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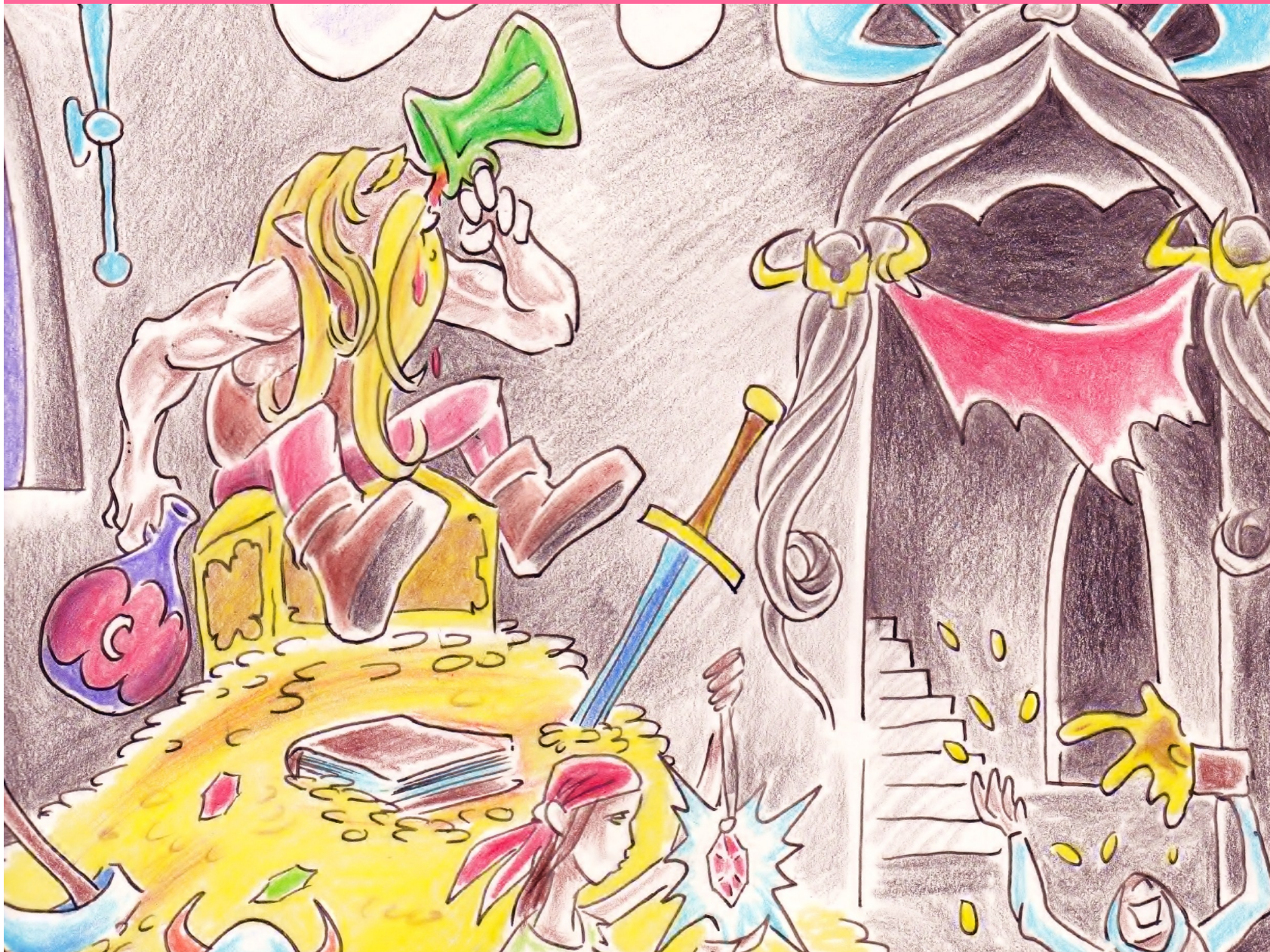
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FIRST  
EDITION

# Curse of the Violators

## A Dwarven Glory Adventure

Designed by Bill Barsh

Illustrated by Alexander Cook



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# The Dwarven Glory: Curse of the Violators

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## Credits

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Designer: Bill Barsh

Illustrator: Alexander Cook

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

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



## THE VAMPIRE QUEEN







## CURSE OF THE VIOLATORS

### The End of the Dwarven Glory

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

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

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

## New Magic Items

### Magic Gems

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

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

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

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

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

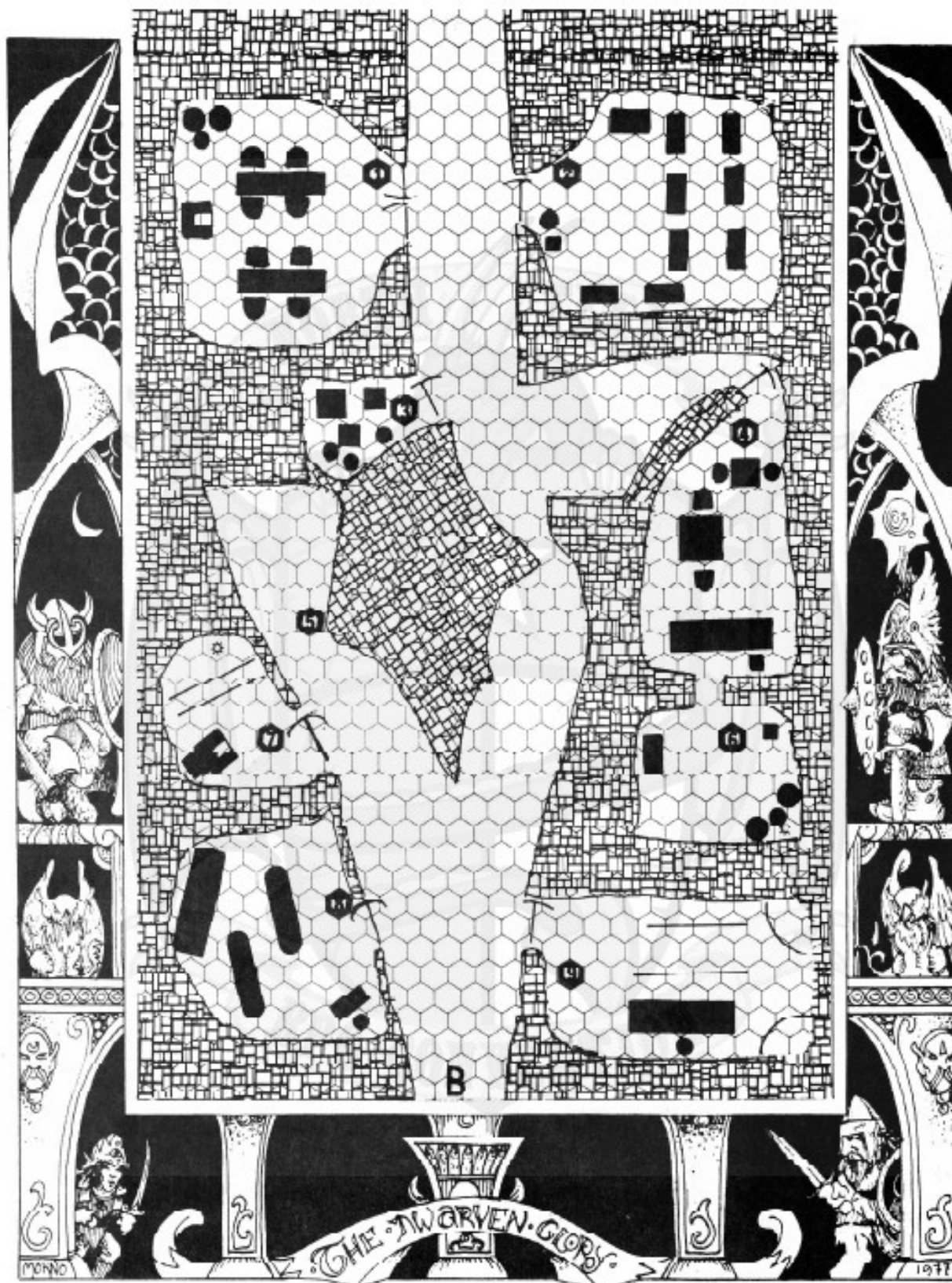
**Gem of Fire:** Rare and powerful, very few of these gems exist. The wielder of this gem may cast *burning hands*, *fireball* or *wall of fire*. However, the gem uses an equivalent amount of charges per level of the designated spell (i.e. *fireball* uses three charges). Any character class can use this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

