

False Promises

An Adventure for Character Levels 1-3

By Thom Wilson



An Old School
Adventure for Old
School Games!



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Special Thanks

Benjamin Wilson: playtester
Christian Logue: playtester
Dom Caiati (Rogue Creative): ThrowiGames logo
Efraim Hermes: playtester
Elijah Leffingwell: playtester
Jeremy Kaminski: playtester
Lucas Pandolfelli: illustrator
Malcolm Scott: playtester
Tracey Wilson: editing, feedback, tireless support

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TSRS2501, 1st Printing, November 2014

False Promises

An easy adventure for 3-5 adventurers (levels 1-3).

Introduction

False Promises is the first Throwigames campaign series released for the classic roleplaying systems of the 1980s. It is designed for three to five adventurers of first to third level – the encounters found herein should be very challenging to a small group of players.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to get ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the player will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer within *False Promises*, **stop reading now**. If you are the GM, keep reading.

Important Notes

This adventure is designed for a group of adventurers of levels 1-3. Adventurers should have a good mix of classes, with at least one Fighter and one Cleric. This scenario requires group coordination for the players to succeed.

Magic-users and Thieves will help the group tremendously; there are plenty of encounters that will challenge the players in their respective classes.

Materials Needed

As the GM, you will want to be familiar with the original (basic) roleplaying books from the 1980's; these books should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the expert books will benefit you as a GM. The **TSRS World Guide** map will be helpful with the location of Kwalist and the nearby towns of Wynhelm.

The players should have basic character sheets to make game-play easier. You should also have experience or encounter sheets, if desired. All of these materials can be found at numerous websites or in plenty of classic books sold by gaming companies of the 1980's.

Both you and the players should have your own complete set of polyhedral dice. You and players can use table top miniatures and other visual game aids if desired.

Special Guidelines Needed

This adventure requires only the basic roleplaying books from the 1980's. No additional user-developed or special guidelines are needed to run this adventure.

Adventure Background

Everyone in Sivona and neighboring provinces knows of Thrinbor, the god of the Dwarves. The Mountain Father has been worshipped by that stout race for as long as anyone remembers. Nearly forgotten by all but the holiest of clerics and wisest of their race, is Thrinbor's twin brother, Thringalesh. Unlike his neutral brother, Thringalesh was an evil and vile creature, created by an unholy union of god and mortal, and was grossly deformed at birth. As he matured, he blamed the mortal world for the unfairness of his life. Although he aged in physical appearance as a mortal would, he maintained a god-like youthfulness combined with immortal abilities.

His path was always one of greed, revenge, and pain. Thringalesh's following of misfits, criminals, and castaways grew in power, tremendously upsetting the balance of the mortal world. The other Terra gods demanded that Thringalesh be removed from power, and looked to his brother for assistance [author's note: *Terra gods cannot destroy each other unless they are of the same bloodline. However, gods can be destroyed by mortals with one of the 'immortal weapons'*]. Thrinbor pleaded with his brother to restrain his urges and behavior but to no avail. Thringalesh, now drunk with power, continued to grow his following of evil dwarves and human outcasts.

Thrinbor was finally forced to remove his brother from Terra Minor forever. An epic battle between the brothers and their devout followers raged for days until Thrinbor defeated his brother deep underground. Thrinbor could not bring himself to kill his brother, but instead elected to cast him out of Terra. He would have to separate Thringalesh's body from his soul. Thrinbor cast his brother's soul into the depths of the underworld while sealing his physical form in a solid glass cube within a mountain crypt. Several of Thringalesh's followers were also magically frozen in similar glass blocks. Thrinbor accidentally caught one of his own in the spell but could not release him without undoing the entire spell. Only Thringalesh's soul was cast out – the other five caught in the spell are only frozen in time.

The whereabouts of that last battle and Thringalesh's crypt have remained a mystery for thousands of years. All but a few dozen ancient sages recall the stories of the twin brothers and of them, only a few even believe the stories to be true.

Facts

Over the last few years, the hard working dwarves of Sivona have been digging deep within the western end of the Dragonstail Mountains. Recently, they uncovered an ancient crypt, buried within the earth. Within the burial chamber, they found five glass blocks; four contained ancient dwarves entombed in perfectly clear glass, and a fifth darkened glass block. The curious miners shattered the glass around one of the ancient dwarves, freeing the first acolyte of Thringalesh. This acolyte in turn freed the other three, and began converting the weaker minded miners to Thringalesh. Those that were not converted were killed.

The four followers and their newly converted have unsuccessfully tried everything they can to awaken their god Thringalesh. The darkened glass cannot be broken by any known means. The newly converted have turned Thringalesh's crypt in to a temple, and up until a few days ago, were still seeking ways to return him to life. Eventually, the body of Thringalesh will find its way to Darkhome city of Shadowvale, where priests of an ancient temple will piece together a solution to reunite their god's soul and frozen body [author's note: this part of the story takes place in **FP2, "Fury of Thringalesh"**].

The mining town of Kwaltist is all but deserted; all the miner's families have fled to the hills. New converts of Thringalesh have killed any non-believers who arrive in Kwaltist or enter the mines, including those sent by the Baron. These dwarves are not inherently evil, but are under the spell of Thringalesh's entombed body.

The followers will not be able to find a way to bring Thringalesh back to life while entombed in the crypt. They will instead transport the solid glass-block coffin to Darkhome where they believe acolytes and priests that still worship their god exist. A handful of converts will remain in the mine to defend the temple. The adventurers should arrive after Thringalesh's body has left the mine.

Hooks

For two weeks, Kwaltist, the mining town just outside the entrance to Principal Mine 127 has stopped all shipments of ore and gold to Bordovia. All messengers sent to the mining town have not returned. Baron Ungur Wyrmbul of Bordovia demands to know what has happened to his best ore producing mine.

The adventurers should start this story in Bordovia, a midsized town in the northern reaches of Sivona. Ungur Wyrmbul has asked his advisors to seek out stalwart adventurers for a secret mission in to Kwaltist. After weeding out locals and the less than capable, they will recommend the player's characters as good choices. The Baron will reward the group with 100 silver pieces total for information on the state of Kwaltist and Principal Mine 127. They will be given a letter, stamped with the Baron's family seal that authorizes the group to do whatever is necessary to uncover the problems at Kwaltist.

Kwaltist is 25 to 30 miles northeast of Bordovia. The road to the mine is treacherous as it travels close to the border of Darkhome; raiding parties from Darkhome often use this part of Sivona on their way to northern Wynhelm. It is more than likely that the adventurers will run in to Darkhome denizens on the way to the mine.

There are several other ways for players to begin this adventure. The list below offers a few suggestions for GMs.

- The adventurers are passing through Bordovia and get recruited to scout Kwaltist.
- The adventurers stumble upon the mining town and mine.
- They somehow have heard of the weird events in this area and investigate.
- One or more of the adventurers has family in Kwaltist and is desperate to find them.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Bordovia

This adventure primarily takes place on the road to and in Kwaltist. This book does not contain a map of Bordovia and the many points of interest there. If the players are starting their adventurers as Bordovia locals, they would likely know the city well enough to navigate it without need of a map.

Encounter Areas

The following table lists the main encounter areas in this book:

Area	Foe(s)
Road	4 Wolves, 1 Alpha Male
37	12 Giant Rats, 1 Alpha Male
A	7 Converted Dwarves
C	2 Converted Dwarves
E	Giant Red Slime (new monster)
H	5 Converted Dwarves
I	2 Converted Dwarves, Mung-Tu-Kep (special unique foe)

Table 1-1

There are several other possible encounter areas including wandering monsters within Kwaltist and the mines.

Hints to Playing the Main Actor(s)

Four magically frozen followers of Thringalesh have been freed and are now in charge of bringing him back to life. All four were warrior-priests from a time when the god-brothers waged war for generations. These ancient dwarves have a single mindset – return Thringalesh to Terra.

Uumgass the Bold is a dark skinned, stout dwarf who believes in weapons instead of words. He speaks little and despises those who speak too much. He tends to swing his battle hammer at the slightest irritation. He demonstrates his faith for Thringalesh by crushing the weak and supporting his fellow warrior-priests with his own life if necessary. Uumgass' black beard nearly reaches his toes.

Bixnax is tall and very slender for a dwarf. His left arm is completely withered and useless. He has a scruffy beard that is unusually short for one of his race. Bixnax is as quiet as Uumgass, but has eyes that speak volumes. He is very intelligent and will use his mind and faith to convert even the toughest of non-believers.

Jwellna Sissnop, also known as "Mankiller" for all the men she has bested in battle, is a muscular yet feminine looking dwarf. She does not have a beard (some female dwarves do), and has a somewhat shapely figure. Her prowess in battle is nearly unrivalled; only Uumgass in his earlier days could match her axe wielding attacks.

Finally, **Mung-Tu-Kep**, a half dwarf, half human warrior, completes the four follower group. Mung-Tu-Kep does not use weapons, but prefers using his hands and feet to incapacitate his foes. He has an intentionally small beard and big belly. He is surprisingly agile for one of his stature.

Statistics for Mung-Tu-Kep can be found in the Appendix. The three other followers will not be encountered in this adventure – their statistics will be found in the second and third books of this series.

A fifth dwarf from the long-forgotten battle lies encased in a glass tomb (see Area I in the mine). **Gulldек Rumblefist** was a faithful disciple of Thrinbor, and was accidentally caught in the imprisonment spell cast upon the other followers. If freed, he will assist the group in

finding Thringalesh and the other followers. If the group discontinues the search or goes in a different direction than one that Guldek believes leads to the god, he will break from the party and head after Thringalesh on his own.

Guldek is a stout, young looking dwarf with red hair and beard. His onyx black eyes are always open, even when he sleeps. He is skilled in combat and healing (see the Appendix for statistics).

Baron Ungur Wyrmbul is a classically trained military leader. He is a fair town ruler, as long as he stays in power. He often wishes for war between the provinces, preferably between Sivona and Darkhome. He is a believer in quick justice and will often resolve differences by strength of arm and sword.

The ore, silver, and gold of the northern mines all travel through Bordovia before moving any further south. The Baron ensures that his family and town receive a substantial cut of the profits of the work performed in the mines. He is not greedy, keeping the profits for himself, but uses the mine profits to keep the military troops and militia well fed and trained, and the town residents in decent housing.

An additional note on the converted dwarves: the newly converted dwarves are fanatical in their devotion to Thringalesh. They will fight to the death – however, any converted who are healed to positive hit points have a 50% chance of returning to their previous state.



Play

The adventure starts with an early morning summoning to the Baron's spacious office in Bordovia. There will be several guards and assistants in the office when the adventurers are summoned. Read the following to the players when ready:

You have been brought in to the Baron's office chambers. Guards and pages are quickly moving about the area and in and out of the many doors to the room. After a moment, a tall man in armor notices your group and moves towards you.

