potion which may be imbibed immediately after one is subject to poisoning. When the draught is taken it allows the affected person's system to gain another chance to fight off the toxins.

The result of this is that the player is allowed another saving throw against a poison in situations where they had previously failed to successfully save. In addition, the effect lasts for 6 turns (1 hour).

This miraculous draught was developed by the healer **Kaya Kanin**, the daughter and heir of **Lord Kanin** of the nation of **Jarlburgh**. She came up with the potion by alchemically crossing traditional medicinal herbs and folk remedies with arcane healing potions and divine magic from her patron deity.

Kaya Kanin continues to work on this healing draught and she expects there to be improved versions (granting bonuses from +1 to +3 to the saving throw) once she receives feedback from adventurers on the battlefield applications of her draught.

In this adventure, the players will only have access to the standard *anti-toxin,* without any bonuses.

CLOAK OF THE WOLF

The *cloak of the wolf* appears to be a standard over-garment, composed of the fur of a wolf. However, once it is worn its powers become apparent. The cloak houses the essence of a wolf spirit from an ancient, long lost religion. The head shaman of the long forgotten pantheon would don the cloak during ceremonies to allow them to commune with and become one with the wolf spirit. The cloak was passed down from shaman to shaman over the ages, until it was eventually passed on to the **orc shaman Krembler**.

The cloak has the following properties: it grants the wearer a +1 to AC, and once a day the wearer may transform into a **dire wolf**. This transformation will heal the user of all damage, and changing back into their original form has the same effect. The transformation lasts for 8 hours or until the effect is dispelled.

In this form, the wearer gains the speed (18"), armour class (AC 6) and infravision (60' range) of a **dire wolf**. While they cannot speak, cast spells or use most items in this form, they still retain their intelligence. The wearer can, however, use their mighty jaws in a bite attack (D 2d4), attacking as a 3+3 HD creature.

While transformed the user's clothes and items become part of their transformed state and are inaccessible, but will reappear when their transformation is reversed and they return to their original form.

DWARVEN SPIKE

The **Dwarven Spike** is a powerful and unique neutral good aligned intelligent weapon. It is a +3 weapon for purposes of "to hit" and damage calculations. It has telepathy and may communicate with its owner over any distance, and others within a 30' radius, in any language. It understands all spoken languages and can read all non-magical texts. It may also speak aloud in dwarven, gnomish, goblin, kobold, orcish, Common and its alignment language (neutral good), although it prefers telepathic communication.

It has several spell-like *minor* and *major abilities* which are related to its origin as a dwarven weapon, as follows:

- Treasure finding (as per the potion)
- Detect metal ores within a 20' radius
- Detect gems and minerals, including type and number, within 5' radius
- Determine direction and depth, thrice per day

The spear also has a very unique *special purpose*, which is to serve the **Stonehammer clan** of dwarves, and it may only be passed down between family members. However, it should also be noted that as a neutral good weapon, if the member of the **Stonehammer clan** who possessed it was of evil alignment, it would demand to be turned over to another, good aligned relative.

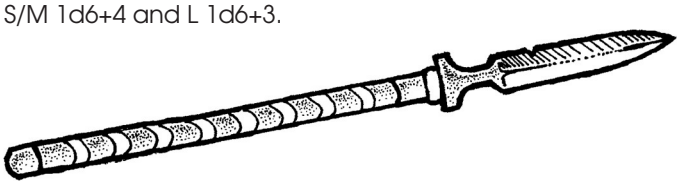
Its *special purpose power* is to *disintegrate* (per the mage spell) once a day. It may use this power on command, or on any person who attempts to keep it who is not a good-aligned member of the **Stonehammer clan**. As the spear is good aligned, it will not use this power wantonly, except on evil creatures or persons. It will instead reach out telepathically to the person who finds it and try to bargain or reason with them, to get them to give it to a qualifying member of the **Stonehammer clan** (e.g. in this adventure the spear offers to use its *treasure finding* ability in exchange for being taken to **Camus's** son).