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

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



## CURSE OF THE VIOLATORS ■ SECTION B







## CURSE OF THE VIOLATORS ■ SECTION B

### Section B: Tavern Cavern

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

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

This section was not attacked by Mortoc's raiders as it was sealed and defended.

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

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

Balwin, Thief (1) AC 7; HD 2, hp 10; #AT 1; Dmg 1d6 short sword; SA backstab; SD None; MV 60; AL NE; EXP 65 +2/hp; Thaco 20. He carries 12 gp in a hidden pouch. Second level thief.

Dwarf Fighter (6) AC 4; HD 1+2, hp 10, 9, 9, 8, 7, 7 #AT 1; Dmg 1d6 short sword; SA None; SD None; MV 60; AL NG; EXP 10 +1/hp; Thaco 20. Each dwarf has chain mail and shield and carries a short sword.

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

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

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

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

#### Rumor Table (roll 1d6)

The first three rumors on this table are false.

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



## CURSE OF THE VIOLATORS ■ SECTION B

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

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

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

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

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

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

## New Magic Items

### Dwarven Totems

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

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

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

### Pendant of Charm

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

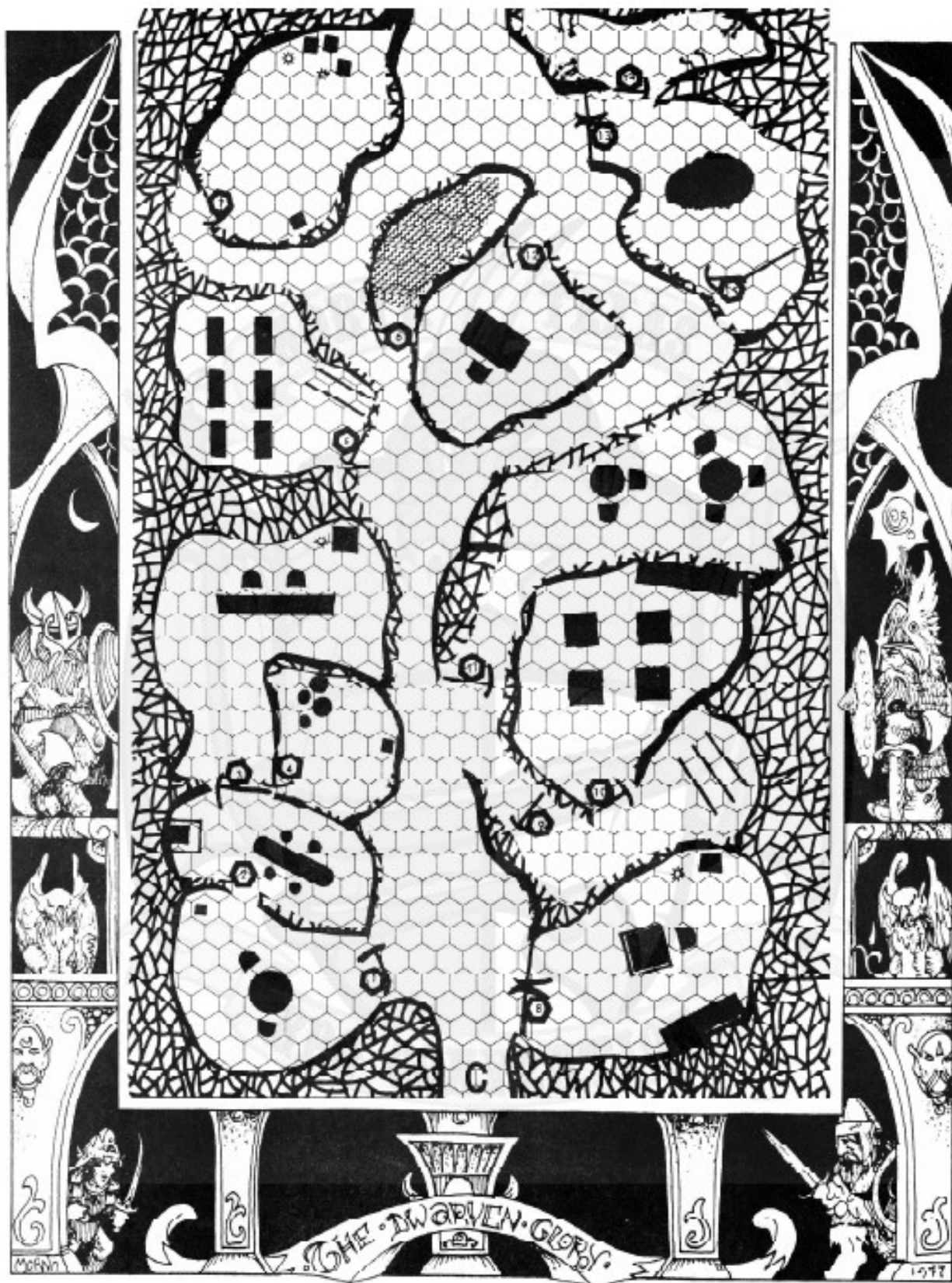
### Ring of the Abyss

Made of obsidian, these rings allow the wearer to see in complete darkness, magical or otherwise. Additionally, the wearer can cancel magical light 1d4 times per day. When first worn, the wearer must make a saving throw versus spells at -4. Failure indicates the wearer has an irresistible desire to search out the *crown of the abyss*. The desire is just that; it is not a *quest* or *geas*. But if the *crown of the abyss* is visible to the wearer, he will forgo all other actions to obtain it. He will attack any who oppose his desire.





