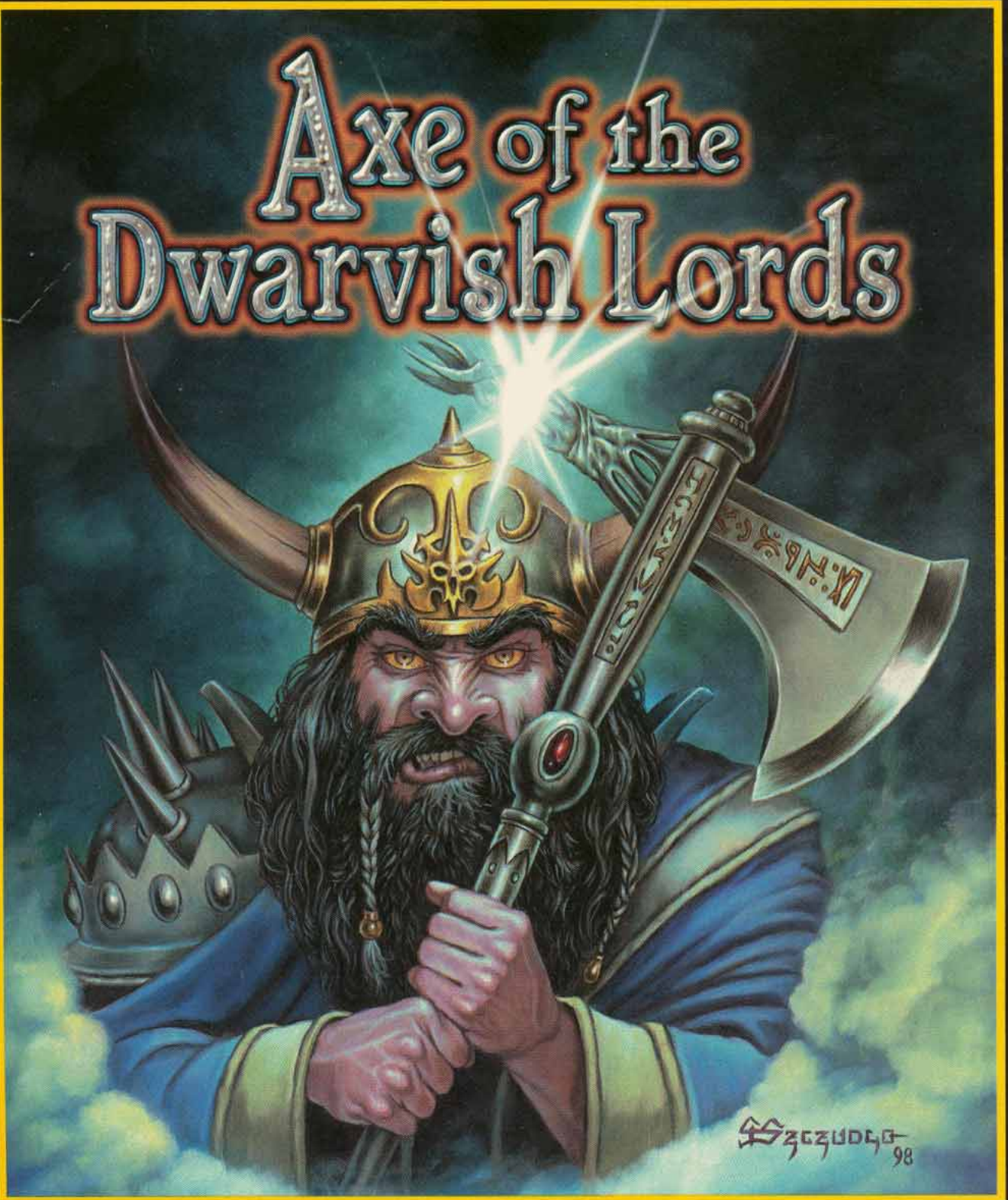




Advanced
Dungeons & Dragons
Adventure
T O M E S

Axe of the Dwarvish Lords



Skip Williams

Advanced Dungeons & Dragons® T O M E S®

Axe of the Dwarvish Lords

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INTRODUCTION

Forged at the dawn of time, the *Axe of the Dwarvish Lords* (known as the *Fierce Axe* among the dwarves and other folk who have heard the true tale of its making) has been a source of joy and sorrow among the dwarves for aeons. Every dwarf worthy of the name feels his or her heart swell with pride when the tale of Silvervein, the dwarven smith who forged the *Axe*, is told. Every dwarf worthy of the name also flushes with shame at the tale of how the *Axe* was lost through an act of treachery between dwarves.

Chapter 1 reveals the full tale of the *Axe's* origin and loss, including details never before revealed. The remainder of this product deals with the events and calamities that ensue when the *Axe* resurfaces in your campaign world.

Background

The *Axe of the Dwarvish Lords* lay all but forgotten in the tomb of its last rightful owner, Irontooth Moradinson, for centuries upon centuries, until even most dwarves came to regard it as a myth.

The myth became reality some five years ago when Tairdo, an evil wizard with a burning hatred of dwarves, broke into the tomb, seized the *Axe*, and gave it to Qamhuul, a goblin woman who doubled as the wizard's paramour and bodyguard. The malicious pair soon realized they had gained not just a powerful magical weapon but a long-lost symbol of dwarven unity and of dwarven despair.