Given all of its powers and abilities, this is a very formidable weapon with an 18 INT and a 19.5 ego. In any *battle of wills* with this weapon, a player would be at a distinct disadvantage.

EARTHBANE SPEAR

This light and well-balanced spear will function as a +2 weapon when fighting most opponents. Its damage in this case is S/M 1d6+3 and L 1d6+2.

However, against earth-based creatures the spear functions as a +3 weapon. Its damage in this case is S/M 1d6+4 and L 1d6+3.



This would include creatures composed of earth, soil, dirt, sod, mud and similar elements (e.g. the **clay golem**, **mud men**, and **shadow gnomes**). In addition, against true **earth elementals** and beasts from the *elemental plane of earth*, the spear functions as a +3 weapon and inflicts double damage against such foes.

EVERSHINING CHAIN MAIL

Chain mail is a suit of interlocking metallic mesh armour covering the wearer's torso and lower body. This suit of *evershining chain mail* is discovered on the corpse of a long dead barbarian warrior-king of the frozen north. It has been ensorcelled to never fail the wearer; it is armour the likes of which most adventurers have never seen!

Its protective qualities have been increased and it is the equal of plate mail: it functions as *chain mail +2*, granting its bonus to both defensive properties (AC 3) and the wearer's saving throw rolls. Furthermore, despite external conditions it cannot rust, decompose, disintegrate, freeze, burn, nor lose its shine; the armour itself is not susceptible to any attacks that would cause such damage to it (e.g. attack by *disintegrate*, *fireball*, *cone of cold*, **rust monsters**, **green slime**, and etc.) or similar spells or effects. As an example, the coat of mail could be thrown into a forge and it would not melt!

Because of its qualities, the wearer takes no damage from environmental (fire, water, earth, or air) attacks if they make a successful saving throw (if one is allowed), and only half damage if no save is allowed or the saving throw is failed. This includes *lighting* and electrical attacks as the suit is magically grounded, and in fact it may (25% chance) reflect such damage back on the assailant. With regard to gaze attacks, the wearer is also protected: they are granted an additional saving throw if they fail their first roll, and there is a 25% chance the gaze is reflected back on the assailant.

This armour is extremely damage resistant and makes its *item saving throws* as hard metal with a +3 bonus to its die rolls. Assuming it suffers any damage, it will *regenerate* itself, any damage being repaired within 24 hours.

Finally, as with all magical armour it is exceedingly light and flexible: its weight is half normal, about 1.1 stones (15 pounds), and its movement class is increased by one step, to a movement rate of 12" per round.

GIANTBANE HEAVY WARHAMMER

This heavy warhammer will function as a +2 weapon with respect to "to hit" and damage rolls, when fighting most opponents. Its damage in this case is S/M 1d6+3 and L 1d6+2.

However, against **giant-like** humanoids, including **ettins**, **ogres** and similar creatures, the hammer functions as a +3 weapon. Its damage in this case is S/M 1d6+4 and L 1d6+3. Lastly, against true **giants** and all sub-classes of the species, the hammer functions as a +3 weapon and inflicts double damage against such foes.

MORNING STAR OF DARKNESS

This morning star is comprised of a dark wooden shaft, with a round black metal head, covered in spikes, attached to the shaft. It grants a +1 on "to hit" and damage rolls; its damage is S/M 2d4+1 and L 1d6+2.

However, when a foe is successfully struck in combat, the weapon's true power is revealed. The victim must make a *saving throw vs. spells* or be struck *blind* (per the cleric spell *cause blindness).*

Additionally, once a day the wielder can cast the spells *darkness* and *continual darkness* (per the cleric spells).

PERIAPT OF STONESKIN

This item consists of a dark metallic chain necklace, upon which is suspended a 2' disc of granite. The item is ensorcelled to allow the wearer to cast *stoneskin* (See Appendix I, New Spells) once a day.

The wearer invokes the spell by saying the command word (which is inscribed on the back of the granite disc) and pressing the disc with their hand. The command word for the item found in this module is *"duros"*.