## CURSE OF THE VIOLATORS ■ SECTION C





## CURSE OF THE VIOLATORS ■ SECTION C

### Section C: Entry Caverns

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

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

Kobold (15) AC 7; HD 1/2; Hp 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 1, 1, 1; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 60; AL LE; Thaco 20; EXP 5+1 per hp. Carry javelins (2d4) 1d6. MM.

Yizyag, kobold leader (1) AC 6; HD 1; Hp 8; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 19; EXP 10+1 per hp. Carries a long sword 1d8 and/or spear 1d6. MM.

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

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

Hobgoblin (7) AC 5; HD 1+1; Hp 8, 6, 6, 5, 5, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. MM.

3. This room is empty.

4. This room is empty.

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

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

Stam (1) AC 6; HD 3+2; Hp 19; #AT 2; Dmg by weapon; SA none; SD none; MV 60; AL N; Thaco 15; EXP 85+4 per hp. He wears ring mail but has no weapons.

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





## CURSE OF THE VIOLATORS ■ SECTION C

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

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

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

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

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

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

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

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

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

12. Empty location.

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

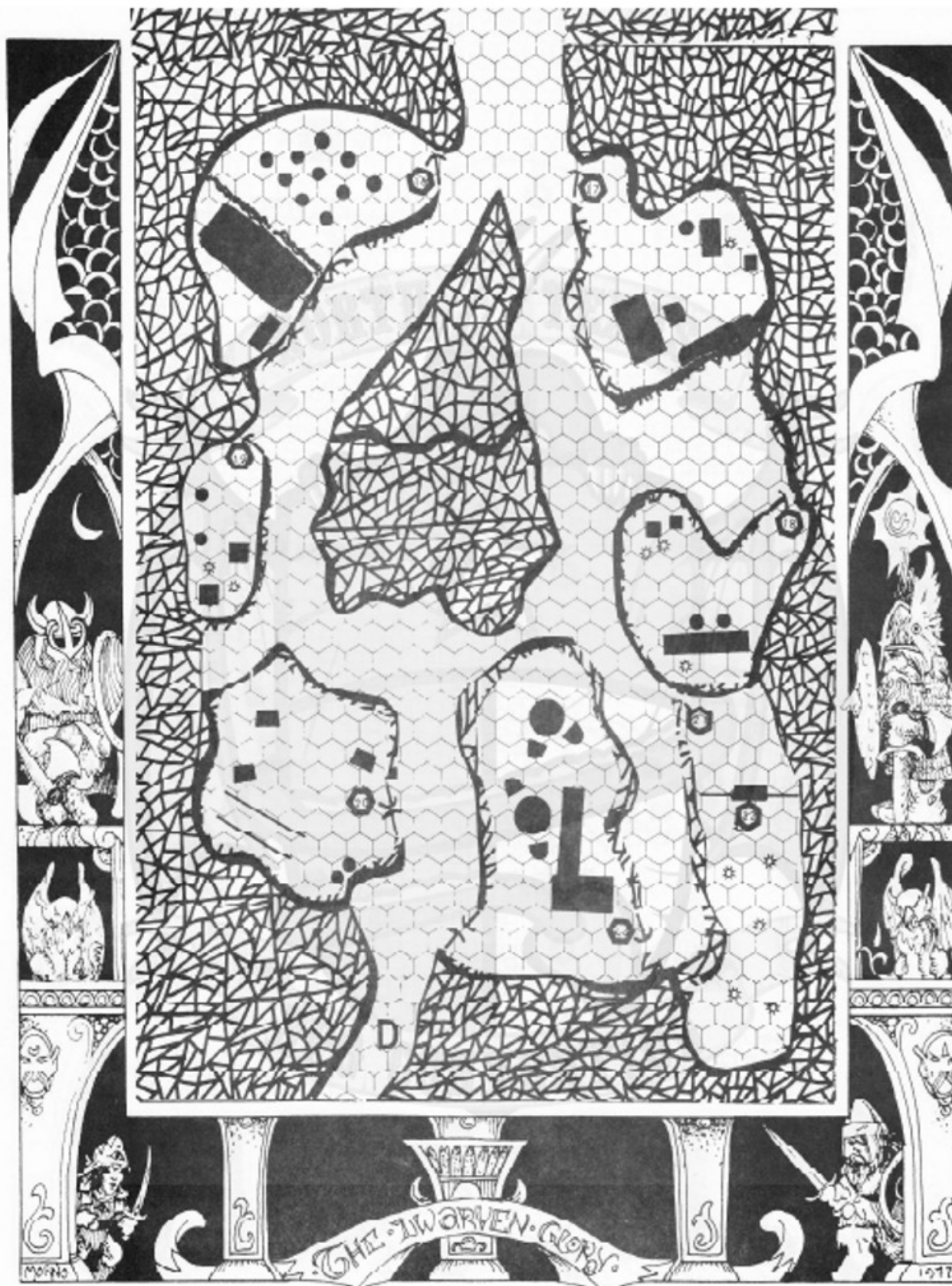
Skeleton (6) AC 7; HD 1+1; hp 6, 4, 4, 3, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 120; AL N; Thaco 19; EXP 14+1 per hp. MM.

14. This room is empty.

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



## CURSE OF THE VIOLATORS ■ SECTION D







## CURSE OF THE VIOLATORS ■ SECTION D

### Section D: City Caverns

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

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

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

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

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

Orc (1) AC 6; HD 1; hp 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM.