Tairdo delved into the history of the *Axe*, searching for the best way to use it to the dwarven peoples' detriment. His research led him to the Abomination of Diirinka, a hideous creature set loose to prey upon the dwarves in ages past. Using the powers of the *Axe* and his command of the Abomination, Tairdo and his lover forged a wide-ranging alliance of goblin tribes. Now, they have gathered a huge army of goblins and targeted a dwarven community for obliteration.

Adventure Summary

This product is intended for several sessions of play. In the first portion of the adventure, "Just a Little Feud," the party encounters what seems to be a long-standing quarrel between two dwarven clans. It is Tairdo's manipulations, however, that have provided the catalyst for the dispute and caused it to flare into violence. As the party tries to determine the whereabouts of a dwarven lass who failed to arrive at her wedding, they discover signs of goblin involvement and meet the Abomination of Diirinka at least once.

Once the party uncovers the external influences that have inflamed the feud, the dwarves rally and make ready to face Tairdo's army of goblins.

The discovery of the Abomination (and perhaps of the *Fierce Axe*) leads the dwarves to commission the party to make a visit to the lost dwarven stronghold of Radruundar, where the *Axe* reputedly lies in the tomb of Irontooth. The dwarves know that if the *Axe* has been removed, dark days could lie ahead.

In the main portion of the adventure, "Radruundar," the party enters the stronghold where Tairdo has taken up residence. The party could spend considerable time exploring the stronghold and rooting out Tairdo.

In the final portion of the adventure, "Slaying the Abomination," the party corners the Abomination of Diirinka in the only place where it can be permanently killed—its extradimensional lair.

An experienced group can finish the adventure fairly quickly, but Radruundar can provide many hours of additional playing time if the party decides to clean it out and take it over.

Goblins and More Goblins

This scenario features goblins—lots of goblins. The players (and perhaps you, the DM) probably feel that goblins are weak, easily defeated, and not at all dangerous to powerful characters. The sentiment is fairly accurate, and most parties should rack up impressive body counts as they slash, smash, and spell a path through all the goblins they'll meet.

The goblins in this scenario, however, have a few tricks up their filthy sleeves.

First, they fight smart. Though many goblins have less intelligence than the average human, other goblins prove as smart as humans. Further, all the goblins the characters encounter during the adventure serve the evil wizard Tairdo, whose wicked guile has helped make his servants very wily indeed.

Second, the goblins have developed several unique tactics that allow them to fight much more effectively than their game statistics would indicate. The following paragraphs describe tricks the goblins employ throughout the scenario. They should prove an unpleasant surprise for the party. Individual encounter descriptions note additional tricks the goblins use on a more limited basis.

Adult male goblins do virtually all the fighting. Females and children generally flee or hide, attacking (usually with their bare hands) only if attacked themselves. For ease of reference, all goblin statistics have been compiled by type on page 7. Any individual goblins that do not fit these templates are noted individually.

Volleyed Missile Fire: Instead of attacking individual targets, goblin warriors fire into an area, creating a blanket of missiles. A missile volley can cover a maximum of one 5-foot square for every two goblins firing. All the squares covered must be adjacent to each other and must form a square or rectangle no more than three times as long as it is wide. All the squares must be within range of the missile weapons the goblins use.

For example, assume that twenty goblins fire short bows in a volley. Each volley could cover up to ten 5-foot squares. The area could be a rectangle 25 feet long and 10 feet wide (5 squares long by 2 squares wide) or a 15-foot square (3 squares by 3 squares).



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Every goblin contributing to a volley must use the same type of missile weapon. All the goblins must stand together.

Volley fire imposes a -2 initiative penalty. All the goblins contributing to a volley must receive instructions from an officer or sergeant, who cannot contribute to the volley. An officer or sergeant cannot direct a volley while under melee attack. A simple *silence* spell disrupts volley fire, as does eliminating the sergeant or officer directing the fire. It is possible for large groups of goblins to fire multiple volleys, but their areas of effect cannot overlap and each volley must be directed by a different sergeant or officer.

A missile volley automatically inflicts damage equal to the damage rating of the missile weapon used in the volley, plus 1 point for every two goblins contributing; the damage bonus can never exceed twice the maximum damage for the weapon used in the volley. For example, thirty goblins firing shortbows create a volley that inflicts 1d6+12 points of damage.

Creatures in the area of effect can attempt saving throws vs. breath weapon to reduce the damage by half (round down). Adjustments for Dexterity, cover, and magical defenses apply, but any roll of 3 or less fails. Regardless of the saving throw's success or failure, add the creature's Armor Class to the actual damage inflicted; negative Armor Classes reduces the damage. For example, Throsta (AC -4) and Kilvun (AC -1) encounter ten goblins, who loose a volley from their shortbows at the pair. Both Throsta and

Kilvun attempt saving throws vs. breath weapon and both succeed. The volley can inflict 1d6+5 points of damage. The DM rolls 1d6 and gets a 2, so the base damage from the volley is 7 points. Throsta suffers no damage from the volley because of her successful saving throw, which reduces the base damage to 3 ($7 \div 2 = 3.5$, rounded down to 3) and her -4 Armor Class ($3 - 4 = -1$, which becomes 0 because you can't take less than no damage from an attack). Kilvun suffers 2 points of damage, thanks to his successful saving throw and Armor Class of -1 ($7 \div 2 = 3.5$, rounded down to 3, $3 - 1 = 2$).

Creatures that are immune to attacks from the weapon used in the volley suffer no damage. For example, a character protected by a *protection from normal missiles* spell would be immune to a volley of arrows, as would a werewolf (unless the goblins used silver or magical missiles).