"Ah, are these the ones you've selected?" he asks an assistant. "They look a little green but they will do, I suppose." He walks in front of each of you as a soldier would of his regiment. After scrutinizing the last of you, he speaks again. "Have they been told of their duty?" A nearby assistant shakes his head. "No? Must I do everything?" he quips. "Perhaps I should go to Kwaltist myself then?" His assistants all begin talking immediately but are cut off quickly. "Stop, I was joking." He sighs. "No sense of humor with these advisors." He winks in your direction. You can't help noticing the man's obvious good nature.

"Well now, on to business then. I am Baron Ungur Wyrmbul. You have been elected by your training masters for this endeavor because you are the best that they have. That means you are the best that I have." He pauses. "We have a situation to the northeast that requires a bit of investigation. Are you up for that?" he asks you. Before you can answer, he says "Of course you are. Who wants to be working in the library, stables, training yard, or wherever you are each day when you can be out in the wilderness, serving your Baron?" He gestures to each of you as he makes his point.

He begins again. "As you know, we rely on our dwarven friends to work our mines for metals, both precious and practical, to support our own causes as well as our neighbors. Our best mine near Kwaltist has fallen silent for two weeks now." His face tightens and his jaw firms up. "It is no doubt that it is some foul play of our northern adversaries, seeking our financial ruin and testing our military strength." His fist pounds into his large hands. "We *must* fix whatever has befallen our compatriots in Kwaltist. We *must* return that mine to work." He looks at you sternly. "*You* must help us find out what is wrong there."

He looks at you and sees that your minds are working out questions. "I can see you're ready to ask, 'Why not send a troop of soldiers to the town to see what has happened?' Well, my troops are already spread too thin, protecting both our borders and Wynhelm's." He looks to the window for a moment. "Prince Fensor will not allow me to raise additional troops as he believes this sends the wrong message to Darkhome." He chuckles to himself and says, "As if they would understand any subtle behavior, those dimwitted dogs of whores!" The room becomes silent after the Baron's outburst.

The Baron sighs. "Ah, but that is another thing. For now, let us focus on the immediate problem; Kwaltist and the missing shipments. Will you accept this task? Can you ride forth to the mine and investigate the goings on there?" Before you can respond, he says "Ah, yes, and of course, there is a reward. One hundred pieces of silver for your group upon your return as long as you have the answers to our questions."

He looks at you and awaits your answer.

Assuming the group agrees, the Baron leaves you with his advisors to work out the logistics. Each adventurer will be given two pieces of leather armor (or one steel piece), one weapon, an adventurer’s kit, and a riding horse. The advisors clearly mention that the horse is to be returned afterwards.

The Baron will be anxious for the group to depart. The advisors will recommend that the group depart no later than after noon meal. At an easy pace, Kwaltist should be reachable within two to three hours. Once released, the character’s training masters will give last minute advice before heading back to their other students.

Leaving Bordovia

Once the group is ready, they can leave Bordovia via the northernmost gate and follow the main road that heads easterly. This is the Northern Mine Road and will lead to several mining towns in the lower Dragonstail Mountains and northern Helmsrow. Staying on the road is the safest and fastest way to Kwaltist.

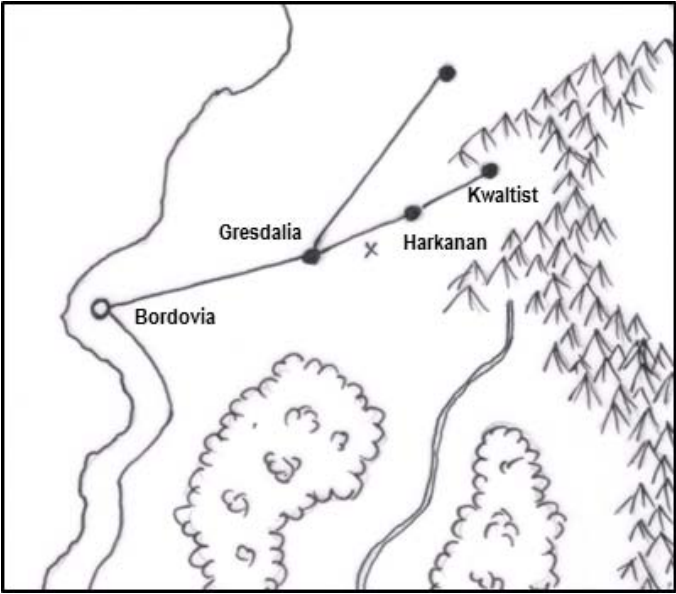
If the adventurers stay on the main road, they will pass through two small villages on the way to Kwaltist. Each town has good signage; directional guideposts indicate roads out of each village to different locations in Sivona. Every village has a sign for Kwaltist as it is one of the best mines in the north. Both of these small villages have the standard town makeup; a tavern and/or inn, a blacksmith, a supply shop, and dozens of villagers. Occasionally, each town may have a few Sivonan guardsmen stationed or passing through. The closer the group gets to mountains, the number of dwarves that live in the villages increases (human Sivonans live closer to the shore or in the towns and cities).

If asked, villagers from either town will have their own thoughts on the missing shipments. Most statements will be false (you can use the rumor list below for ideas), but there is a slight chance that someone, likely a dwarf, will have heard something about the real events at the mine (a roll of a 3 on 3d6 indicates a tidbit of actual information).

Village Rumor Table (2d6)		
Roll	Villager	Result
2	Town Guard	"I heard it was Darkhome Raiders, done travelled over the Dragonstails."
3	Baker	"The mine collapsed. We heard it from here!"
4	Innkeeper	"Poison gas from deep in the mines killed them all, I heard."
5	Tavern Patron	"Them shipments stopped 'cause they're keeping all that gold for themselves."
6-8	Farmer	"I heard that mine plum ran out of gold and silver. They's all done there and moved on."
9	Store Clerk	"I really don't know anything about that. My specialty is supplies. Say, you look like you need some rope..."
10	Young Child	"It 'twas Dragons! They flew down and ate all them dwarves up!" Runs around making chomping noises and flying.
11	Bar Waitress	"All that gold made 'em greedy. They killed each other to keep it! Not another bit of it for the Baron or us now."
12	Retired Miner	"Well, they all quit. Got tired of it I suppose. I know I did. Been retired now for thirteen years, I've been..."

Table 2-1

The GM can increase the chance that someone in the nearest village may have real insight to what happened at Kwaltist (a result of a 3 or 4 on a 3d6 roll).



Gresdalia

This small village is roughly half the distance between Bordovia and Kwaltist. Little more than one hundred villagers live here, living off the travelling merchants, miners, and soldiers using the main road running through the center of the village. Dwarves number about half the population in this small village.

Although the town’s appearance is relatively unimpressive, the Hammer’s Head Alehouse is famous for their local brew, Hammer’s Head Ale. Several notable personalities of Sivona, including Baron Wyrmbul, travel to the Hammer’s Head Ale House regularly for their fantastic beer.

Building 1: Southern Guardpost

One or two village guards occupy this guardpost day and night. Barely trained for any real combat, these guards primarily keep the peace with drunken locals or fend off the occasional wolf or bear. Sivonan guard patrols travel through Gresdalia several times per week and are their primary source of protection with anything more serious.

Guards at the post will ask travelers for their names and destinations as per the magistrate’s instructions. Refusal to supply this information will result in a meeting with the magistrate and any Sivonan soldiers in town for additional questioning.

Building 2: Jellana’s Supply Depot.

This two story structure is the home of the town supply shop. Jellana, a tough looking dwarven woman, runs a busy supply shop. Her store is stocked with the usual items needed by travelling miners and soldiers, and a few items that the infrequent adventurer might need.

Jellana was once a seasoned scout before settling in Gresdalia. She wields two daggers better than most and will likely take care of any “problems” in her store with ease. She has a small iron box under the counter containing 33 sp, 2 gp, and a ruby she has yet to get appraised (worth 100sp).

Building 3: Hammer's Head Alehouse.

The sign over the door depicts a dwarven hammer raised by a muscular hand and arm. This brew house is well known throughout Sivona; dwarves and humans travel from miles around to get a mug of Hammer's Head Ale.

The pub is run by Hepar Ironatoes, a former Sivonan Sergeant and retired miner. He is tall for a dwarf, and bigger around than most of his race. Although quite round, Hepar is still a formidable foe; he tosses dwarves and humans out of the pub several times per day.

A double-mug of Hammer's Head Ale costs 1 sp, making it a very expensive beer. Rarely does anyone dislike a mug of this ale, but if anyone voices their displeasure of the brew too loudly, Hepar will likely toss them out very quickly.

Stairs to the brew kettle and fermentation tanks in the basement are blocked by locked double doors and guarded by one brew house worker during open hours. Hepar guards his ale recipe very seriously. The alehouse money box under the counter holds 126 sp, 3 gp, and 4 promise-to-pay notes.

Building 4: Biggle's Bedpost.

Weary travelers of the main road can stop at Biggle's Bedpost for the night to rest. Biggle Benderpot, an old but cheerful human innkeeper, has seventeen rooms in his two story inn. Room rates are listed below.

Biggle's Bedpost Rates (per day)		
Cost	Occupancy	Details
1 sp	Common room, up to 20	Common sleeping area
2 sp	Small, simple room (8)	Private room, 1 bed, unlocked door, small wood stove
5 sp	Large, simple room (2)	Private room, 2 beds, 2 sleeping mats, locked door, wood stove
10 sp	Fancy room (4)	Private room, 1 large bed, locked door, table/2 chairs, fireplace
20 sp	Fancy Suite (2)	Private room, 1 large bed, 2 sleeping mats, table/4 chairs, fireplace, wood stove

Table 2-2

The Bedpost has a decent kitchen that provides common fare at reasonable rates for guests. Biggle employs four local villagers to help in the kitchen and clean rooms as necessary. Biggle carries a small leather bag under his tunic containing 17 sp.

Building 5: Magistrate's Office and Home.

Gresdalia's town magistrate is Merkel Flintwise, a retired moneychanger from Sivonia. He runs the village like a business and ensures that both villagers and his family prosper in his village. The town office is in the front room of his large, two-story home. In the top drawer of his large, locked desk, is a steel box containing 173 sp. A wall safe is hidden behind a grand picture of Merkel's father. It contains 766 sp, 12 gp, and a bag of 88 emeralds (worth 5 sp ea).

Merkel keeps a record of all travelers and shipments that come through town. This recordkeeping has assisted Baron Wyrmbul on several occasions.

Building 6: Temple of Umwei.

The building at this location is a temple honoring Umwei, the god of commerce and trade. Priest Renwurr delivers his energetic services twice daily and encourages attendees to donate generously.

The donation coffer behind the altar is large, glass bowl, containing 1,066 sp and 2 gp. Those that believe in Umwei will say that stealing from him will result in a lifelong curse of lost money and riches.

Building 7: Gresdalia Blacksmith.

Currently, the dwarven blacksmith Grubold Gwimmergate is missing. If asked, town villagers will guess that he left after hearing the rumors of Kwaltist. Actually, Grubold has family in Kwaltist, and after hearing different rumors about the mine, left to check on them.