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

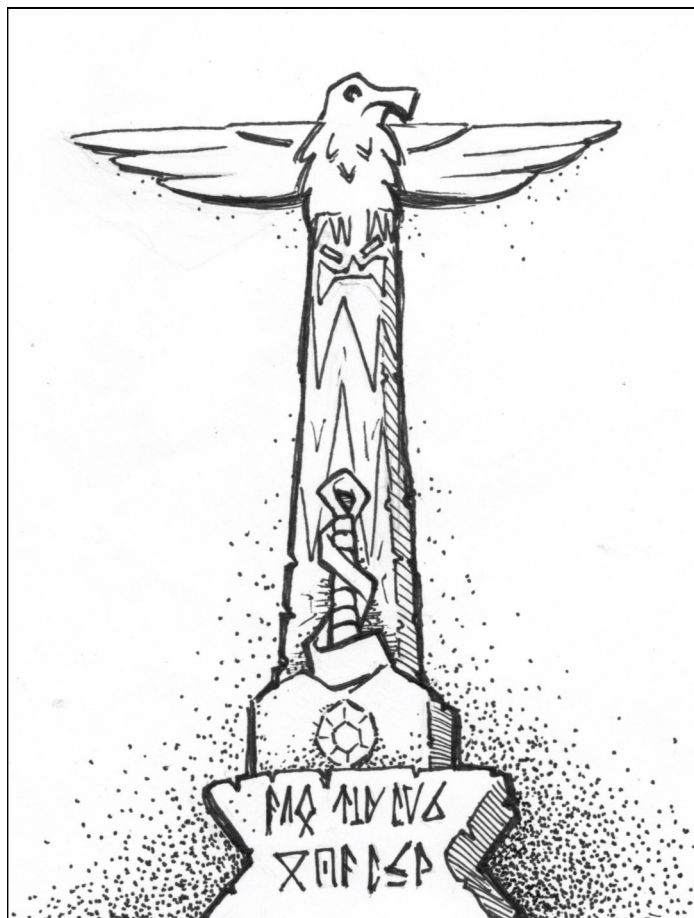
Orc (5) AC 6; HD 1; hp 8, 6, 6, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. MM. Each orc has 1d8 gp.

21. This room is empty.

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

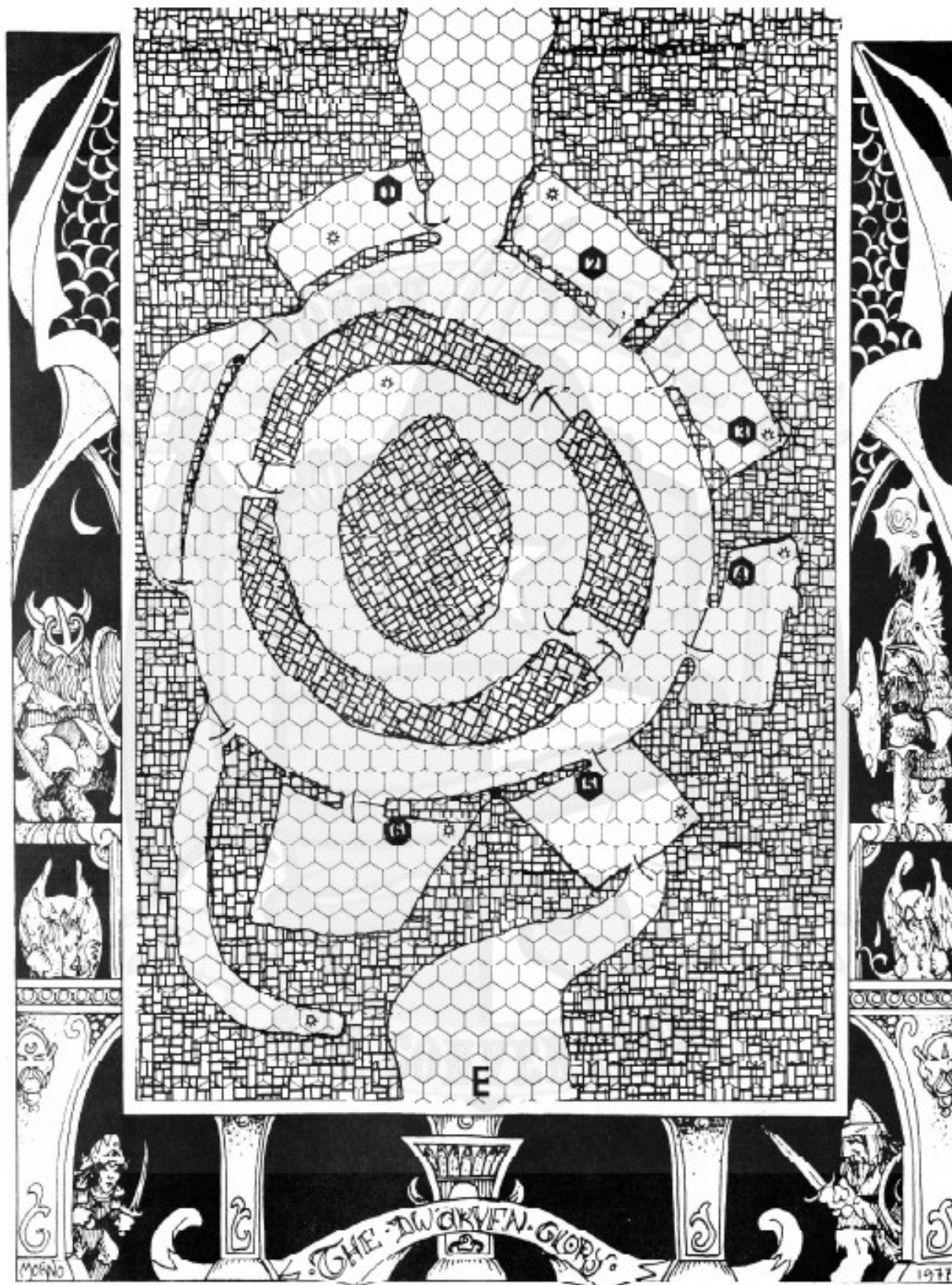
Inside the room is a *dwarven totem* (see page 7). This totem is devoted to strength.

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





## CURSE OF THE VIOLATORS ■ SECTION E







## CURSE OF THE VIOLATORS ■ SECTION E

### Section E: Mine Storage

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

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

Gray Ooze (1) AC 8; HD 3+1; hp 16; #AT 1; Dmg 1d8; SA corrodes metal; SD impervious to spells; MV 10; AL N; Size M; Thaco 16; EXP 325+4 per hp. MM.

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

3. This room is empty.

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

Gelatinous Cube (1) AC 8; HD 4; hp 25 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 60; AL LE; Size L; Thaco 15; EXP 150 +4 per hp. MM.