SPLINT MAIL

Splint mail armour consists of a suit of light chain, greaves, shoulder guards, and a leather coat, onto which vertical pieces of plate are riveted. The effect of this layering of chain and plates results in armour that is superior to a suit of chain mail but inferior to plate mail. It is bulkier than chain mail: a suit of this armour weighs about 3.25 stones (45 pounds).

Likewise it is fairly cumbersome to move in and the movement rate is the same as for plate mail, 6" per round, versus 9" for chain mail. Generally it provides good overall protection, falling between chain mail and plate mail. Its statistics are as follows:

Armour	Encumbrance	Movement	AC	Cost
Splint Mail	45 lbs.	60 ft	4	80gp

Splint mail is not terribly expensive, being only slightly more expensive than chain mail but less than half the cost of plate mail and a fraction of the cost of field plate armour. This is because, like chain mail, it does not need to be fitted to its specific wearer. Moreover, as with other magical armour, enchanted splint mail will adjust to the size of the wearer upon first being donned by the person.

Magical splint mail armour may offer from +1 to +5 AC protection, and may also be *cursed* or have other special properties (e.g. *splint mail of free action*). The GM may consult the OSRIC manual or gaming reference manual of their choice to determine the type and power of the armour found.

In this module the players may recover the following item: a suit of green coloured *splint mail of the ram +2.* This armour is AC 2, and grants the ability to summon, once per day, the spirit of a ram, which is manifested by the translucent shape of a ram's head appearing over the player's own head.

This ability allows the player to lower their head and charge any opponent within 30', like a ram, unerringly striking the opponent for 3d6 damage, and knocking them down and back 10' if they fail a *saving throw versus spells* at -2. Those smaller than Medium sized or having a STR of less than 12 save at an additional -1 for each factor. However, those of Large size or over 71.5 stones (1,000 pounds) gain a +2 to their save for each factor. Those of exceptional STR (18-19) add +3 to their save and those of truly giant STR (20+) add +6 to their save. Those with 4 or more legs add +4 to their save.

The player may also use this ability to open doors, in which case they are treated as having **storm giant** strength (STR 20), and may open magically *held* or *wizard locked* doors in this manner. Furthermore, in a siege situation a player in this armour can act as a battering ram by charging and doing 3d6 structural damage.

Lastly, if the player targets an item (whether magical or non-magical) with this charge, the item must make a *saving throw vs. crushing blow* at -2 or be destroyed.

TEMPORAL TUMBLER

The **temporal tumbler** is a wonderful and very useful item that was created by an ingenious gnome engineer and a dwarven artisan smith, both highly skilled in the creation of powerful magical items.

What they created is a beautiful 3 inch high brass hourglass. It is filled with what appears to be mundane sea sand, but upon inspection the sand glows and shimmers with a golden hue. It hangs from a gold chain, to be worn around the neck.

The **temporal tumbler** has a "+" symbol carved on one end and a "-" symbol carved on the other. If the hourglass is turned over and used as a timer, without uttering the command word, it takes 1 turn (10 minutes) for it to cycle through the sand in its glass bulbs. It has the following spell like abilities:

- Once per day it provides the effects of a *haste* or *slow* spell, if the command word (*excelsior*) is spoken and the hourglass is tipped over. To create the *haste* effect the hourglass is turned over with the plus side ("+") on the bottom. The sand turns white and this effect lasts for one cycle of the hourglass. To create the *slow* effect the hourglass is turned over with the minus ("_") side on the bottom. The sand turns black and this effect lasts for one cycle of the hourglass.

- Once a week it provides the effect of a *timestop* spell, if the command word is spoken and it is spun on its chain for 9 segments. The sand turns grey and this effect lasts 5 segments plus 1d8 segments.

- Once a year it provides the effect of a *longevity potion,* if the command word is spoken and it is shaken vigorously for a full turn (10 minutes). The sand turns clear and cannot be seen, but its passage can be heard. The user becomes 1d10 years younger.