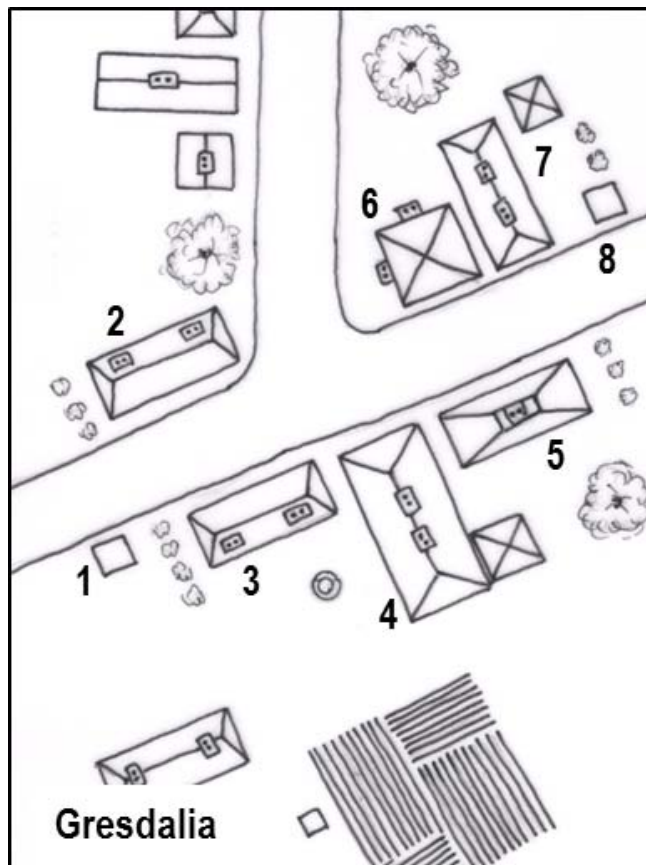
After reaching Kwaltist and finding it in ruins, Grubold immediately left for the mountain shelter. Unbeknownst to villagers, he made it safely to the retreat, meeting up with most of his family. He will stay at the mountain retreat until Kwaltist is safe for his family to return.

A thorough examination of the forge will reveal several weapons left behind in mid-work, and a few completed items – a steel helm, two daggers, and 20 arrowheads. Grubold's money box is missing.

Building 8: Northern Guardpost.

This guardpost is manned in the same manner as the southern post.

The unnumbered buildings on the Gresdalia map are the villager's homes. Most are standard one to three bedroom dwellings with the simple comforts of common folk.



Optional Road Encounter

The main road between Gresdalia and Harkanan has always been a well travelled and safe road, but with the Baron's troops focused on strengthening the northern border, passage has become more dangerous. Goblins and wolves have been seen much more frequently than in past years, causing villagers and merchants to travel only when necessary. One such villager, Oanna Gildengorl, makes her way from Harkanan to Gresdalia each week without fail. Her potions and salves are a great blessing to those in need in both villages.

Oanna's latest trip has not gone according to plan; her small ox cart has been driven off the road, chased by a pack of hungry wolves. When the adventurers arrive at the location on the map, they will see an old woman atop an oxcart fending off several wolves with her staff. The wolves are just realizing that she isn't a threat and are closing in.

There are four wolves (AC 7, HD 2+2, HP 10 each, #AT 1 bite, D 1-6, MV 60'), and one larger jet black wolf who is the pack leader (AC 6, HD 4+1, HP 17, #AT 1 bite, D 2-8, MV 50'). The four wolves are circling the wagon with the alpha standing back watching for other enemies. The wolves are hungry and will not give up their "meal" easily - if the alpha wolf is killed, the rest of the wolves will flee. Otherwise, they fight until killed.

Assuming the adventurers prevail, Oanna will reward them with a single **Potion of Healing** and a few vegetables from her cart. She will be anxious to make it back to Harkanan before nightfall and will welcome the adventurers as road companions if they ask. She knows the village of Harkanan well and can answer questions about locations and the people there if asked. She knows little of Kwaltist as she has not been there for dozens of years. However, she will mention that one of her best disciples in the art of brews and concoctions, Tilly Geffingale owns and operates a small apothecary there. She has very little knowledge of the recent events in Kwaltist and can only offer one or more rumors that she has heard (use the village rumor table).

Harkanan

Half way between Gresdalia and Kwaltist sits Harkanan, an extremely small village numbering less than a dozen buildings. Primarily a dwarven town, this small village is the home to part time miners and farmers. When the Kwaltist mine runs behind schedule or discovers a new vein, the part time miners from Harkanan are called upon. When the underground doors in the Kwaltist mine were discovered, all of the miners from Harkanan left to help.

Kemma Youngheart, the town's magistrate, is also the innkeeper, barkeeper, and blacksmith, and runs the supply store. With many of the miners gone to Kwaltist and not returned, she is also helping the farmers with crops and cattle. Kemma is very worried about her missing townsfolk.

Building 1: Harkanan Supply.

Kemma Youngheart keeps the supply store closed now that the village is nearly empty and shipments from Kwaltist that once ran through town have now stopped. She can open the store for supplies if asked. Much like the store in Gresdalia, the store in Harkanan primarily supplies the miners and farmers in the area. There are a few items that adventurers might need, e.g. rope, torches, and lanterns. In a drawer under the counter is tray holding 33 sp.

Building 2: Temple of Thrinbor.

Priestess Ungalla Redstone leads services to the Mountain Father three times per week. Although Harkanan is a small simple town, the temple to the dwarven god is incredibly beautiful, adorned with gilded trimmings and gem-studded walls.

A solid gold donation plate sits beside the altar, holding 27 sp. The plate itself is worth several thousand sp.

Building 3: Inn Harkanan.

Nearly empty except during dinner, Inn Harkanan serves food and drink to the locals and travelers, and provides simple rooms for those requiring a place to sleep. Kemma Youngheart and two staff perform all the tasks needed to operate the Inn, pub, and smithy.

The Inn has six simple private rooms for 1 sp per night. Each room has two beds and a small pot-bellied stove. Food is served in the common room and pub area.

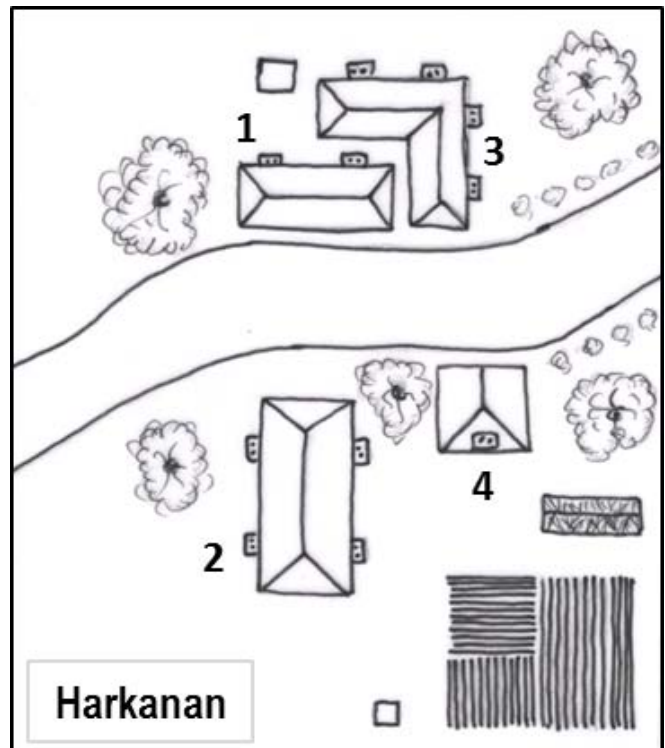
Behind the Inn is the blacksmith shop. Although an accomplished blacksmith, Kemma doesn't have time to make any unneeded items. The shop has three picks, two shovels, and five horse shoes. She will accept requests for work but warns customers that it could take her weeks to produce items.

Kemma carries most of the business money on her person; she has two leather pouches (one for the inn, the other for the smithy) that contain 31 and 22 sp respectively.

After turning her home in to the town office, Kemma now sleeps in the back of the kitchen.

Buidling 4: Magistrate's Office.

The town office doors remained locked unless Kemma Youngheart needs to attend to official business. Her simple desk has a lockbox with 67 sp, to be used in emergencies only.



Entering Kwaltist

This last stretch of dirt road to Kwaltist will lead the adventurers between two sets of mountain ranges, the western tip of the Dragonstails and an offset from the Helmsrow.

Read the following to the players as they near the village of Kwaltist:

With the foothills from the Helmsrow to your south, and the end of the Dragonstail to your north, the road to Kwaltist dips down in to a small, fertile valley. Rolling hills covered in trees and farmed land rise and fall beneath your horse's feet as you travel what you assume is the last few miles of road.

Several minutes later, the road rises a final time in front of you to reveal a small town of single story houses nestled in the mountains about a half mile ahead of you. This must be Kwaltist at last!

Kwaltist

The village of Kwaltist stands in a small valley between two sets of hills. The village was built several generations ago by talented dwarves; single story, stone houses line perfectly straight cobblestone streets. Each structure was built with precision and has been maintained exceptionally well.

The road in to Kwaltist goes straight through the town and directly to the mine entrance. The mine entrance itself is beautifully built; the massive forty foot entrance is lined with gem studded stones. The stone street continues in to the mine.

After the event in the mine, the converted dwarves have looted the town, searching through store and home for food, beer and money. A casual observer will notice that doors are open, windows are broken, and smashed items lay upon the street in various places.

Encounters in Kwaltist (1d6 roll)		
Roll	Location	Detail
2	Street	4 looting dwarves, 1 in 6 chance of Mung-Tu-Kep
2	Shop	2 looting dwarves
2	Residence	2 looting dwarves
3	Street	2 looting dwarves
3	Shop	1 looting dwarf, 1 in 6 chance of Mung-Tu-Kep if in Building 9
3	Residence	1 looting dwarf
4-5	Anywhere	Nothing, 1 in 6 chance of hearing a distant noise or seeing distant movement
6	Street	D6+2 Feral dogs
6	Shop	3 looting dwarves
6	Residence	1 in 6 chance of finding a survivor!

Table 2-3

Note that there are only 24 converted dwarves left in Kwaltist, of which 8 can be found as wandering monsters.

Building 1a: Northside Entry Guard Post. This square building stands apart of from the others due to its small size. There is enough room in the building for a stool and small woodstove. It is currently empty. A thorough search will reveal two blood stains that look like hand prints on the inside of the door.

Building 1b: Southside Entry Guard Post. This guard post is much like 1a, but without the blood stains on the door.

Building 1c / 1d: NE Side and SE side Guard Posts. These guard posts are much like Buildings 1a and 1b except that they do not guard an entrance and are more like a lookout post. They are deserted.

Buildings 2-9 are the main shops in Kwaltist.

Building 2: Long Tale Tavern. This tavern was a popular meeting place for miners and their families before the event in the mine. Benches and tables have been knocked aside as the Thringalesh dwarves pillaged the beer and spirits, and food from the bar and kitchen. In their haste to find sustenance, they have left the lockbox under the bar. The lockbox contains 49 sp and note that reads, "IOU for 13 beers - Gilby".