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

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

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

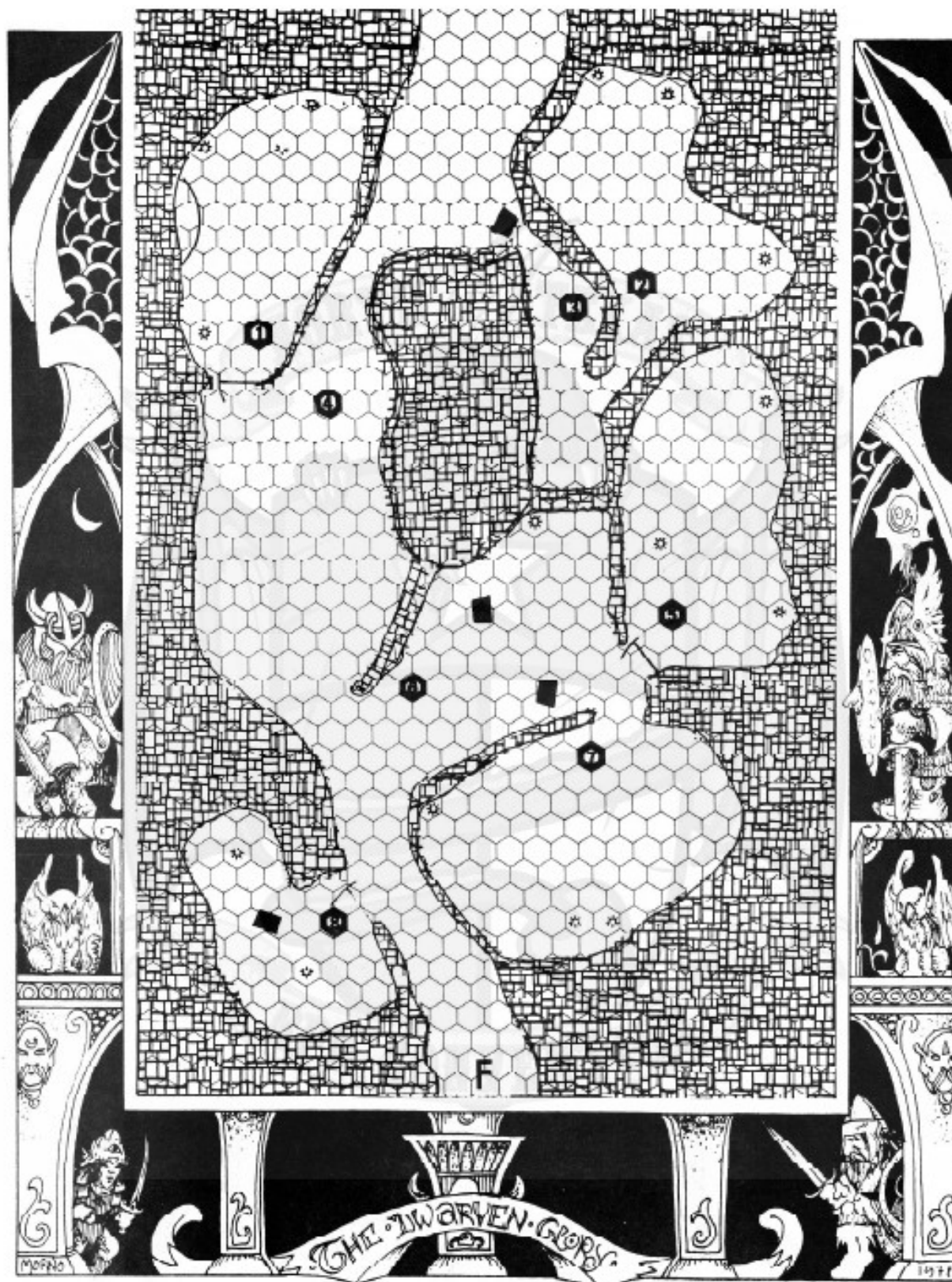
6. This room is empty.







## CURSE OF THE VIOLATORS ■ SECTION F





## CURSE OF THE VIOLATORS ■ SECTION F

### Section F: Mines

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

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

A minotaur resides in the chamber. He is very evil and short-tempered. He will attack intruders on sight. The creature is currently roasting some victims over a massive fire. If attacked, the minotaur will roar loudly enough to summon his ghoul comrades at location 4. In a sack, near his bed, the minotaur has five gems worth 200 gp each and 341 gp.

Minotaur (1) AC 6; HD 6+3; hp 29; #AT 1; Dmg 2d4 head butt, 1d4 bite or 1d10 by weapon; SA none; SD none; MV 120; AL CE; Size L; Thaco 13; EXP 400 +8 per hp. MM. He carries a halberd. He wears an emerald necklace worth 1,500 gp.

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

Ogre (2) AC 5; HD 4+1; Hp 21, 18; #AT 1; Dmg 1d10; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15; EXP 90 +4 per hp. MM. The ogres have 900 gp, a gold scroll case (300 gp) with a magic-user *scroll: fireball, levitate* and *strength*, and a pair of gems worth 100 gp each.

3. This room is empty.

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

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

5. The door to this chamber is closed. It is a massive stone door covered with dwarven runes. The runes read, "Darkness of the Depths." A chill air, colder than the rest of mine drifts through the seams of the door. Just inside the door, lying in horrific gore, are six large slag orcs. Their bodies are twisted and broken. An unnatural and magical darkness fills the chamber. Light of any kind is reduced to a dull 10' radius. No light will travel further than 10' (including magical light).

A 20' square structure made of obsidian rests in the center of the chamber. The dwarves found it in the mountain but could not find an entrance so they mined around it to create this chamber. Several days later the mangled corpses of dwarves were discovered throughout the mines. For days the slaughter continued but no culprit was discovered. Then a group of investigators entered this chamber and were destroyed. A dwarven scholar finally discovered that the obsidian structure was a tomb and that a foul creature of an unnamed ancient race resided within. The door was sealed and the runes barred the passage of the living dead.

Within the tomb an abyssal fiend (see **New Monster** section) awaits intruders. The creature will emerge from the tomb and attack any who enter the chamber. If a cleric successfully turns the creature, it will pause and speak. It agrees to spare the PCs' lives if they remove the door and free it from the chamber. The abyssal fiend will honor its pact and move to the lower halls of the mine (see module **V12 Facets of the Dark**).

If the abyssal fiend leaves the chamber, it will leave an entrance to its tomb open. Inside the tomb the PCs





## CURSE OF THE VIOLATORS ■ SECTION F

will find the following treasure in a large black chest: 180 pp, 1,500 gp, an obsidian necklace inset with black diamonds worth 2,000 gp, and a *ring of the abyss*.

Abyssal Fiend (1) AC 3; HD 7; hp 40; #AT 2; Dmg 1d8 claw / 1d8 claw; SA Binding Darkness; SD +1 magic weapon to hit, undead; MV 120 / 120 fly; AL CE; Thaco 12; EXP 650 +8 per hp.

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

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

7. A lich lies on a bed of gems in this chamber. It looks exactly like the skeleton at location 6. If any of the gems are disturbed or the lich is attacked, it will spring to life and immediately cast a *time stop* spell. It will then cast a *geas* spell on one of the PCs. That PC must search the dungeon for a *gem of finding*. The gem must be returned to the lich immediately at which time the lich will let the PCs take one gem each from his pile. The gems are worth 1d12x100 gp (roll randomly when selected).