Creatures engaged in melee with targets in a volley's area of effect, but not in the area of effect themselves, must attempt saving throws vs. breath weapon. They suffer half damage from the volley if they fail and no damage if they succeed.

If the attackers use poisoned missiles in a volley, the defenders completely escape the effects of the venom if they make successful saving throws against the volley. Otherwise, they must attempt a saving throw vs. one dose of the venom.

Mounted Missile Fire: Mounted goblins in this scenario ignore the usual penalties for mounted fire and receive a +1 attack bonus instead.

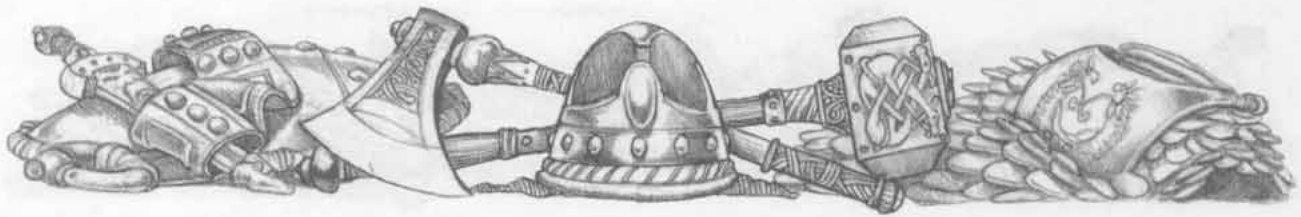
Split Move and Fire: Worg-mounted goblins can fire missiles on the run. During the riders' turn in the initiative order, they can move up to half their movement rating before the goblins fire, then finish their movement (perhaps retreating out of enemy missile range), all as part of the same action. The maximum rate of fire for any missile weapon used this way is 1 per round (2 with a *haste* spell), and the weapon's range decreases by 10 yards in each category. For example, goblins armed with shortbows would fire only once per round when split moving, and their ranges would be reduced to 40/90/140.

Split-moving goblins can fire volleys.

Coordinated Melee Attacks: Elite goblin troops gain attack bonuses when two or more of them fight the same opponent. To gain the bonus, the goblins must have at least average Intelligence and they must be able to converse or see each other. (Some communication is necessary, but it doesn't have to be verbal; hand signals work as well as speech.) Each goblin in a coordinated attack gains a +1 bonus on its attack roll for each comrade in the coordinated attack. For example, if eight goblins surround and attack Throsta, each gains a +7 attack bonus.

Coordinating an attack imposes a -2 initiative penalty. The bonus from a coordinated attack is cumulative with bonuses for the attacker's position, such as attacking from higher ground or behind, but not for the defender's position or condition, such as being surprised or prone (see





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Table 51: Combat Modifiers, in the *Player's Handbook*). In the latter case, the attackers get the bonus for combined attack or for the defender's condition, whichever is better.

Massed Overbearing Attacks: Up to ten goblins can rush a single man-sized creature. Use the standard overbearing rules from Chapter 9 of the *Player's Handbook*, with the following modifications:

- Use the defender's natural Armor Class (usually 10), adjusted only for Dexterity and magical bonuses. Note that the goblins suffer a -4 attack penalty for being smaller than the man-sized opponent, but gain a $+9$ bonus for having nine extra attacks, for a net attack bonus of $+5$.
- If the goblins knock down the defender, the defender becomes pinned until he escapes by making a successful opposed Strength check (see the sidebar on the following page). Make one roll for the goblins, but add one to their effective Strength score for each goblin in the pile. Assume a goblin has a Strength score of 10 unless a better one is listed. The defender can make an escape attempt at his normal place in the initiative order. If he succeeds, the only action he can take is standing up.

A pinned enemy can counterattack with natural weapons, unarmed attacks, or small (size S) weapons instead of trying to break free.

Massed overbearing attacks cannot also be coordinated attacks.

This tactic is good for capturing lone PCs, stealing a few items, or keeping opponents at bay until help can arrive, but it's not a favorite among goblin warriors, who prefer to keep their enemies at arm's length. Cornered goblin females use it as a last resort, trying to keep opponents pinned while their comrades escape (though one or two will stick around to bash at pinned enemies with clubs).

Any goblin not involved in keeping an enemy pinned can steal items from the character (any item that a pickpocket could steal is fair game). A goblin also could tear items from a pinned character's grasp, but this requires an opposed Strength roll. A goblin also might try to bind a character's limbs. This requires an opposed Dexterity check; assume a goblin has a Dexterity score of 12 unless a better one is listed. A character becomes helpless once all his limbs are bound, but he can tear free with a successful Bend Bars roll.

A pinned character suffers a -4 penalty to his success chance during an opposed ability check.

Shield Walls: Goblins can line up shoulder-to-shoulder (fitting three goblins into every 5 feet of floor space) and link their shields together. The tactic reduces their movement rate by half and limits them to thrusting (type P) weapons, but they gain a $+4$ Armor Class bonus against missile attacks and a $+1$ Armor Class bonus against melee attacks. Anything behind the shield wall enjoys 100% cover against missile and spell attacks. (Note that the goblins

actually forming the shield wall are *in* the wall, not *behind* it.) Enemies standing at a higher elevation can see behind the shield wall, as can Large or Huge creatures; likewise, such creatures cannot claim cover from the shield wall.