Building 3: Kwaltist Supplier. The local supply shop maintained all the necessary materials for the mining town, including rope, sacks and bags, shovels, picks, boxes, and mining helmets. Most of these crucial supplies are now gone, taken by the rampaging dwarves or fleeing inhabitants. A careful search may reveal two 50' ropes in a large sack, under a fallen set of shelves.

Building 4: The Dragon's Scales Trading Company. Those miners who could not afford to buy supplies at the Supplier nearby could trade for needed items here. Before the looting, local and exotic items could be found here.

Upon entering the store, the adventurers will immediately smell the rotting corpse of the former store owner, Gunchada. He lies dead behind the counter, a crossbow bolt through the eye and several axe wounds to the torso. Gunchada was not willing to let the converted take anything from his store, nor was he willing to flee the town. If the corpse is searched, a small coin purse can be found in its hand - it contains 20 sp and 2 gp. The lockbox lies open and empty on the counter.

Building 5: Stonemason and Mason. Kwaltist dwarves are unrivaled in the field of stone masonry. This store was run by two brothers, Hyxic and Tussal, both who have fled Kwaltist. Nothing of use can be found amongst the ruins.

Building 6: Bunder's Bakery. Bunder's cakes and breads were well known in this area of Sivona. Besides a few sacks of flour, the shop is empty of edible treats.

Building 7: Tilly's Apothecary. This shop of herbs, potions and concoctions was owned and operated by the daughter of Magistrate Runderblast Geffingale. Tilly, a smart and beautiful young dwarf gathered her most precious materials as the looting began and fled with her mother to the mountain retreat.

A secret panel under the counter can be found if thoroughly searched. A small lockbox and two wooden potion cases were left behind in haste. The lockbox contains 23 sp. A hardened ebony container holds three small vials: an **Elixir of Bravery** (add +1 to attack and saving throw rolls for 24 hours), a **Love Cordial** (the consumer falls in love with the next person they see), and a **Tonic of Brute Force** (adds +1 to melee attack rolls, lasts 1 hour before wearing off). The second container has an engraved heart on the lid and contains three **Potions of Healing**.

Building 8: The Cabinetmakers, a Wood Working Shoppe. Dozens of smashed tables, chairs, cabinets and other finely crafted furniture pieces can be found strewn about this shop. Nothing else of value can be found.

Building 9: Kwaltist Payment Office. Miners received their daily wages here after their shift ended. Officer Tymel Stonefist was responsible for paying each miner every day.

When the adventurers enter this office, they will see several dead dwarves surrounding the corpse of Tymel. He defended the Kwaltist treasury to his death, taking 9 converted dwarves down before expiring. Tymel’s body will have over two dozen wounds, and several broken crossbow shafts emerging from his leather armor.

The converted have taken the main treasury: 10,000 sp, 100 gp, 100 silver bars, and 10 gold bars. *(This treasure has been transported with the glass cube containing Thringalesh northward into Darkhome.)* The looting dwarves were unaware of the emergency treasury secreted away in the back wall of the office. An extremely well hidden secret panel may be found in the southwestern portion of the back wall. This secret compartment contains five lock boxes, each filled with 200 sp.

Buildings 10-33 are residences for the miners and their families. All homes are currently empty – each one is very similar to all the others. Buildings of interest have been highlighted in the next section.

Building 10: Residence of Cael Earthcutter. The long, brown stone structure here once belonged to the dayshift mine foreman, Cael and his family. His wife Edana and their four children fled south after the rumor spread through town that the entire dayshift mining crew was killed in a battle deep within the mines. Fearing her husband dead, Edana grabbed all she could carry and left.

In fact, it was Cael who decided to break the glass around the first frozen dwarf Uumgass. Once freed of his imprisonment, the ancient dwarf wasted no time determining who was in charge and removing them from any further decision making.

A careful search of this home may reveal the family safe box under the parent’s bed. The box contains 4 silver bars and a pouch of 75 sp. A search of the kitchen will reveal the shift schedule for the mine – it is three weeks old.

Building 16: Residence of Renan Quartzhand. The nightshift foreman of the Kwaltist mine lived here with his newly wed wife, Catronia. Renan responded to the alarm in the mine when the battle started; his body can be found in Area B of the mine. Catronia waited too long for her husband to return from the mine and was killed by the converted dwarves in her bedroom (her decaying body is still there – she has an axe wound from chin to sternum).

A quick search near Catronia will reveal a note that she was in the process of writing: *“My love, I am following the other women to the mountain shelter. I hope to”* is all that she could write before being surprised by the ransacking dwarves. If her body is moved, a small sack can be found containing 27 sp, a pearl necklace (worth 50 sp), and a golden broach (worth 100 sp).

The nightshift mining schedule is posted in the kitchen by the back door. Like the schedule found in Building 10, it is three weeks old.

Building 19: Residence of Korauk Hammerfist. This plain granite home was the residence of the Kwaltist Captain of the Guard, Korauk Hammerfist. When the alarm in the mine was sounded, he and several town guards ran to give aid. He and his men were unprepared to deal with the converted dwarves, many who had been friends and family. Korauk was cut down in Area B, along with a few of his devoted guardsmen.

Korauk was secretly courting Tilly, the owner of the Apothecary (Building 7 and 22). His simple home was that of the typical dwarven bachelor; axes, shields, and swords can be found on the walls and on furniture throughout the home. Under a loose floorboard near the bedroom fireplace is a small metal box containing 88 sp, 2 gp, and red scarf with purple hearts, engraved with the initials “TG”.

Building 22: Residence of Tilly Geffingale. The daughter of the town magistrate, Runderblast Geffingale, lived in this stone home, right next door to her parents. Tilly ran the Apothecary (Building 7) and escaped the converted dwarves by fleeing Kwaltist with the other women and children. She left most of her belongings behind.

Her kitchen serves a dual purpose; she cooks her meals here but also experiments with new concoctions and herbal remedies when she’s not at the Apothecary. She left behind many components and partial experiments when she fled. Several beakers and stone cups can be found on her counters, all filled with strange smelling liquids and pastes. The following list details what can be found in the kitchen:

Tilly’s Experiments			
Container	Smell	Color	Result
<i>Liquids</i>			
Stone cup	Rotting leaves	Brown	Warm sensation, foul breath, thirstiness
Stone cup	Old wine	Red	Tingly tongue, warming, -1 to attack rolls for the next hour
Glass vial	Urine	Brown	Horrible taste, increases hostility, all offensive actions are considered aggressive for the next hour
Glass Cup	No smell	Clear	Tastes like water – it actual is water
<i>Pastes</i>			
Wooden Bowl	Rotting vegetables	Green, brown	Pasty, gritty taste, heals 1 hit point of damage
Wooden bowl	Blood, meat	Red, brown	Bitter, burns tongue or flesh, if applied to a weapon, deals 1 hit point extra damage (poison) – used once.
Wooden Plate	Stagnant Water	Brown	Tastes sweet, numbs lips and tongue, causes blurry vision for d4 hours.

Table 2-4

Under the kitchen counter, a thorough search may reveal a small leather purse containing 12 sp and a gold promise ring from Kourak (worth 125 sp).

Building 23: Residence of Runderblast Geffingale, the Town Magistrate. Sitting between the two homes of their grown children is the home of Runderblast and Toireasa Geffingale. This finely built home has been thoroughly locked and barred from the inside. When the battle began in the mine, Runderblast sent his wife and daughter Tilly to the mountain shelter, but locked himself inside his home. He stayed there, watching from the windows, until he realized that the town was lost. After waiting several hours for his son Gilof (Building 24) to return from the mine, the magistrate fled the home. He used an escape tunnel in his kitchen to flee his home; the tunnel exits to a trap door in the floor of the northeastern warehouse (Building 37).

DM Note: Magistrate Runderblast never made it to the shelter; he was captured by a group of goblins who were scouting the area outside of Kwaltist. A side adventure to rescue the magistrate has been provided at the end of the book.

The home is filled with several dwarven works of art and master crafted furniture. A careful search of the small office in the back of the home may reveal a few things of value. In the locked top drawer of the desk is a pouch of 100 sp.

A loose stone tile under the rug opens to reveal a steel lock box of fine dwarven quality. It contains 250 sp, 5 silver bars, and 1 gold bar. The steel box itself is worth 100 sp for its fine quality and advanced locking mechanism.

A map of the surrounding area can be found on the wall. A careful eye may find the location of the hidden mountain shelter that many of the Kwaltist citizens fled to during the attacks.

Building 24: Residence of Gilof Geffingale. Gilof, the youngest child and only son of Magistrate Geffingale, used this home as his primary residence while he was in Kwaltist. An ambassador to the many rural mountain villages in northern Sivona, Gilof was rarely in his home town. His home is sparsely populated and lacks the finely crafted and expensive trappings like his parent's home.

When the mine alarm was raised, Gilof first checked on his parents and sister, and then raced to the mine. Unfortunately, Gilof stumbled in to the end of the one-sided battle in Area B and was immediately cut down.

Gilof's travel bag is the only item of value in the home. Found hanging from the bed post in the bed room, it contains five **Potions of Healing** and 12 sp.

Building 25: Residence of Bunder the Baker. This home belonged to the superb Kwaltist baker, Huunfund Bunder. The adventurers will quickly pick up the smell of decay as they enter the home - poor Bunder took too long to flee and was murdered by the ransacking dwarves. His body will be found in the kitchen, face down. Searching his body may reveal an iron key in his left hand. Additional searching in the kitchen will result in finding a secret compartment in the ceiling. The iron key found in Bunder's hand unlocks the door to reveal a small wooden box full of tiny rubies (128 rubies, each worth 2 sp). Unlocking the trap door without the key is possible but should be harder than the average lock.

All other valuable items and baked goods have already been taken by the dwarves.

Building 34: Southwest Warehouse and Shops. The dwarves of Kwaltist used this and the other three buildings like it to store the coal, ore, and gold from the mine, and excess crops from the surrounding farms. This particular warehouse doubles as an indoor marketplace during the cold months or on rainy days.

This building has been turned inside out by the ransacking dwarves. Casual searches will reveal nothing of interest here. If the adventurers spend an hour or two searching, they may discover a few silver coins or useful tools. If they search longer than that, they may discover a removable wall board in the southeastern corner that hides a small pouch containing 7 sp.

Building 35: Southeast Warehouse. This warehouse was used primarily to store large sacks of coal. Over 250 sacks, each weighing 75lbs, will be found in this building. There is nothing else of interest here.

Building 36: Northwest Warehouse. Built very much like the others, this warehouse was used to store excess grains and crops cultivated from the surrounding farms. Almost all of the produce has been taken, and nearly half of the grain bags are spoiled.

Building 37: Northeast Warehouse. Hundreds of empty shelves line the interior and exterior walls of this warehouse. These shelves were once filled with raw and processed gold from the mine. The converted dwarves have taken every nugget, bar, and coin from this warehouse, leaving it completely bare of the precious metals.