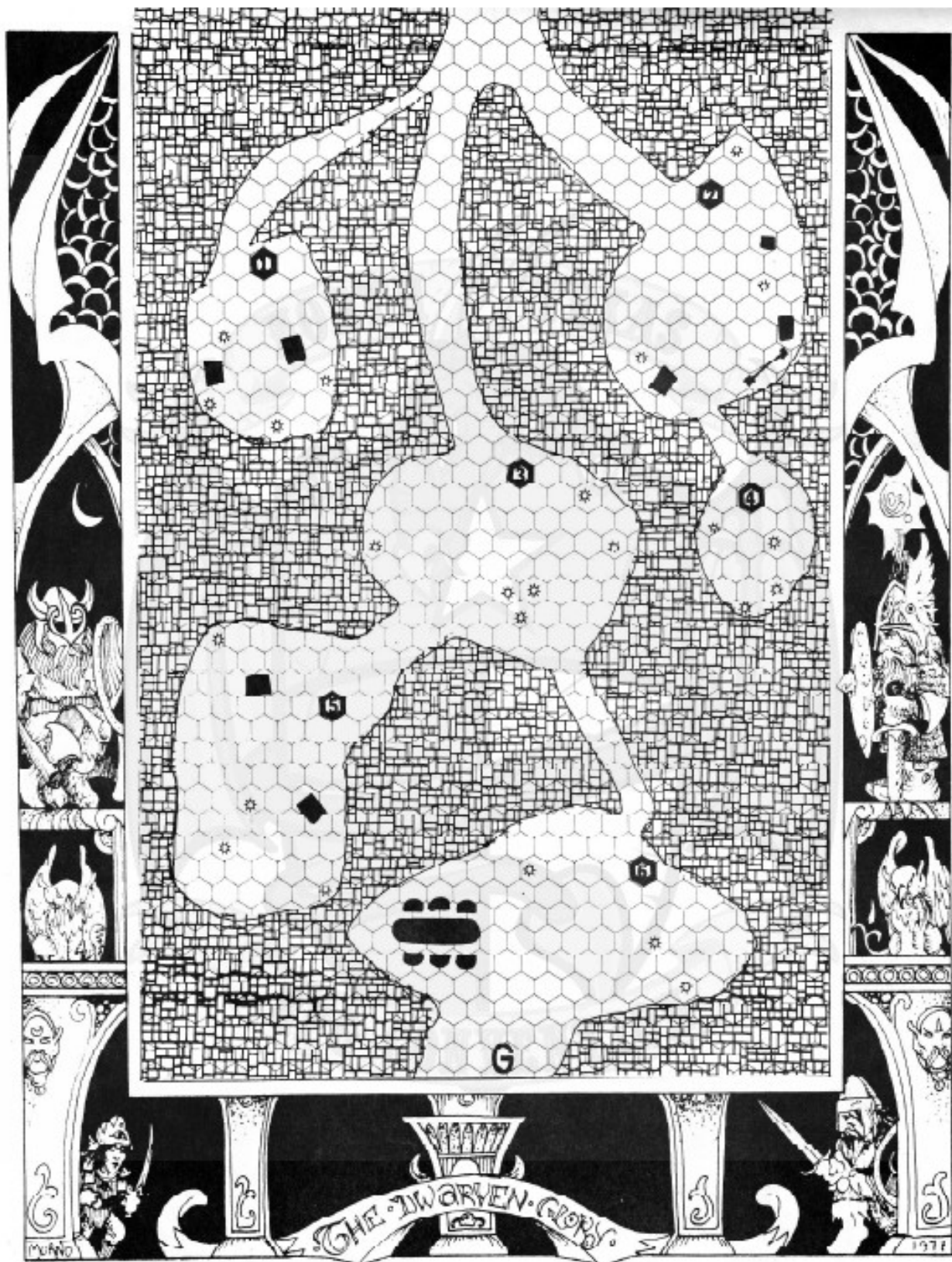
8. This room is empty.







## CURSE OF THE VIOLATORS ■ SECTION G





## CURSE OF THE VIOLATORS ■ SECTION G

### Section F: Shrine for the Mine

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

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

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

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

Zombie (6) AC 8; HD 2; hp 8, 6, 5, 4, 4, 3; #AT 1; Dmg 1-8; SA None; SD None; MV 90; AL LE; Thaco 18; EXP 20+2 per hp. MM.

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

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

Dwarf Cleric (2) AC 5; HD 3; hp 22, 19; #AT 1; Dmg 1d6 by war hammer; SA Spells; SD Spells; MV 60; AL CE; Thaco 20; EXP 150 +3 per hp.