Spear/Pike Hedges: Goblin warriors armed with spears, pikes, and other polearms can form a fighting unit three ranks deep and up to three goblins wide per 5 feet of floor space. Goblins in the first rank carry shields and short spears. The next rank carries long, two-handed spears, and

Making Opposed Rolls

To make an opposed ability roll, each opponent rolls 1d20 and compares the result to the ability being tested (for example, tearing an item from a character's grasp requires an opposed Strength roll). Any number equal to or less than the ability score is a success. Any roll of 20 is a failure. If both creatures fail, the creature resisting the action wins the roll. If one contestant succeeds and the other fails, the successful character wins the opposed roll. If both succeed, compare the numbers rolled; the creature with the *highest* successful number wins the roll. If both opponents succeed with the same number, the creature resisting the action wins the roll.

Opposed attack rolls work in a similar fashion, except that success depends on making an attack roll equal to or higher than the required number. Rolls of 1 always fail, and the *lower* wins if both opponents succeed. If both rolls succeed, compare only the numbers rolled, not the actual attack scores.

For example, Throsta has a Strength score of 18 and a THAC0 of 9. Assume Throsta goes down under a pile of goblins in a massed overbearing attack and becomes pinned. One goblin then tries to wrench the weapon from her hand. The two must attempt opposed Strength rolls. Throsta suffers a -4 penalty to her success chance because she is pinned, so she must roll a 14 or less to succeed. The goblin has a Strength score of 10. Throsta rolls a 9 and the goblin rolls an 8. Both rolls succeed, but Throsta wins the opposed roll because her roll was higher.

Later, Throsta encounters a group of elite goblins in a pike hedge and tries to press forward to engage the front rank. Throsta and the goblin group must make opposed attack rolls against AC 0. Throsta needs an attack roll of 9 or better to hit AC 0, and she enjoys an attack bonus of $+6$ because of Strength, weapon specialization, and an enchanted weapon. Nine goblin champions with THAC0s of 18 oppose Throsta. They must roll an 18 or better to succeed, but gain a $+8$ bonus for their coordinated opposition. Throsta rolls a 2, for a total attack score of 8, a failure. The goblins roll a 17, easily a success. The goblins win the opposed roll because they succeeded and Throsta didn't. If Throsta had rolled a 3, she would have won the opposed roll.



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the final rank carries two-handed pikes. This allows up to nine goblins to attack a single man-sized creature.

The first rank in the formation can form a shield wall, and elite goblin units can make coordinated attacks. Elite goblin units also can combine their efforts and hold attackers at least 5 feet away, where they can counterattack only with polearms, spears, or other long weapons. If an opponent wishes to move past the massed spear points and engage in close melee, the attacker and the goblin formation must make an opposed combat roll vs. Armor Class 0. Multiple goblins can oppose the attempt, but the group makes only one roll. The winner decides whether the opponent stays back or pushes through.

The formation becomes even more formidable when placed in a corridor, where opponents cannot flank it. If one of the goblins also carries a *spellcache ring* loaded with an *antimagic shell*, the formation can prove difficult to break up.

Tainted Potions: The wizard Tairdo has brewed an extensive supply of potions for his goblin troops. The entire stock is tainted with a combination of filth and germs that breed in Tairdo's goblin-infested lair. Tairdo and his goblins can consume them without effect, but anyone else drinking them becomes violently ill after 1d4 hours. The afflicted character suffers severe abdominal pain and develops a high fever; Strength, Dexterity, and Constitution scores drop by two points each, though never to less than 1. If not cured, the affliction rages for 1d3 days. The character must rest while ill. Any significant exertion (fighting, walking, studying spells) requires a successful system shock roll each turn or the character dies from the strain.

If a character is exposed to the malady more than once, he gains a saving throw vs. poison with a -4 penalty to avoid the disease. Goblins, Tairdo, Qamhuul, and creatures immune to nonmagical diseases are immune to the malady.

The befouled potions are not traps, and *detect poison* spells reveal nothing. A *purify food and drink* spell renders tainted potions safe to drink.

Preparing for Play

To run *The Axe of the Dwarfish Lords* adventure, you need both the *Player's Handbook* and the *DUNGEON MASTER® Guide*. Monsters used in the adventure have been drawn from the *MONSTROUS MANUAL™* tome and its various appendices. You don't actually need these works to run the adventure, as all relevant information about each creature is included in the text.

The adventure introduces a host of new magical items and monsters; Appendices I and II contain complete information on these, but it's a good idea to familiarize yourself with them before running the adventure.

This product is intended for use with a party of five to seven characters of levels 13 to 15, 75 to 95 character levels in all. The party should contain at least one character from each group (warrior, wizard, rogue, and priest). Two warriors, two wizards, and at least one rogue and one priest is best.

Although the party will have several opportunities to role-play, the critical skill here is fighting effectively. A purely hack-and-slash approach will make things unnecessarily hard on the party (sometimes talking is more effective than fighting), but a party that cannot hold its own in battle has little chance of surviving.

As always, it's best to read the adventure before starting play. The adventure contains passages of boxed text. These passages describe things the characters see, feel, smell, and so on, and should be read aloud or paraphrased to the players. Items marked with bullets (•) contain important information for the DM; the player characters may or may not discover this information, depending on what they do. In many cases, text marked with a bullet contains a summary of things a creature might say in response to questions from a PC.

DM Note: Paragraphs such as these contain important reminders about the AD&D® game rules, special rules that are used in the adventure, and other items of particular importance.