If the adventurers spend more than a few minutes in this warehouse, there is a strong chance (1-4 on a d6 roll) that they may encounter a pack of 12 giant rats (AC 7, HD 2 hit points each, #AT 1 bite, D 1-3 + disease, MV 40') that have recently moved in to the deserted building. The pack is led by a particularly large and mean alpha rat (AC 7, HD 4 hit points, #AT 1 bite, D 1-3 + disease, MV 40') that will not tolerate intruders.

Searching the building thoroughly will reveal the secret trap door in the floor and a tunnel leading to the Magistrate's home (Building 23).



The Mine

The massive entrance to the mine is roughly 50 feet from the most eastern Kwaltist buildings. The impressive stone road continues straight in to the forty foot high and thirty foot wide entrance in to the mine. Before the uprising, this roadway would be busy with miners and material movers as they went about their work. Now, it's an empty walkway leading to an oddly quiet mine.

If the adventurers approach the mine entrance carefully, they have a slight chance (1 on a d6 roll) of seeing movement within the entrance. Seven converted dwarves guard the entrance to their new temple – they will remain quiet and will try to ambush the unsuspecting adventurers as they enter Area A.

Area A: Kwaltist Mine Entrance. Approaching adventurers will likely notice the impressive stonework of the mine entrance before they see the several crates piled up a few feet inside. Hiding behind the crates are seven converted dwarves, waiting for the right time to ambush the approaching party. If the adventurers charge into the mine, they will face five dwarves with crossbows and two with hand axes and shields (AC 7 or 6, HD 1, HP 4 each, #AT 1 - hand axe or crossbow, D 1-6, MV 20'). Once their position is revealed, the converted dwarves will fire bolts at the unprotected party for as long as necessary (they have nearly 300 quarrels stockpiled in this area). They will not advance into the open and will use the crates as cover if the adventurers return missile fire. These dwarves will fight to the death. Besides their weapons and leather armor, they have nothing else of value.

If things go poorly for the converted miners, one of the dwarves will run through Area B and continue to the east tunnel to get help.

This area will contain several hand axes, crossbows, and shields. Additionally, there will be 10d6+200 crossbow bolts positioned about the area for quick use.

Area B: Central Mine Chamber. The central chamber is just beyond the mine entrance. A circular set of mine cart tracks allows carts to move between the various tunnels and declines. Five tunnels lead out of this chamber.

A one-sided battle fought weeks ago has left dozens of decaying bodies within this chamber. The bodies of Korauk Hammerfist and his guardsmen are here, along with several other fleeing dwarves. The body of Gilof Geffingale can be found in the center of the mine cart roundabout. Several daggers, hand axes and crossbows can be found amongst the dead. A careful search near Korauk should uncover his trusty battle axe "*Foecutter*", a **Battle Axe +1**. A few dozen silver coins might be found on the bodies of the dead. The undamaged armor has been removed from the bodies to be used by the converted.

Area C: Early North Tunnel and Mining Chamber. This area, along with Area D was among the earliest areas mined before the eastward expansion started. Completely mined of any valuable resources, this chamber is now used to store mining equipment and mine carts.

Two converted dwarves (AC 7, HD 1, HP 4 each, #AT 1 - hand axe, D 1-6, MV 20') will be rummaging through the many piles of tools, sacks, and crates, looking for anything of value. They will fight the adventurers as though they had the advantage, and will fight until

dead. A thorough search may reveal a few useful tools and a couple of loose silver coins, found in the dirt.

Area D: Early South Tunnel and Mining Chamber. Much like Area C, this tunnel and chamber are no longer mined for gold and ore. It was mainly used for storage and mine cart repair. Several old mining carts can be found in various states of rehabilitation.

When the adventurers enter this chamber, they will find three converted dwarves (AC 7, HD 1, HP 4 each, #AT 1 - hand axe, D 1-6, MV 20') searching several corpses. The piles of dead are some of the miners who resisted the conversion process or unsuccessfully attempted to flee the mine. They have been stripped of anything useful or valuable.

Area E: Closed Mining Tunnel. More than a decade ago, the miners working this tunnel broke through solid rock into a natural cavern deep within the mountains. Exploring further, they found several passages connected to the cavern, leading deeper into the ground. Days after the cavern was found, they encountered a pool filled with a red, oozing mass. Unbeknownst to the miners, the pool was actually a Red Slime. The gelatinous slime consumed several dwarves before they could escape the cavern. Fearing a foe they could not slay, the tunnel was ordered sealed to prevent any further loss of life.

The large Red Slime (AC can always be hit, HD 3*, HP 16, #AT 1 - special, D special, MV 1' – see Appendix for details) still oozes about the tunnels, searching for prey. Goblins from deeper within the mountain tunnels occasionally stray too far from their holes and fall prey to the slime. If the slime is destroyed, several non-organic items can be found within its mass: a steel helm, a finely engraved dagger, two hand axe heads, a small metal box containing 22 sp, and an exquisite longsword. This longsword is actually an ancient artifact from the Dragon Wars (*more information about these wars and time period can be found in other TSRS materials*). The blade was named "**Dragon's Curse**" by the warrior-king who wielded it, but was also known as "**Wyrmscourage**" by the dragons who feared it. This magical sword provides the wielder with a +1 bonus to attack rolls and damage, and a +2 bonus to breath weapon saving throw rolls. Additionally, the blade can "absorb" up to 1 point of damage from elemental attacks (fire or water/ice). The absorbed point of damage can be used in the next successful attack with the blade. Absorption occurs when a breath weapon attack is successfully saved against.

The pit where the Red Slime was found many years ago is often where it is still found; there is a 50% chance (1-3 on a d6 roll) that the slime will be found here. Several items will be found at the bottom of this shallow pit, including 133 sp, 2 gp, and a **Ring of Protection +1** (+1 bonus to armor class and saving throws).

If adventurers continue travelling northeastward through these tunnels, they will eventually encounter the hundreds of goblins living within the many underground goblin villages.

Area F: Smelting Chamber and Abandoned Tunnel. The area inside the entrance to this tunnel is the current smelting chamber for all the ore processing in the mine. Six huge furnaces in the floor of this chamber are generally kept hot enough to melt copper, silver, and iron

when necessary. Currently the furnaces are cold, running out of fuel several days ago. A large vertical shaft in the ceiling of this chamber opens up to the sky above, allowing the toxic byproducts to escape the room. At the southeastern end of the room, a tunnel continues in to the mountain.

This tunnel led the early Kwaltist dwarves to the first pure silver vein, making this mine one of the most lucrative in Sivona. The miners removed nearly all of the silver from the vein years ago and began work in new tunnels. There are a few smaller offshoots from the main passage which empty in to barren chambers; nothing of value can be found in this tunnel.

Area G: Central Decline. This tunnel declines slowly eastward, and continues for hundreds of yards. Small mining tunnels split off from the central tunnel every 50 feet, leading to small hand mining chambers. Each small chamber produces a few pounds of ore or gold per day, until exhausted. Empty chambers are used for break areas, latrines, or small storage closets. About 25% of the chambers are exhausted, with most of them closer to Area B.

There is a slight chance (1 on a d6 roll) that a party may run in to a group of converted in the central decline. See the statistics chart in the Appendix for details.

Area H: Work Chamber 488. The farthest eastern chamber at the lowest part of the central decline is where the crypt doors were found. Miners, in their excitement, opened the doors finding the ancient vault containing Thringalesh (Area I). Five sturdy converted now guard the crypt's entrance (AC 7, HD 1, HP 4 each, #AT 1 - hand axe, D 1-6, MV 20').

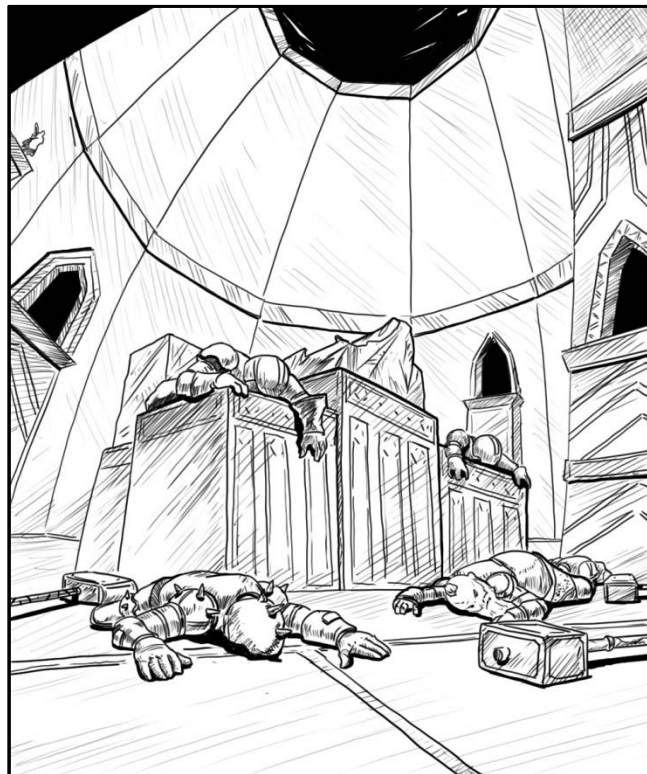
The five guards here may be supported by the rest of the converted in Area I if the battle rages too long or the converted in this area need assistance.

Area I: Thringalesh's Burial Crypt and Temple. Thrinbor entombed his brother in a beautifully ornate chamber with hundreds of sparkling gems embedded in the walls, ceiling, and floor. The remnants of four glass blocks have been swept aside to make space for chairs and benches stolen from homes above ground. Positioned in the back of the crypt is a platform, once the base supporting the glass block containing Thringalesh, but now used as an impromptu altar to the evil god. A fifth clear, unbroken glass block is found directly behind the platform.

The remaining forces of the converted are here, guarding his new temple. Mung-Tu-Kep, along with two chosen protects this temple from invaders. The two converted dwarves each carry crossbows and battle axes, and wear chainmail armor (AC 5, HD 1+1, HP 7 each, #AT 1 - battle axe or crossbow, D 1-8 or 1-6, MV 20'). Mung-Tu-Kep wears no armor but is extremely agile (AC 6, HD 4**, HP 18, #AT 1 or 2 - punch/punch or kick, D 1-2/1-2 or 1-4, MV 40' - Cleric 4th Level, S 14, I 14, W 17, D 18, Co 13, Ch 16, Spells: **Cure Light Wounds**, **Remove Fear**, **Bless**, **Hold Person**, special ability: **Convert Foe**, 4x per day).

Although dedicated to Thringalesh, Mung-Tu-Kep is less likely to throw his life away if the battle favors the adventurers. He will attempt to negotiate by using his knowledge of the events of the mine and Thringalesh to stay alive. He will help the adventurers only until he gets a chance to escape. He will not give the whereabouts of Thringalesh nor will he encourage the adventurers to free Gulldrek.