5. This cavern is empty.

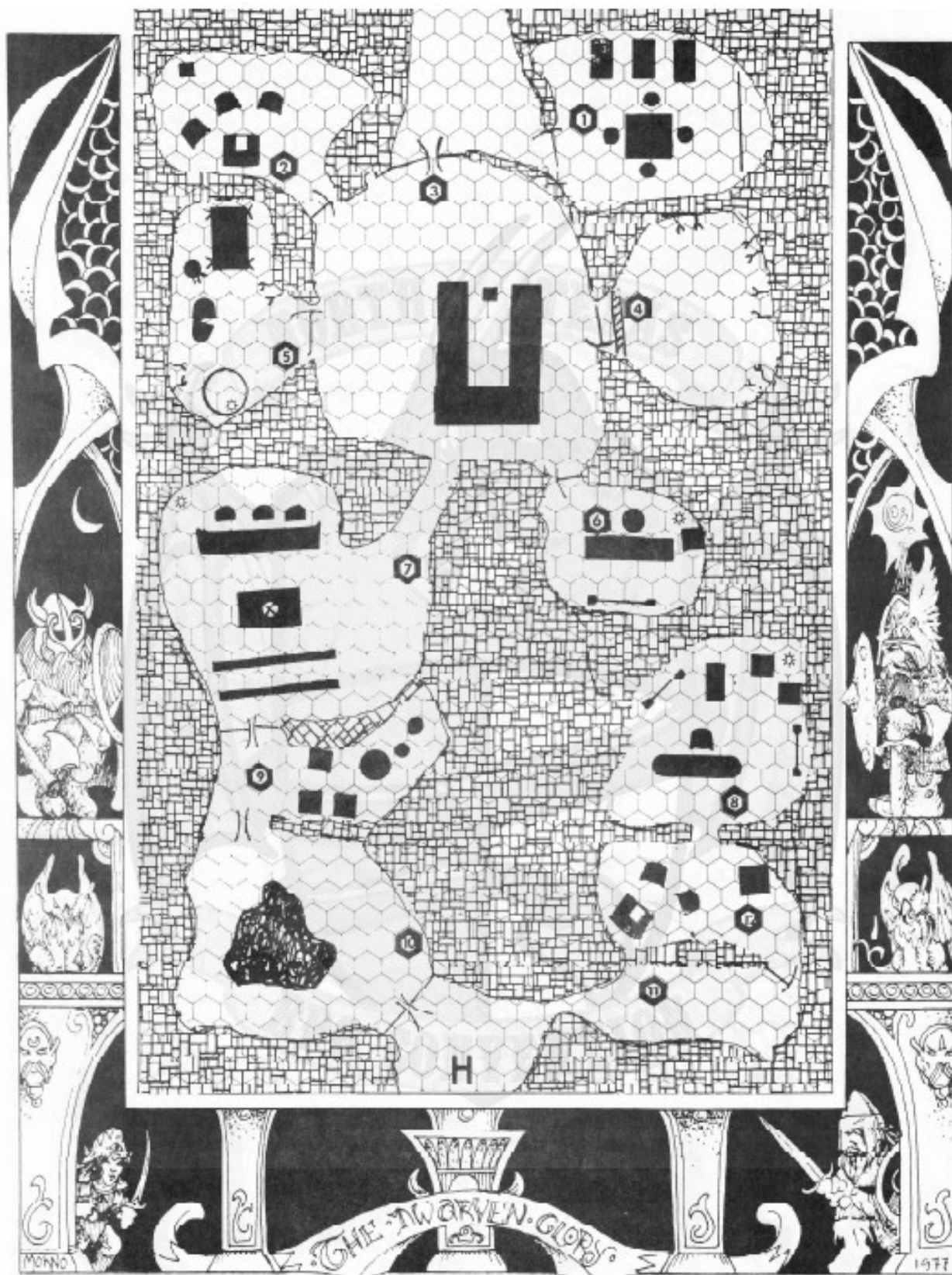
6. A massive stone slab is set upon four short granite columns to form a table. An iron chest rests on the slab. Lying on the ground near the table are the charred remains of four orcs. A large ruby hovers over the chest.

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





## CURSE OF THE VIOLATORS ■ SECTION H







## CURSE OF THE VIOLATORS ■ SECTION H

### Section F: Temple of Desecration

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

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

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

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

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

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

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

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

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

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

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

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

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

9. This is a simple store room.

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

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



## CURSE OF THE VIOLATORS ■ SECTION H

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

Dwarf (4) AC 4; HD 1+1; hp 9, 7, 7, 5; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 60; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.

12. This room is empty.

### New Monster

#### Abyssal Fiend

Frequency: Very Rare

No. Appearing: 1

% in Lair: 50%

Armor Class: 3

Hit Dice: 7

Movement: 120 / 120 fly

No. of Attacks: 2

Damage: 1d10 claw / 1d10 claw

Special Attacks: Binding Darkness

Special Defense: +1 or better magic weapon to hit, undead

Intelligence: Exceptional

Alignment: Chaotic Evil

Experience: 650 +8/hp

Abyssal Fiends are the undead remains of the most powerful members of a forgotten race that worshipped the devils of the abyss. They inhabit obsidian tombs which are magically bound to the fiend. Only the fiend can grant access to the tomb. Abyssal fiends hate all thing living and actively seek to destroy those it can catch. Abyssal fiends appear much like a shadow and have a hulking form of a human. All of their features are masked by a perpetual darkness that wisps about their form. Only their clear blue eyes are visible at all times.

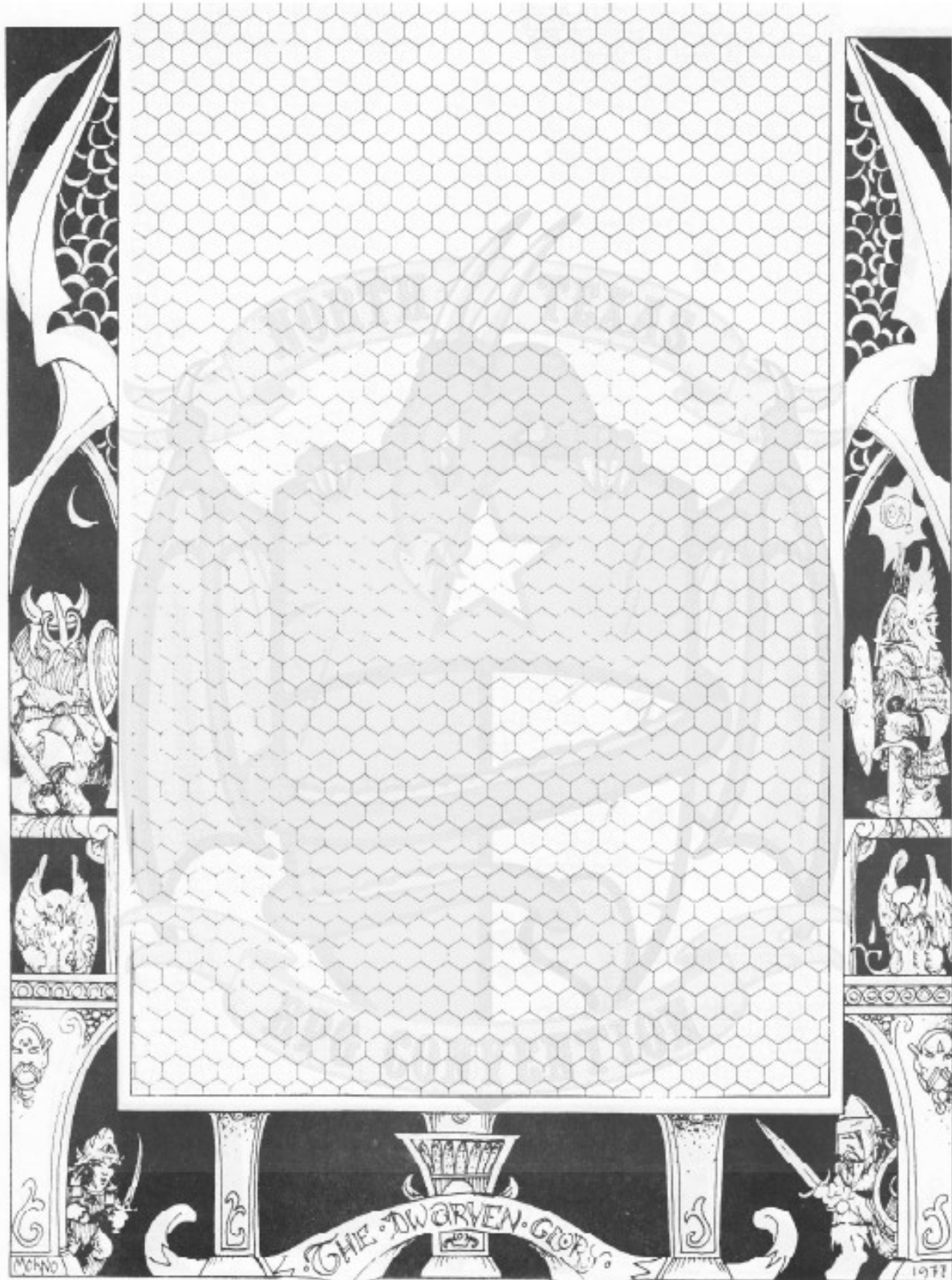
These undead creatures attack with two claw-like appendages. Also, an abyssal fiend can generate a pulse of darkness that radiates from its body and extends in all directions for 30'. Any creatures caught in the field of darkness (which only persists for a few seconds) must save versus spell or become held (per *hold person* spell) for 1d4+1 rounds. The abyssal fiend can generate the binding darkness three times per day but only once per turn. If the victim of the attack is subjected to magical light after failing his saving throw, is granted an additional save to negate the effects for each round he is within the magical light area.