Alert: Sections such as these explain how a particular encounter affects the rest of the adventure. They include notes about what nearby creatures might see or overhear while the party resolves the immediate encounter and what other events and consequences might arise from the encounter. Many *Alert* sections explain overall strategies and goals for important NPCs.

This adventure contains lots of detail about the places the party will visit and the creatures its members will meet. It is important to remember that the adventure text explains what *probably* will happen. You must apply your own good judgment and sense of drama to make the adventure work. For example, most encounters contain information about how certain areas look. If the characters have doused their lights, they will not see as much detail. Likewise, most creatures in this adventure are smart enough to change their tactics when faced with a situation in which the actions listed for them won't work.

In addition, you must decide exactly where each adventure takes place. The introductions to the adventures contain some suggestion about the prevailing terrain, but only you can decide which particular corner of your campaign world can hold each setting.

In a similar vein, you have great leeway in deciding how quickly and easily the party can get certain vital information, such as exactly how to kill the Abomination of Diirinka. The characters might discover all they need to know in a single conversation with a sage or NPC wizard, or they may have to struggle to understand the clues and hints they discover during the adventure. It all depends on what kind of challenge you decide the party should face.

Finally, you must decide how the *Axe* affects the world at large. Appendix 2 contains some guidelines, but only you know your campaign world well enough to make the decision.

GOBLIN STATISTICS

All Goblins: MV 6; SA group attacks (see pages 3–6), *thunderpots*; SW –1 to attack rolls when fighting in bright sunlight; ML average (10); AL LE.

Special Abilities: SA—Can hurl *thunderpots* up to 30 yards. The pots burst in a 15-foot radius, inflicting 4d10 points of damage.

Children: AC 10; HD 1 hp; hp 1 each; THAC0 20; #AT 1; Dmg pummel or overbear; SZ T (1 1/2' tall); Int low (5); XP 7 each.

Females: AC 10; HD 1–1; hp 3 each; THAC0 20; #AT 1; Dmg pummel or overbear; SZ S (3 1/2' tall); Int low (6); XP 15 each.

Goblin Guards: AC 5 (chainmail); HD 1–1; hp 4 each; THAC0 20; #AT 2 (shortbow) or 1 (footman's mace); Dmg 1d6/1d6 or 1d6+1; SZ S (4' tall); Int low (7); XP 15 each.

Goblin Miners: AC 7 (studded leather); HD 1–1; hp 4 each; THAC0 20; #AT 1 (pick or light crossbow); Dmg 1d6+1 or 1d6+1; SZ S (4' tall); ML unsteady (7); Int low (7); XP 15 each.

Goblin Hunters (2): AC 6 (studded leather and Dex bonus); MV 6; HD 1–1; hp 4 each; THAC0 20; #AT 2 (shortbow) or 1 (spear or net); Dmg 1d6/1d6 or 1d6 or entangle; SA +1 bonus to missile attacks (including nets) due to Dex; SZ S (4' tall); ML unsteady (7); Int average (10); XP 15 each.

Special Equipment: one net each (see page 63).

Goblin Warriors: AC 5 (chainmail) or AC 4 (chainmail and shield); HD 1–1; hp 5 each; THAC0 20; #AT 2 (repeating crossbow) or 1 (battle-ax or short swords); Dmg 1d6+1/1d6+1 or 1d8+1 (Str bonus) or 1d6+1 (Str bonus); SA poison; SZ M (4 1/2' tall); Int average (8); XP 15 each.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Goblin Elite Warriors (20): AC 5 (chainmail) or 4 (chainmail and shield); HD 1–1; hp 5 each; THAC0 20; #AT 2 (shortbow) or 1 (spear or footman's mace); Dmg 1d6/1d6 or 1d6 or 1d6+1; SD shield wall grants a +1 AC bonus vs. melee attacks and a +4 AC bonus vs. missile attacks; SZ S (4' tall); Int average (8); XP 15 each.

Goblin Sergeants, Dwarfcutter: AC 4 (chainmail, Dex bonus), HD 2; hp 9 each; THAC0 19; #AT 2 (repeating crossbow or short swords); Dmg 1d6+1/1d6+1 or 1d6/1d6; SA poison; SZ M (4 1/2' tall); Int average (9); AL LE; XP 35 each.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Special Equipment: one *thunderpot* each.

Goblin Sergeants: AC 4 (chainmail and shield); HD 2 (5 with *heroism*); hp 9 each (27 each with *heroism*); THAC0 19 (16 with *heroism*); #AT 2 (shortbow) or 1 (spear); Dmg 1d6/1d6 or 1d6; SZ M (4 1/2' tall); Int average (8); XP 35 each.

Special Equipment: One *thunderpot* and one *potion of heroism* each.

Goblin Lieutenants: AC 2 (chainmail, shield, and Dex bonus); HD 4; hp 18; THAC0 17; #AT 2 (shortbow or thrown dagger) or 1 (footman's mace); Dmg 1d6/1d6 or 1d4+1/1d4+1 (Str bonus), or 1d6+2 (Str bonus); SA *potion of giant strength* allows rock hurling and increases damage adjustment by a variable amount (see *potion of giant strength* description in the DMG); SZ M (4 1/2' tall) Int average (10); XP 120 each.

Special Equipment: *thunderpots* (number varies), *spellcache rings* (spells vary), *potion of giant strength*.

Goblin Captains: AC 2 (chainmail, shield, and Dexterity bonus); HD 6; hp 27; THAC0 15 (14 with Strength bonus); #AT 2 (thrown dagger) or 1 (sling or footman's mace); Dmg 1d4+1/1d4+1 (Str bonus) or 1d4+1 (sling bullet) or 1d6+2 (Str bonus); SZ M (4 1/2' tall) Int very (12); XP 120 each.