Several highly valuable items from Kwaltist homes have been moved into the temple. The adventurers will find 15 wooden boxes of silver coins (totaling 457 sp), hundreds of silver pitchers, cups, and plates, dozens of ornate tapestries and exotic paintings, and over 50 silver candlesticks.



Wrap Up

The adventurers should somehow, either with the help of Gulldrek or from information from Mung-Tu-Kep, learn of the unfolding plot to resurrect Thringalesh. The remaining converted and released acolytes already have a several day head start northward. By the time the adventurers finish this scenario, it is likely that the group transporting Thringalesh has already entered southern Darkhome.

Possible Next Steps

The adventurers have several options on what to do next.

- Return to Baron Wyrbul and report their findings.
- Follow the converted northward and stop the resurrection. (The adventure continues in **FP2 "Fury of Thringalesh"**.)
- Now that the town and mine is safe again, find the mountain shelter and return the dwarves to their homes in Kwaltist.
- Additionally, see the Optional Ending and Appendix sections for more encounter options.

Optional Ending

If “False Promises” ends too easily or the GM wants to add additional material, there is an optional ending. As the adventurers leave the mine, they are confronted by a small band of goblins who are investigating the deserted area. The small band of scouts consists of eight goblins, half with short bows and half with short swords (AC 6, HD 1-1, HP 3 each, #AT 1 – short bow or short sword, D 1-6, MV 20'). Each goblin will have d6 sp.

The goblins will engage the adventurers but will retreat if they are overwhelmed. They will retreat back to their lair (marked as X on the map).

The Magistrate of Kwaltist was captured by the goblins several days ago and is being held for eventual ransom. The goblins have no idea what has happened in Kwaltist or the mine. The goblin chieftain, Uug'luk'kan leads this ragged bunch of goblins. He has great dreams for his small band of thieves and murderers, and aspires to increase the size of his group. A hefty ransom for the magistrate will help to arm his small band of raiders.

Area 1: Lair Entrance.

If the goblins are alerted to any threats near their lair, six goblins will be stationed here. Otherwise, a lone sentry normally occupies the lair entrance (AC 6, HD 1-1, HP 3, #AT 1 – short sword, D 1-6, MV 20'). A large bell is mounted on the wall and will be used to alert the lair to any trouble.

Area 2: Main Hall.

Off duty goblins lounge in the main hall, eating, drinking, and gambling. At any time, ten to twelve goblins may be found here (AC 6, HD 1-1, HP 3 each, #AT 1 – short bow or short sword, D 1-6, MV 20'). If alerted to trouble, that number will be doubled. There are dozens of goblin weapons found around the main hall.

Area 3: Prisoner Cell.

A locked door to this area separates the prisoner cell from the goblin lair. The door is in rough shape and can be easily broken down instead. The prison cell has four wall rings and chains to secure prisoners while keeping them separate. One wall ring has a decomposing dwarf, while a second holds Magistrate Runderblast Geffingale of Kwaltist. He will be close to unconsciousness, having been starved for several days. If freed, he will attempt to convince the adventurers to retreat to the mountain village to regroup forces. He will exit the lair on his own if he can't convince the group to follow him.

Area 4: Women's Quarters.

Female goblins raise their young in these chambers. They will not engage the adventurers unless their young are threatened. Of course, they will flee to alert the males if given the opportunity. There are thirteen females and over forty young within this area.

Area 5: Warrior's Chambers.

Male goblins sleep in these quarters when not on duty or raiding the nearby woods. If the adventurers enter this area during the day, they will find twenty four goblins asleep in various locations about the chambers. During the evening, this area is fairly empty, with one or two goblins cleaning up or fetching gear.

Area 6: Throne Room.

Chieftain Uug'luk'kan runs the goblin band from his makeshift throne in the back of this room. He is attended by two concubines and four personal guards – he is never alone. Goblin scouts and guards come and go frequently. His personal guards are tough, seasoned goblins (AC 6, HD 1, HP 5 each, #AT 1 – short sword, D 1-6, MV 20'). His concubines fight as male goblins but will prefer to stay back with their short bows first (AC 7, HD 1, HP 2 each, #AT 1 – short bow, D 1-6, MV 20'). Uug'luk'kan is an especially large and strong goblin, wielding a battle axe in combat (AC 5, HD 2*, HP 12, #AT 1 – battle axe, D 1-8, MV 20').

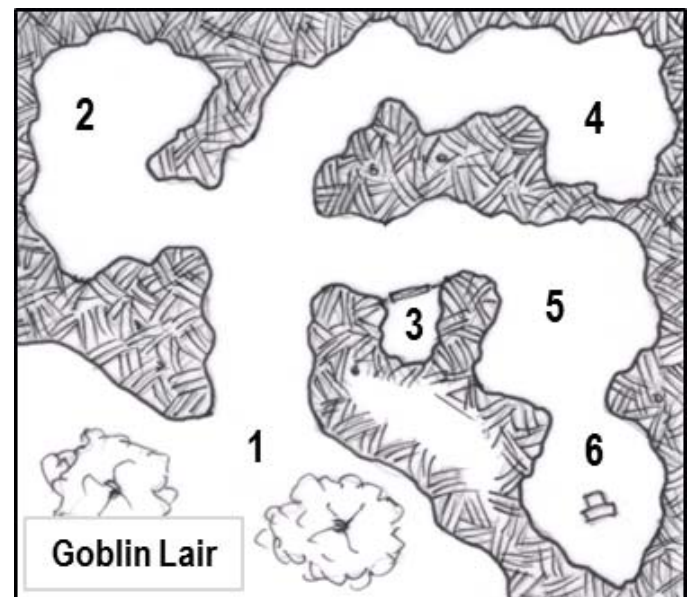
Uug'luk'kan sleeps during the day, with two of his guards standing watch. Behind the throne, a large mat of furs is used as a bed, with smaller mats located around it for the guards. In the back corner of the room stands three small chests, the goblin tribe's wealth.

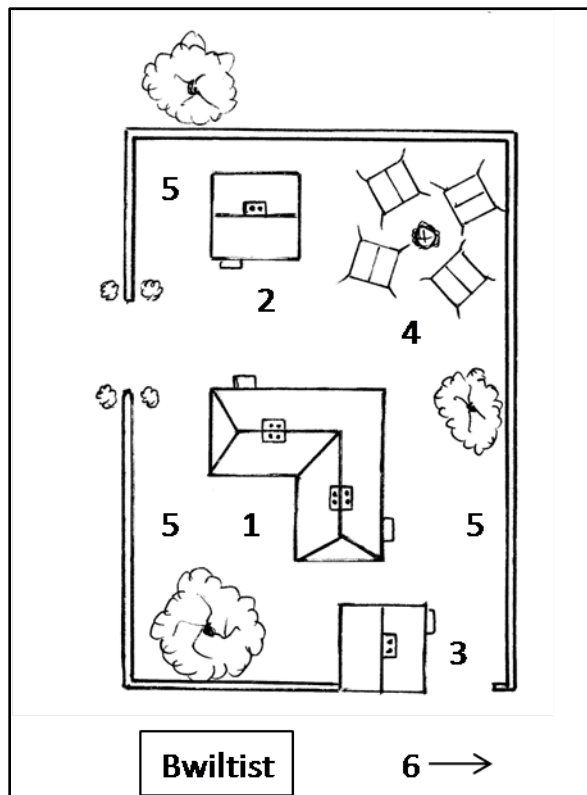
One chest contains 432 coins that look to be silver but are actually carefully crafted painted stones. The goblin band believes these to be real silver coins. The adventurers will have to pass an Intelligence check to realize they are fake coins.

A second chest contains fourteen daggers of various qualities. Thirteen are fairly common blades, but unbeknownst to Uug'luk'kan, one blade contains magical properties. “**Spinneripper**”, a jagged blade of evil origin, gives the wielder +1 to hit rolls. If the attack succeeds, the blade will become lodged in the foe, requiring a successful removal attempt the following combat round [pass a Strength check]. The lodged blade isn't finished however. Each round it is lodged in the foe, it drives itself deeper in to the victim, causing an additional 1 hit point damage each round until removed.

The final chest contains Uug'luk'kan's personal effects. A suit of leather armor, steel helm, two hand axes, and pouch containing 39 sp and a single ruby (worth 250 sp) are found within the locked chest. The chest is trapped with a temporary blindness poison that lasts for two to four hours.

If Uug'luk'kan and his personal guard are killed, the goblins will flee the lair. Any surviving personal guard will likely take over the leadership of the goblins if Uug'luk'kan dies.





Bwiltist, the Mountain Retreat

Surviving dwarves will have escaped to a mountain retreat several miles from Kwaltist. The trail to Bwiltist is both hard to follow and an arduous climb for most. The retreat is mainly used by hunters and those seeking a few days of solitude in the mountains. Several dozen dwarves from Kwaltist are now occupying the small mountain retreat, filling the main lodge, cabins and makeshift tents to maximum capacity.

Toireasa Geffingale, the magistrate's wife, has taken temporary leadership of the retreat, putting the mostly women and children villagers to work. Only six male dwarves defend the shelter; one strong hunter who was at the retreat when the villagers began arriving, three adolescents, and two aged and generally feeble dwarves. Several of the females are capable with crossbows but lack experience in serious combat.

If the adventurers arrive at the shelter without a dwarf in their midst, Toireasa and those guarding the gate will be very suspicious. References to the town of Kwaltist and any of the findings should reduce suspicion.

Building 1: Main Lodge.

The main lodge has six private rooms, a kitchen, and a main hall. This sturdy building now houses the injured and women and children unfit for work or defense. One of the private rooms has been turned in to a makeshift office that Toireasa uses to conduct the business of the retreat. At night, she and her daughter Tilly sleep on simple mats on the floor of this room.

Building 2: North Cabin.

Those women capable of working or defending the retreat use this cabin for sleeping. During the daylight hours, this cabin is usually empty.

Building 3: South Cabin.

This cabin has been converted to a general mess hall and kitchen for the retreat. Several women work to prepare bread and hunted game for the shelter's residents. Although the lone hunter and a few women work hard to catch game in the mountain forests, there is barely enough food to feed everyone.

Area 4: Tents.

The few males in the retreat sleep in the temporary tents in this location.

If Toireasa is told that Kwaltist is safe, she will first send scouts to check the town and mines. Following their trip and validation of the empty town, she will return the townsfolk to Kwaltist to clean up, bury their dead, and begin the restoration of the town and mine. She will send news to Bordovia through the adventurers or the lone hunter after the town has been secured.

Area 5: Protective Walls.

These areas on the map indicate the stone walls surrounding the retreat. Built for decoration, they have now become a defensive line around the temporary camp. At any time, day or night, d6 dwarves will patrol these walls, watching for intruders or survivors from Kwaltist.

Area 6: Shrine to Thrinbor

A shrine to the dwarven god Thrinbor is found roughly 100 feet east of the mountain village. Hunters and villagers from Kwaltist pray here when time permits. A twenty foot marble statue of a dwarven male sits atop a grassy knoll. Unbeknownst to worshippers, this ancient stone statue was actually created as a tribute to the Mad King Zundalrax who bore an uncanny likeness of the Dwarven Father.