Abyssal Fiends are undead and can be turned (per *wraith*). However, they may continue to attack all but the cleric who successfully turned the creature. Additionally, the abyssal fiend suffers 1d8 damage per round unless it moves at away from the cleric. Abyssal fiends have the undead defenses per *wraith*.





## CURSE OF THE VIOLATORS





## MORTOC



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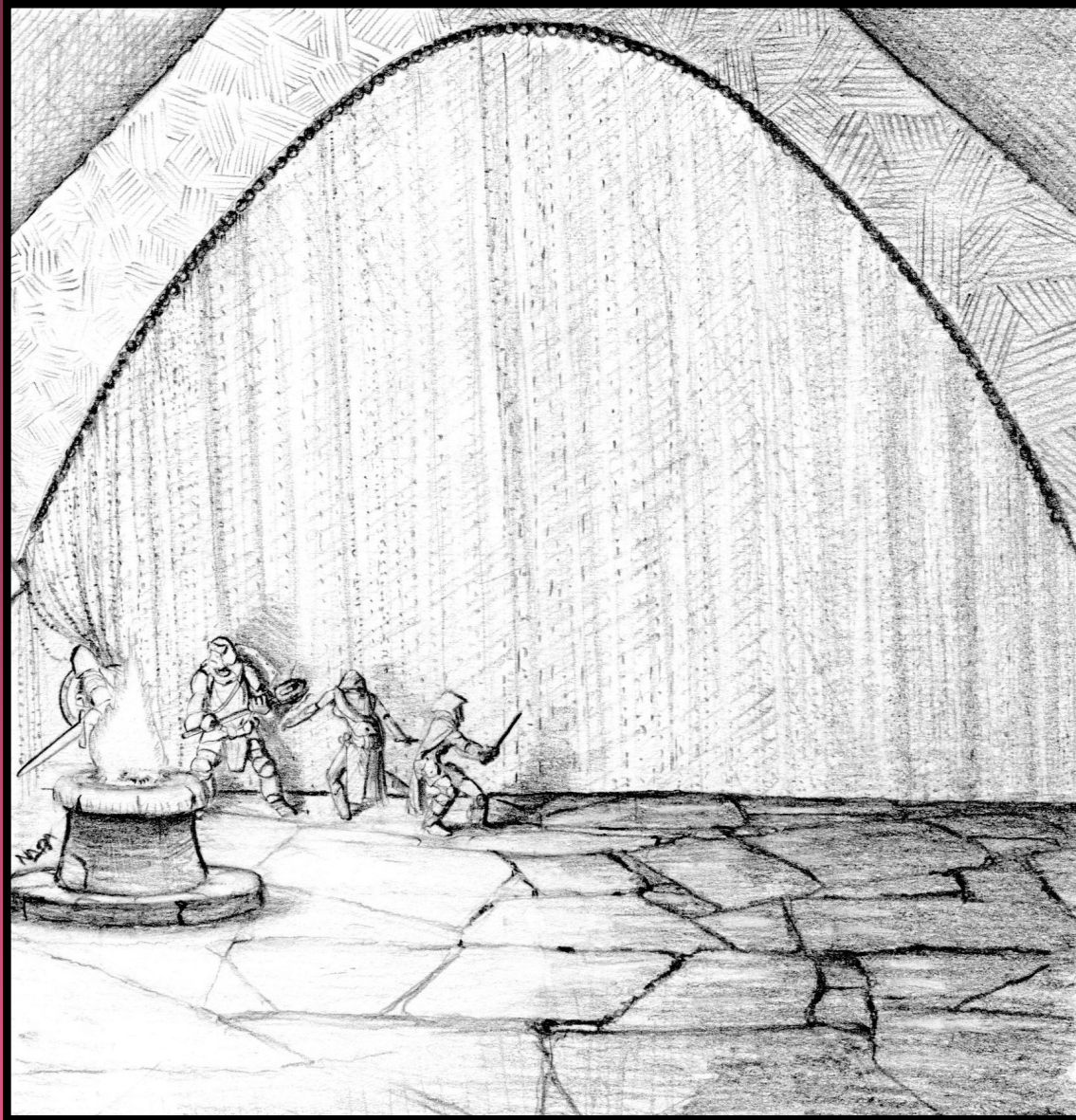
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Mortoc the orc king – better known as the Plunderer – was victorious. He surprised the dwarves in their mine and his army of orcs, goblins, and ogres slew all in their path. Bolstered by the vilest of mercenaries, the Plunderer lived up to his name and in a gory frenzy, looted the complex with a reckless abandon. Against his warning, mercenaries desecrated the dwarven temple and Mortoc feared retribution. Furthermore, a regiment of his finest Slag Orcs discovered a massive chamber – sealed by the dwarves – that was shrouded in an unnatural darkness. Only the screams of orc invaders escaped the chamber and a palpable sense of evil filled the lowest levels of the mine. Mortoc gathered his minions and fled. But not all followed. Most of the mercenaries refused to leave as they knew many of the dwarven treasure vaults had yet to be pillaged. An entire battalion of Mire Orcs also refused to leave – their hatred of the dwarves was beyond obsessive and they would find and slay those dwarves that hid within the secret places of the mine.

**Curse of the Violators** is the first of a five module series that expands the **The Dwarven Glory** adventure kit; originally produced by Wee Warriors. Each module focuses on one of the five “levels” of the mine, becoming successively more difficult.

**Curse of the Violators** is an adventure for eight characters of first to second level using the First Edition game rules.



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