Special Equipment: *thunderpots* (number varies), *spellcache rings* (spells vary).

Goblin Clerics: AC 5 (chainmail); HD 6; hp 21; THAC0 18; #AT 1 (footman's mace); Dmg 1d6+1; SA spells; SD +2 saving throw bonus vs. mental attacks due to Wisdom; SZ S (4' tall) Int average (10); XP 420 each.

Special Equipment: *thunderpots* (number varies), *spellcache rings* (spells vary).

Spells: vary.

Goblin Witch Doctors: AC 10; HD 5; hp 18; THAC0 18; #AT 1 (footman's mace); Dmg 1d6+1; SA spells; SD +2 saving throw bonus vs. mental attacks due to Wisdom; SZ S (4' tall) Int average (10); XP 420 each.

Special Equipment: *thunderpots* (number varies), *spellcache rings* (spells vary).

Spells: vary.

CHAPTER I: ABOUT THE AXE

During this adventure, the *Axe of the Dwarfish Lords* functions exactly as described here. The information presented in this section supersedes all previous material published about the *Axe*.

History

When the world was new, Moradin shaped the first dwarves from the earth's fiery core and sent them forth to claim their homeland beneath the mountains. One of these dwarves, called Silvervein, stood apart from the rest. Strong, hardy, and agile-minded, Silvervein was the paragon of the young race, mighty in battle and quick to master the diverse arts Moradin taught his charges.

When the dwarves had at last wrested their homeland from the baser races that contested their claim and had shaped the realm to their liking, Silvervein grew restless. His brother dwarves had long since proclaimed him king—first among the dwarves—and called him Moradinson. But the honors brought him no joy. Every dwarf exults in work, be it craft, trade, or warfare, and in those days the dwarves had strife and toil aplenty. But Silvervein took no pleasure in battle, and the making of mundane objects did not lighten his heart; instead, he turned his hand to grander things. So fervent was Silvervein's desire to create, and so sublime were his skills, that Moradin himself took an interest in his labors, posing as a wide-eyed apprentice. With Moradin's aid, Silvervein produced the five Great Tools: the *Brutal Pick*, the *Earthheart Forge*, the *Anvil of Songs*, the *Shaping Hammer*, and the *Fierce Axe*. The *Axe* was the last and the finest of the five, as it was made using the other four tools. Silvervein mined the ore and fuel to make the *Axe* with the *Brutal Pick*. He smelted the ore and heated the resulting metal in the *Earthheart Forge*. He formed the *Axe* with the *Anvil of Songs* and the *Shaping Hammer*. After Silvervein finished his work and the *Axe* lay steaming from the final quenching, Moradin blew upon the cooling metal; the deity's breath infused the *Axe* with power.

With the *Axe* complete, Moradin doffed his disguise. As Silvervein knelt before his sovereign, Moradin taught the dwarf the secrets of the *Axe*, then departed. For the remainder of his long life, Silvervein carried the *Fierce Axe* wherever he went, and when he wielded it in battle none could withstand his puissance.

Silvervein passed the *Axe* on to the second dwarven king, and he to the next, and so on through the generations. So began the Age of the High Kings, each bearing the *Fierce Axe* as a symbol of authority and divine favor. Silvervein's descendants became known as the One Clan, and the *Axe* became its symbol. Though a symbol of dwarven pride, the dwarves seldom spoke of the *Axe* to outsiders, and never explained its true history, significance, or powers. Nondwarven scholars eventually dubbed the *Fierce Axe* the *Axe of the Dwarfish Lords*.

The Age of the High Kings ended in tragedy when the dwarf Brassbeard, nephew to Irontooth, the last High King, slew his uncle and seized the *Axe*. The betrayal plunged the dwarves into a terrible civil war. Many brave and noble dwarves perished at the hands of their brothers, and the One Clan was sundered, never to recover.

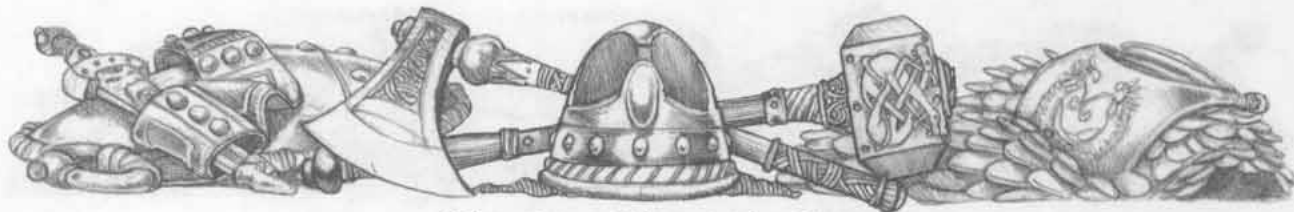
Brassbeard had secretly become a disciple of Abbathor, the dwarven deity of greed, and that dark deity relished the avarice unleashed during the war. Unknown even to Abbathor, however, Brassbeard had also struck a deal with Diirinka, the despicable and treacherous deity of the derro. Diirinka provided Brassbeard with a ferocious beast to hunt down and destroy his enemies. Brassbeard, never the most perspicacious of dwarves, could never completely control the creature; it often ran amok, slaying and devouring any dwarf it could find.