Over two hundred years ago, while on a treasure hunt, King Zundalrax discovered an artifact that changed his life forever. He believed he had finally found the **Circlet of Power**, an ancient head piece from a race of dwarves long forgotten. He was so sure that he had found the last artifact for his immense collection that he didn't fully identify the magical item. The artifact he pulled from the burial chamber was actually the **Circlet of Deceit**. This artifact slowly weakens the mind of the wearer, making them believe they are more powerful in every way. King Zundalrax slowly lost his mind, all the while believing that he had become Thrinbor, the dwarven god! A handful of his closest advisors, hoping to personally gain from his maniacal behavior, perpetuated the illusion.

Fortunately, those loyal to the realm realized the king had gone quite insane. Fearing that Zundalrax would eventually destroy his domain and all those within it, a plan was developed by a group of loyalists to end his reign. Before the plan was executed, Zundalrax became aware of the treachery and sought out those who would betray him. A brief but intense civil war culminated in King Zundalrax, his house guards and his faithful advisors, retreating into his future burial chambers under a statue made in his likeness. Sensing the opportunity to end the conflict, the opposing force sealed the king and his followers in the tomb forever.

The statue at this location is the very one that sits atop his burial chamber. Only a handful of dwarven sages recall the story of the Mad King and his demise, but none of them know the location of his burial chamber. Everyone who gazes upon this beautiful marble statue believes it to be of the Dwarven Father.

The burial chamber was originally designed to be accessible after the king's natural death, and has a complicated mechanism. Four stone pillars will lift the statue to its maximum height of ten feet, allowing entry in to the burial chamber by way of marble steps downward in to the ground. The mechanism was thought to be damaged to prevent it from reopening but an override was installed that can now be triggered. If the toenail on the left foot of the statue is depressed, the override will engage and open the burial chamber.

Area 6a: Stairwell

A marble stairwell descends forty feet in to the earth before leveling off in to a sixty foot dead end tunnel. A well hidden secret door at the end of the tunnel will provide access to Area 6b.

Area 6b: Viewing Chamber

The secret door from Area 6a will open in to a fifty by fifty foot room. A pressure plate on this side of the secret door will magically light up eight sconces (two on each wall) , fully illuminating the chamber. Adventurers will find a room completely littered with bones, ragged clothing, with a few glints of metal peaking through the debris. Any movement further into the chamber beyond the pressure plate will "awaken" twelve skeletons (AC 7, HD 1, HP 5 each, # AT 1, D 1-6, MV 20'). The skeletons will take two rounds to fully form before engaging any trespassers. Skeletons that are destroyed by normal combat will assemble again after ten rounds.

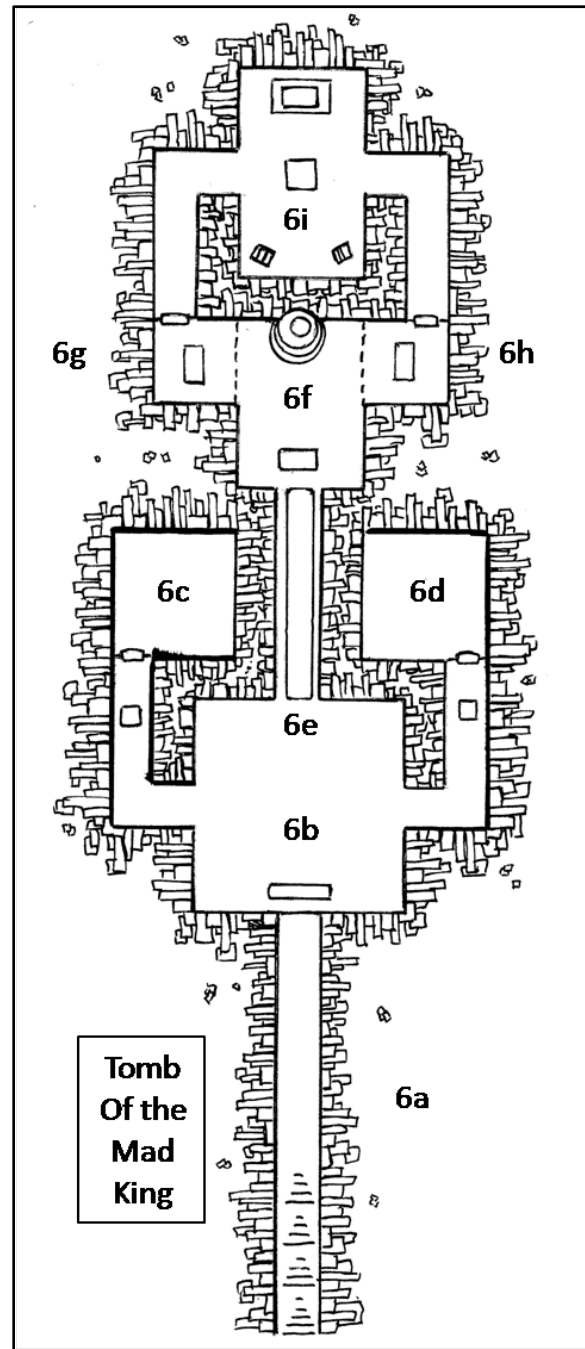
This chamber was the final resting place of the Mad King's household guards and servants. Amongst the debris, 3d6 sp, two daggers, and quality longsword can be found. Any attempt to remove a magical scone will permanently disable it. There are exits on each of the other three walls in this chamber.

Area 6c: Historical Reference Chamber

A pressure plate in the floor just before this room triggers the door to open. The door will automatically close after two hours. A simple switch on the inside wall will reopen the door. When the door opens, a scone on each wall will light up magically.

This room was originally planned to be a library with complete works and references to Zundalrax's family heritage. Visitors could spend hours researching family trees or learning about the great dwarven realms. Unfortunately, four zombies (AC 8, HD 2, HP 9 each, # AT 1, D 1-8, MV 40') are the room's current occupants, trapped here long ago.

Only half the bookshelves are filled. Many tomes within this chamber will fetch a good price from dwarven scholars; three are exceptionally valuable. "The Zundalrax Royal Line" provides missing information about the time of the Mad King and is easily worth 100 gp. "The Dwarven Realm of Zundalrax, Including Maps, Burial Sites, and Water Sources" contains invaluable information about the area as it once was long ago. It is worth between 50 and 100 gp. The final tome, "Mother Lodes and Veins", a map book of old mines and possible locations of rich gold and silver deposits in the area would be of great interest to any individual in the region. This tome has the most value of the three, and is worth about 200 gp to the right person.



Area 6d: Storeroom and Shop

As in area 6c, a pressure plate automatically opens the door to this room.

Zundalrax knew that visitors would want to receive a trinket or two from the burial chamber before departing. He intended for this area to serve as a small shop for patrons to buy small silver and gold pins, keys, and mock circlets. Half of this room was set up as a shop with the back section used as a storage area. Two skeletons (AC 7, HD 1, HP 6 each, # AT 1, D 1-6, MV 20') and two zombies (AC 8, HD 2, HP 10 each, # AT 1, D 1-8, MV 40') have knocked tables over and spilled the contents of boxes on to the floor. Hundreds of gold and silver trinkets can be found in the several dozen boxes in the room; each trinket is worth a few silver pieces.

Area 6e: Hallway to the Throne Room

As adventurers enter this area, sconces will light up the hallway. A wooden footbridge suspended above a long pool of dark liquid has fallen apart after years of decay. To avoid the oily water, adventurers must walk along the slippery edge of the hallway to get to the other end. Failed dexterity checks will land them in the oily water. Pressure plates every ten feet under the water will drop the adjacent sconces from the wall in to the water, igniting the oil. Any adventurers within the water when it ignites will burn for 1d4 damage each round until they can exit (a successful Dexterity check means they've climbed out).

Area 6f: Throne Room Reproduction.

The Mad King designed this room created to look like a smaller version of his throne room at his keep. A hidden pressure plate in the room will open the two doors in areas 6g and 6h, moving the occupants (ghouls) from Area 6i down to this room. When the pressure plate is activated, the adventurers will hear doors opening in the distance "somewhere".

Two illusionary walls on either side of the throne room will prevent the adventurers from seeing areas 6g and 6h, but will not prevent the ghouls (AC 6, HD 2*, HP 11 each, # AT 2 claws/1 bite, D 1-3 each + paralysis, MV 30') from entering the throne room - they will appear to emerge from the walls if the party hasn't figured out that the walls are fake.

A large black marble statue of Zundalrax sits atop a raised dais in the far end of the room. Two large rubies (worth 250 gp each) are set in the statue's eye sockets.

Area 6g: Viewing Room of Khalzada, the Wife of Zundalrax.

This twenty by twenty foot chamber was designed to allow visitors to view the tomb of Zundalrax's wife, Khalzada. Fortunately for the Mad King's family, they were spared the early death and were not locked in to the burial chambers with him. Both the king's wife and only child died later and were buried in the keep cemetery. If the ghoul from Area 6i wasn't encountered in the throne room, it will likely be discovered here. A finely engraved, marble sarcophagus occupies the center of the room. An empty chest sits in one corner of the room.

Area 6h: Viewing Room of Insa-bel, the Daughter of Zundalrax.

This area is much like Area 6g in design and layout. The second ghoul might be discovered here if not already encountered. Two small silver boxes are found atop the stone sarcophagus. Although empty, they are still worth 20 sp each.

Area 6i: Viewing Chamber of Zundalrax

The two hallways from Areas 6g and 6h empty in to this room on opposite sides. If triggered, a pressure plate in the center of the room will light several sconces, filling the room with bright light. In the far eastern side of the room, a massive stone sarcophagus rests upon a slightly raised dais. The lidless, black marble tomb was to display the remains of the once mighty king. After his slow death, Zundalrax's insanity and hatred turned him into a wight (AC 5 [2], HD 3*, HP 15, # AT 1, D energy drain, MV 30'). Slumbering for decades, Zundalrax will awaken when the sconces are lit or when the sarcophagus is approached. He will be slow to start, with a -2 to initiative the first round, and a -1 on the second round. When found, he will be wearing the Circlet of Deceit.

Two unlocked chests are found on the western wall. One chest holds his adventuring gear; two **daggers +1, Elven Cloak and Boots**, and a

Rope of Climbing. The other chest contains the family treasury, including 1000 sp, 250 gp, a small box full of rubies and emeralds (totaling 250 gp), and a solid gold statuette of Thrinbor, worth 500 gp to the right person.

Zundalrax's **Circlet of Deceit** has the following powers: When worn, it provides AC 2, and +1 to all saving throws. However, the wearer must make a saving throw versus Spells each time it is placed upon their head. If the saving throw fails, they permanently lose one point of Wisdom. Eventually, the circlet will reduce the wearer's Wisdom to 3 and make them insane.

Appendix

This section is reserved for new monsters, magic items, encounter sheets and other materials the GM will need to run this adventure.