- On three separate occasions, the device may be used to create a *stasis field* around one individual, placing that being in a state of *temporal stasis*. The being will stop aging and any deleterious effects (e.g. poison, burns, bleeding wounds, etc.) will stop. Once the person is removed from *stasis*, however, these life threatening effects will return, so it is important to have clerical assistance available. The years spent in *stasis*, however, do not return or count towards a being's life expectance. The *stasis* will continue indefinitely, until the holder of the *temporal tumbler* cancels the effect. For every month a person is in *stasis* they will require an hour to recover; thus if someone were in *stasis* for 100 years they would require 217 days to recover! During this time the player must rest and recuperate; they cannot engage in strenuous activity. After the third usage of its *stasis* power, the **temporal tumbler's** magic is spent and it becomes a mundane hourglass thereafter.

- One time only, it can be deliberately broken in a *retributive strike*, unleashing a chaotic temporal force which completely destroys a chosen victim within 30' of the wielder. No "to hit" roll is needed. The *retributive strike* also does 6d6 damage to all those in a 5' radius, and 3d6 to those in a 10' radius. The force is so powerful it knocks over those of Large size or smaller in a 30' radius, leaving them lying prone. The wielder is not slain, but is hurtled through time itself!

The very nature of a *retributive strike* assumes the player is in a situation where they have determined their survival is no longer paramount and they are willing to sacrifice their life to take out an enemy.

However, the actual effects of a *retributive strike* on a player are extremely unpredictable and wildly chaotic. The effects are determined as follows: the player rolls percentile dice and on a roll of 02-50 the player goes back in time; on a roll of 51-99 they go forward in time. Rolls of 1 and 100 are treated separately.

The amount of time displacement is determined by multiplying the number rolled by a factor of 10 (e.g. if the player rolls a 37, they are sent back 370 years in the past, and if they roll a 73 they are sent forward 730 years).

If the player rolls a 1 they are sent back to the exact moment they made the *retributive strike*, leaving and arriving at precisely the same moment in time, which causes a temporal paradox resulting in the universe compensating by sending *both* versions of the player (viz. the original and the version that has returned) to alternate dimension where they do not exist, and at a random moment in time. How this affects the player is left to the GM's discretion (e.g. the player may be considered gone and out of the campaign, or the GM may choose to create an adventure to deal with this problem).

If a 100 is rolled, the time dilation effect becomes exacerbated and instead of travelling 1,000 years into the future, the player travels 10,000 years! As with the dimension shift resulting from rolling a 1, the effect of this massive time shift is left to the GM's discretion.

Once a player uses the item for the first time it becomes bound to them, and cannot be lost or forgotten as it always returns to them. This continues until the player freely gives the item away or their death, at which point the item may become bound to a new user. The item is a boon as well as a curse, as the owner becomes a target for those who wish to possess the item for its life-sustaining powers.

Additionally, whenever any of the item's powers are used, there is a 10% chance the item's manipulation of the space time continuum may result in a temporal anomaly; this is manifested by one of the user's magic items experiencing rapid aging, requiring the item to make an *item saving throw vs. crushing blow*, or be destroyed. The item will be chosen at random by the GM. This effect will not affect the *temporal tumbler* itself.

GM's note: Per the OSRIC manual, magical items gain a +2 on all saving throws. Additionally, magic items with a +2 bonus or more gain a +1 saving throw bonus for every magical bonus point over +1. An exception is artifacts and relics; these have saving throws of 2 or 3, and even if they fail, they cannot be so easily destroyed, they are only temporarily neutralised.

TROLLBANE DAGGER

This dagger functions as a +1 weapon when fighting most opponents. Its damage in this case is S/M 1d4+1 and L 1d3+1.

However, against creatures which regenerate hit points, including those that do so by magical means such as a *ring of regeneration* this dagger functions as a +3 weapon. Its damage in this case is S/M 1d4+3 and L 1d3+3. Lastly, against all true **trolls** the dagger functions as a +3 weapon and inflicts double damage against such foes.