Before disaster completely overtook them, the warriors and clerics of the One Clan who had been closest to Irontooth sought out the treacherous Brassbeard. After a vicious fight, Brassbeard was slain and the *Axe* recovered. Diirinka's beast fled, fearing the power of the *Axe*.

Secretly, the surviving dwarves of the One Clan created a splendid tomb for Irontooth within their hidden stronghold of Radruundar and interred the *Axe* with him. They also buried Brassbeard, but his tomb bears no name.

Still the dwarven civil war raged on, as ambitious dwarves struggled to claim the high kingship. Without the *Axe*, however, no single dwarf could hold the quarrelsome dwarven factions together. Irontooth's kinsmen never reclaimed the throne, being too weak to hold it in the face of so many challenges and unwilling to see anyone else claim the One Clan's birthright. One by one, Irontooth's kinsmen were killed or simply passed away, taking the secret of the *Axe* to their graves. The last survivor, the warrior-priest Glyurar Moradinson, finally relented and revealed the *Axe's* location to the priests who attended him at his deathbed. By that time, however, Glyurar's memory had become fuzzy in his dotage, and he could neither fully explain the traps and wards guarding the *Axe* nor clearly recall Brassbeard's fate or what became of his monstrous servitor.

With the *Axe* apparently lost, the civil war waned; within a generation the dwarves' lawful natures and common sense took hold. They forgot their animosities and turned their attention toward traditional pursuits. The true story of the *Fierce Axe* remains a secret known only to the most senior priests of Moradin and Dumathoin (the dwarven deity of mining and underground exploration). The priests have guarded their secret carefully through the centuries. Dwarven legends say the return of the *Axe* will signal the restoration of the One Clan and a new Age of High Kings. The priests, however, know that the *Axe's* return will herald a time of great peril as well as great opportunity.



Chapter 1: About the Axe

Appearance

The *Axe* consists of a wedge-shaped, blackened steel head about a foot long and 3 inches thick at the thickest point. One end of the head broadens into a delicate-looking bit with a curved blade about 9 inches wide. A crescent of bright steel marks the blade's keen edge. The other, thicker end forms a trim, oval cone that sports four splayed prongs of silvery steel. Overall, the head resembles a volcano spouting flame.

The head bears intricate dwarven runes etched into the metal and inlaid with gold. The runes read: "Behold the Fierce Axe! Let the enemies of the High King despair!" Anyone who can read the dwarven language can read the runes, but the runes' archaic form requires a proficiency roll at a -3 penalty. Rogues who use their Read Languages ability to decipher the runes do so with a -15% penalty.

A slim haft of bright steel about 18 inches long carries the head. The shaft ends in a thickened steel handle cleverly hammered to resemble plaited leather. Below the grip, a wire thong hangs from the haft. Above the handle two plain steel rings circumscribe the haft. The haft's length varies between 1 1/2 and 4 feet, depending on which weapon function was used last (see the "Powers" section). The rings mark a telescoping section of the haft. With the haft fully collapsed, the two rings lie together.

The whole weapon seems extraordinarily flimsy and impractical, but it balances easily in most wielders' hands (see the "Powers" section), and the metal has a splendid temper. The steel handle feels warm and organic, allowing a superior grip. The wire thong proves as supple as calfskin. The *Axe* weighs 10 pounds.

Properties

Except where noted otherwise, the *Axe of the Dwarvish Lords* has the following properties:

- The *Axe* radiates only dim power if examined with a *detect magic* spell. The spell does not reveal what type of magic is present.
- The spells *detect evil*, *detect good*, *identify*, *know alignment*, and *locate object* divulge nothing about the *Axe*. Magical effects, spell-like powers, and psionic powers that duplicate the effects of these spells are also useless.
- The spells *legend lore*, *contact other plane*, and *commune* never reveal the *Axe's* location. These spells can help uncover the *Axe's* powers, but they provide only cryptic answers at best.
- The *Axe* is immune to most harm. The destructive effects of magic, monster special abilities (including breath weapons), and psionics cannot so much as scratch it (with a few exceptions, see below). A blast from a *fireball*,

a touch from a rust monster, or the breath of a dragon could not harm the *Axe*.

The *Axe* can be deliberately destroyed, however, and certain extraordinary assaults might cause the *Axe* to vanish, seemingly destroyed. If the *Axe* vanishes during the adventure, it reappears in the tomb of Irontooth Moradinson thanks to the intervention of Moradin, the deity who helped forge the *Axe*.

- Except where noted otherwise, the *Axe's* powers function even in areas of antimagic (such as within an *antimagic shell* or a beholder's antimagic ray) or on worlds or planes where they would otherwise be negated.

Destruction

The most reliable way to destroy the *Axe of the Dwarvish Lords* is to locate and light the *Earthheart Forge*. Once the forge roars fully to life, the *Axe* must be placed within the flame and heated for three days. The heated *Axe* must then be withdrawn, placed on the *Anvil of Songs*, and struck nine times with the *Shaping Hammer*. The nine blows must be struck on nine consecutive rounds. Note that using the *Forge*, *Anvil*, and *Hammer* often proves difficult for mortals; see Appendix 1 for details.

It is said, correctly, that the *Axe* will cease to exist if it ever wounds Moradin. This is not as easy as it sounds, as the *Axe* must wound the deity himself, not just one of his avatars.

Although the *Axe* proves impervious to most magical assaults, there are a few items that can cause it to vanish, as noted in the previous section.