New Monsters

Large Red Slime

Armor Class	Can always be hit	No. Appearing	1
Hit Dice	3*	Save As	Fighter: 3
Move	3' (1')	Morale	12
Attacks	1	Treasure Type	Special
Damage	Special	Alignment	Neutral

The large red slime looks like a green slime in general appearance except that it is much larger and red in color. The red slime does not disintegrate metal like the green slime but does destroy wood and flesh on contact. The red slime attacks by dropping or attaching to its prey - once attached, only a **Cure Disease** spell will remove the red slime from the skin of the victim. Normal attacks cannot harm the red slime but elemental and magical attacks will do normal damage.

Because the red slime has no effect on metal, d6 metal items can be found within its mass once killed. There is a 50% chance that one of these items could be magical. Additionally, there may be several dozen coins found if the time is taken to search the dead creature.

New Magic Items

Elixir of Bravery: This elixir is often found in a red color and when consumed, provides a +1 to attack and saving throw rolls for 24 hours.

Love Cordial: Pink in color, this small vial makes the consumer fall in love with the next person they see (saving throw vs. poison applies).

Tonic of Brute Force: This grey colored tonic adds +1 to melee attack rolls for the next hour before wearing off.

Wyrmscourage or the **Dragon's Curse:** found in Area E of the mine, this magical longsword provides the wielder with a +1 bonus to attack rolls and damage, and a +2 bonus to breath weapon saving throw rolls. Additionally, the blade can "absorb" up to 1 point of damage from elemental attacks (fire or water/ice). The absorbed point of damage can be used in the next successful attack with the blade. Absorption occurs when a breath weapon attack is successfully saved against.

Circlet of Deceit: This ornate circlet provides the wearer with an armor class of 2 and +1 to all saving throws. See Area 6i within the Tomb of Mad King for more details.

New Spells

Convert Foe	Range: 20'
	Duration: 24 hours, permanent

This spell is from an ancient time, when gods had need for mortal followers to do their bidding. Clerics of these malicious gods were given the ability (this spell) to convert foes to followers. The spell requires that the priest makes and holds eye contact with the victim. The victim gets one saving throw versus Spells every 24 hours for the first three days – if all three saving throws are failed, the victim is converted forever. Any healing spell has a 50% chance of returning the victim to his or her previous state. While converted, the victim will follow all commands of the god and the god’s priests, even unto death.

Priests who have been given this ability can use it once per day per level (e.g. 4th level Cleric can use it 4x per day).

Foe Statistics

This section lists all statistics for foes found within False Promises for handy reference.

Area	Foe	AC	HD	Dam	XP
Road	Wolf (4)	7	2+2	1-6	25
Road	Alpha Wolf	6	4+1	2-8	125
KB 17	Rats (12)	7	2 hp	1-3	6
KB 17	Alpha Rat	7	4 hp	1-3	10
KM A	Dwarves (7)	7/6	1	1-6	10
KM C	Dwarves (2)	7	1	1-6	10
KM D	Dwarves (3)	7	1	1-6	10
KM E	Red Slime	Spec	3*	Spec	50
KM H	Dwarves (5)	7	1	1-6	10
KM I	Dwarves (2)	5	1+1	1-8	15
KM I	Mung-Tu-Kep	6	4**	1-2/1-4	175
GL 1	Goblins (1 or 6)	6	1-1	1-6	5
GL 2	Goblins (~12)	6	1-1	1-6	5
GL 5	Goblins (~12+)	6	1-1	1-6	5
GL 6	Goblin Guards (4)	6	1	1-6	10
GL 6	Concubines (2)	7	1	1-6	10
GL 6	Uug'luk'kan	5	2*	1-8	25
TMK 6b	Skeletons (12)	7	1	1-6	10
TMK 6c	Zombies (4)	8	2	1-8	25
TMK 6d	Skeletons (2)	7	1	1-6	10
TMK 6d	Zombies (2)	8	2	1-8	25
TMK 6g	Ghoul	6	2*	1-3 x3	25
TMK 6h	Ghoul	6	2*	1-3 x3	25
TMK 6i	Wight	5 (2)	3*	Spec	50
Key: KB = Kwaltist Building, KM = Kwaltist Mine, GL = Goblin Lair, TMK = Tomb of the Mad King					

Table A-1

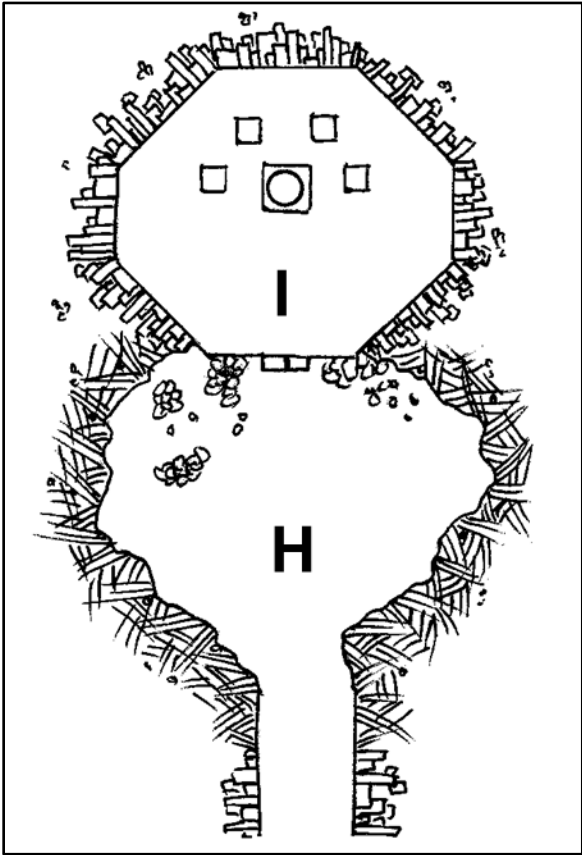
Mung-Tu-Kep

The weakest of the four followers caught in Thrinbor’s spell, Mung-Tu-Kep was ordered to stay behind to guard the new Thringalesh temple. Although a Cleric in class, he is still a good warrior, preferring to fight bare-handed using martial arts. He doesn’t do much damage with each hit, but can punch twice per round or kick once.

He refuses to wear armor and never uses weapons. He has no treasure, having given all his worldly possessions to Thringalesh. As described in the “Hints to Playing the Main Actor(s)” section, he is dedicated to his god but will avoid death if possible. Survival means continuing his work to further the cause.

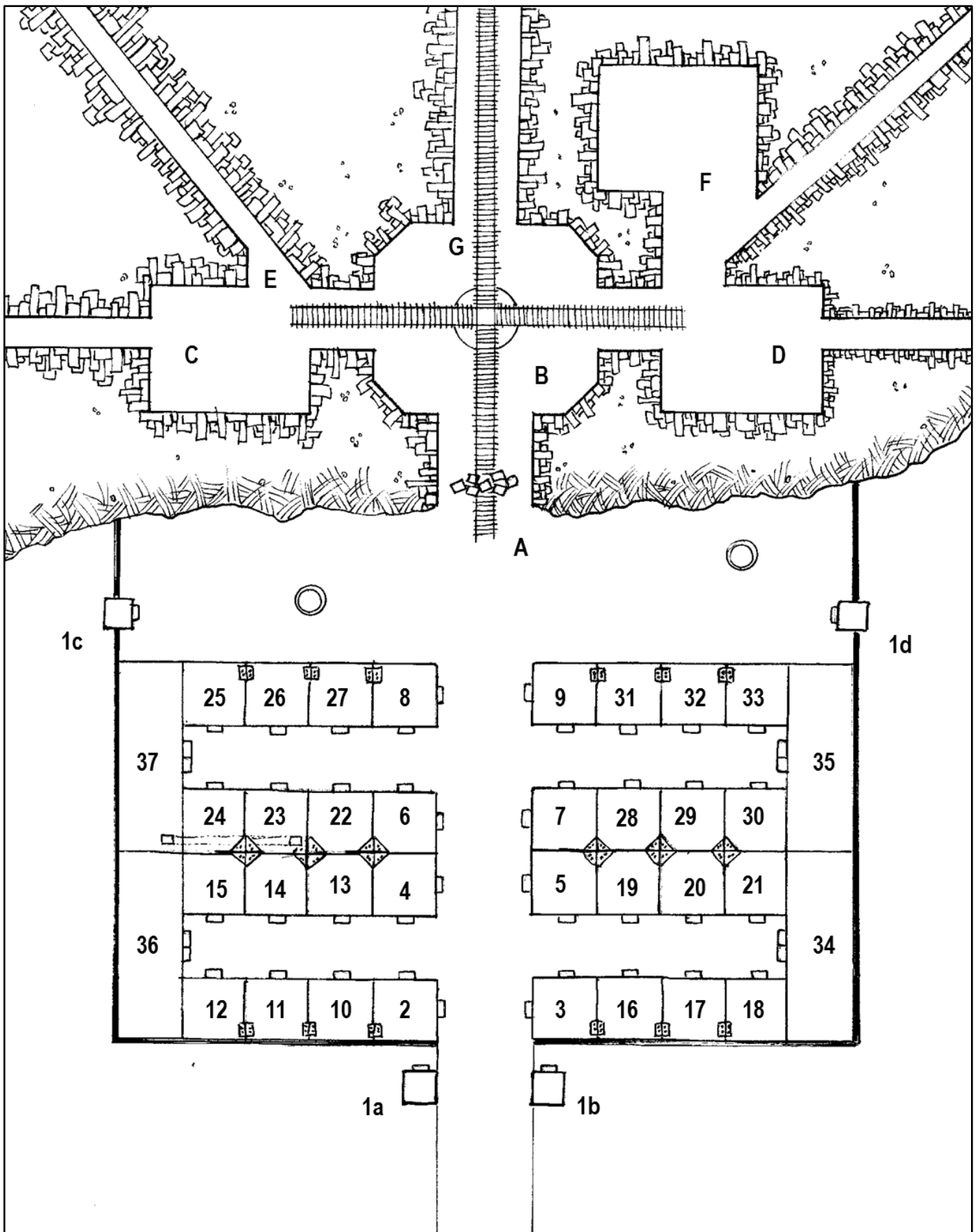
Mung-Tu-Kep		Class:	Cleric	Level:	4 th
Str: 14	Int: 14	Wis: 17	Dex: 18	Con: 13	Ch: 16
AC: 6	HD: 4**	HP: 18	AT: 1-2	D: 1-2/1-2 or 1-4	
Spells: Cure Light Wounds, Remove Fear, Bless, Hold Person					
Abilities: Convert Foe – 4x per day, see New Spells section for details					

Kwaltist Mine, Areas H and I



GM Notes

Kwaltist Town and Mine



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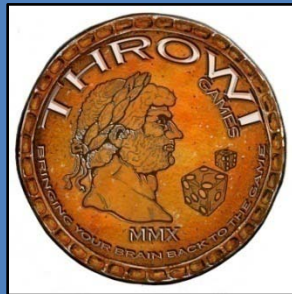
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