APPENDIX I: New Magic Spells

ACID ARROW *(Arcane Evocation)*

Level: Magic-User 2
Components: V, S, M
Casting Time: 1 standard action
Range: 120 ft.
Effect: One arrow of acid
Duration: 1 round + 1 round per three levels
Saving Throw: None
Spell Resistance: No

When this spell is cast a magical arrow of acid springs from the caster's hand and speeds to its target. The mage must succeed on a ranged "to hit" roll against the target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (up to 18th level maximum), the acid will continue to burn another round, dealing 2d4 points of damage, unless somehow neutralized.

The material components for the spell are powdered rhubarb leaf and an adder's stomach.

STONESKIN *(Alteration)*

Level: Magic-User 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: One creature
Duration: See below
Saving Throw: None
Spell Resistance: No

This spell causes the flesh of the creature the mage touches to become as hard as stone. During the spell's duration, the creature transformed is completely impervious to non-magical bludgeoning, piercing, and slashing damage. This immunity includes damage as diverse as a giant's hurled boulder and a snake's bite.

However, magical attacks from spells that cause physical damage, such as *magic missile* or *lightning bolt*, will affect the player normally. The spell's effect cannot be stacked with multiple castings. The spell's effect lasts for one hour or until it is dispelled by the mage who cast it.

The material components of the spell are a clod of earth combined with diamond dust, which are sprinkled on the spell recipient's skin.

APPENDIX J: Prisoner Statistics

Provided below is information on the prisoners the party may rescue while exploring **Rockhome**. When initially encountered, these NPCs will have no armour (AC 10, minus DEX bonus) and no weapons. Their armour and weapon statistics will need to be filled in based on gear they can scavenge or which the party provides them. The GM may use these characters as NPCs, should the players need additional help meeting the challenges of the module. The GM may increase or decrease the level of these NPCs to match the needs of the party and their campaign.

Tomil Berrypots
Druid, Male, Halfling, Level 2, 10 hp, AL G
S 11 D 16 CN 13 I 12 W 11 CH 14
Spells: 2/1

Tomil is a sensitive and gentle soul. He is deeply saddened and furious over the recent deaths of two of his adventuring companions. He will eagerly join the party if asked and look to revenge himself against any **dark elf** in his path. In combat he will cast spells first, before wading into hand to hand combat.

Aster Biades
Paladin, Male, Human, Level 3, 30 hp, AL LG
S 18/57 D 12 CN 16 I 12 W 13 CH 17

Aster is a very inspiring person and a born leader. Despite everything he has been through recently (e.g. his capture and abuse at the hands of **Drensin Sticor**, the **dark elves**, and the **orcs**) he retains a positive outlook. He is very devout and takes his oaths, as a paladin and vassal of the **Lord of Dùn Bhriste**, very seriously. In combat he will usually be at the center of the action, leading the charge against the enemy.

Bram Goodkin
Fighter, Male, Human, Level 2, 14 hp, AL NG
S 13 D 11 CN 15 I 12 W 14 CH 12

Bram is a fairly even keeled and calm person, although the months of abuse he has suffered at the hands of the **shadow gnomes**, **dark elves** and **orcs** has taken its toll on his tranquil nature. He is somewhat withdrawn and it will take some time for him to return to normal after the horrors he has witnessed in the **Under-Realm**. **Bram** is a stalwart ally and will stand shoulder to shoulder with his rescuers. In combat he prefers to use melee weapons.

Jacen Stonehammer
Fighter, Male, Dwarf, Level 1, 12 hp, AL NG
S 15 D 11 CN 16 I 10 W 11 CH 10

Jacen is one of the dwarven miners captured by the **orcs**. The more conservative of the two dwarves, Jacen will be reluctant to join the party as a mercenary, but will do grudgingly if pressed. Being middle-aged and a miner at heart, he does not relish war and will not join the front ranks, preferring to hang back and use missile weapons.

Noran Stonehammer
Fighter, Female, Dwarf, Level 1, 11 hp, AL CG
S 16 D 10 CN 15 I 10 W 13 CH 13

The second of the two miners captured by the **orcs, Noran** will eagerly join the party. She is looking to revenge herself upon the **orcs** who slew her kin. She is an aggressive fighter and prefers fighting hand-to-hand using melee weapons.

Bavil Oriander
Fighter/ Thief, Male, Elf, Level 2/2, 14hp, AL NG
S 16 D 16 CN 15 I 10 W 13 CH 13
Thief skills: CW 77/FT 34/HN 18/HS 35/MQ 30/OL 34/PP 44/RL 15 (DEX/race bonuses included)

Bavil is shy and furtive, and he appears a bit worse for wear after having been a "guest" of the **dark elves** and the **orcs**. Like **Tomil**, he too mourns the loss of their adventuring companions. He is naturally more hesitant and will follow **Tomil's** lead, joining the party only if he does. In combat **Bavil** will seek to use his thieves' skills to sneak up on opponents and attack from behind.

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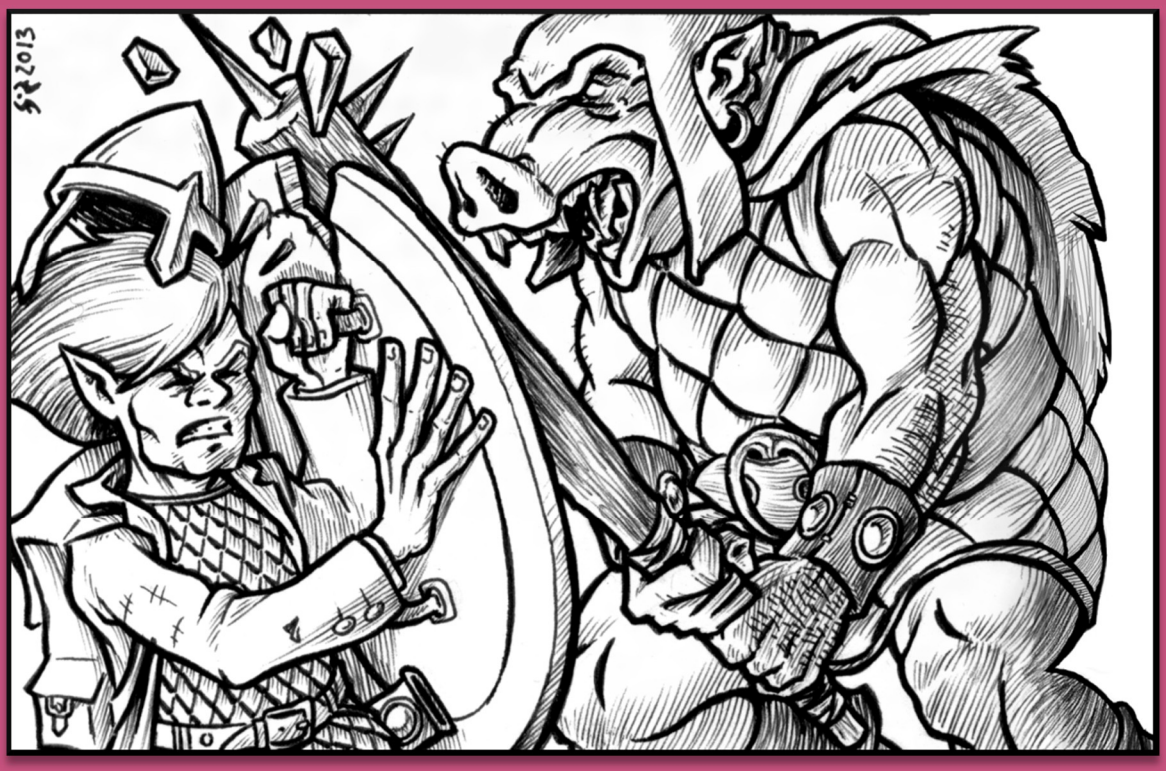

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