Mordenkainen's disjunction: This spell can make the *Axe* vanish, but there is only a 1% chance per caster level of that happening. If the *Axe* vanishes, the spellcaster must attempt a saving throw to avoid losing his spellcasting abilities (see spell description). In addition, Moradin is 95% likely to visit a curse upon the spellcaster. The curse can have any one of the following effects (DM's choice):

- The caster suffers some disfigurement that marks him as an enemy of the dwarves. All the offender's hair might fall out, he might become exceptionally thin, or he might gain a scar shaped like a broken hammer or anvil. The character loses 1 point of Strength and Constitution. The character's Charisma score drops to 3 when dealing with any dwarf of neutral or good alignments. Evil dwarves, goblins, and goblin-kin tend to view the character as a kind of pathetic clown and refuse to take him seriously.
- Whenever the character casts a spell, he must attempt a saving throw vs. breath weapon. If the saving throw fails, a tremor shakes the area surrounding the character. Indoors, the tremor shakes loose parts of the ceiling, showering the offender and everyone within 10 feet with debris that inflicts 2d4 points of damage. If the ceiling is solid stone,



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the damage is 2d8 points instead. The tremor has no permanent effect on sound structures, but can collapse weak ones. Outdoors, the tremors have little effect except in mountainous areas or near cliffs, where they trigger either minor landslides (2d8 points of damage to the offender and anyone within 50 feet) or full-blown avalanches.

- Whenever the offender casts a spell in combat, one ally's weapon must make a saving throw vs. crushing blow or break.

A *wish* can restore lost spellcasting abilities, but no mortal magic can lift Moradin's curse. Moradin himself may deign to lift his curse if the offender receives an *atonement* spell from a lawful good dwarf priest and completes a quest that furthers the cause of the dwarves. It is possible, though not likely, that some deity opposed to Moradin would lift the curse if the character performed some exceptionally outstanding service.

Rod of cancellation: If one of these items strikes the *Axe*, roll 1d20. The *Axe* remains completely unaffected on a roll of 3 or more. On a roll of 2 or less, the *Axe* vanishes.

Sphere of annihilation: Should the *Axe* touch one of these items, the *Axe* vanishes and the sphere disappears into a transdimensional rift. Creatures and loose objects within 50 feet fall into the rift. Creatures must attempt saving throws vs. death magic, and unattended objects must save vs. disintegration. Failure indicates that the creature or object contacts the sphere and is destroyed. Success indicates that the creature or object falls through the rift and lands in a random location on the Astral Plane.

Powers

The *Axe of the Dwarvish Lords* serves as a potent magical weapon and grants its wielder several abilities.

Weapon Functions

The *Axe* functions as either a short pick or a long ax. The weapon changes its length according to how the wielder intends to use the weapon, always adjusting itself so the user has perfect balance—but it is never less than 1 1/2 feet or more than 4 feet long. To use the weapon properly, the wielder must be at least 3' 6" tall, but no more than 4' 6" tall. The wielder also must weigh at least 110 pounds. Wielders who do not meet the height and weight requirements suffer a -1 penalty to all attack rolls (in addition to any penalties for nonproficiency) and lose any combat bonuses from weapon skill (weapon of choice, weapon specialization, or weapon mastery).

Although the *Axe's* actual combat bonus varies with its form (see below) it always functions as a +3 weapon with

Optional Critical Hit Rules

If the critical hit rules from the *Player's Option®: Combat & Tactics* book are in play, check to see if the *Axe's sharpness* power severs a limb before checking for a critical hit. It is likely that any blow that severs a limb will also inflict a critical hit. In these cases, the opponent suffers double (or triple) damage from the hit in addition to losing an appendage.

If the specific injury rules for critical hits are in play, do not use the specific injury procedure when the *sharpness* power works; the opponent loses an appendage and cannot attempt a saving throw to avoid the effect.

In some cases, a blow might inflict a critical hit without severing an appendage; if so the opponent suffers double (or triple) damage. If the specific injury rules are in play, the opponent must attempt a saving throw to avoid additional injury. If the saving throw fails, follow the procedure for determining specific injuries. It is possible for a blow from the *Axe* to sever a limb as a specific injury even if the *sharpness* power failed to do so.

regard to which creatures it can harm. This property remains unaffected no matter where the user travels in the multiverse.

Pick: As a pick, the *Axe* usually functions as a *horseman's pick* +2. In the hands of a dwarf, however, the *Axe* has all the abilities of a *hammer* +3 *dwarven thrower*. With the command word *holarn* (literal translation: "take this"), a dwarf can hurl the weapon up to 60 yards. The range is always considered short and any combat bonuses the dwarf enjoys from Strength, Dexterity, and weapon skill apply to the attack roll, as does the *Axe's* +3 enchantment.

The weapon inflicts a base damage of 2d4+2 points to man-sized or smaller opponents and 2d4 points to larger opponents. If the opponent struck is an ogre, ogre magi, troll, ettin, giant, or giant-kin, the base damage increases to 3d4. In all cases, the +3 bonus from the *Axe's* enchantment and any other combat bonuses the dwarf enjoys (as noted above) apply to the damage roll.

A dwarf can throw the *Axe* once a round. Hit or miss, the *Axe* immediately and unerringly returns to the dwarf by the end of the round.

Axe: When used as an ax, the *Axe of the Dwarvish Lords* functions as a *sword of sharpness*. In this form, the *Axe* grants only a +1 bonus to attack and damage rolls, but any successful hit can sever an appendage (arm, leg, neck, tail, tentacle, wing, or the like) if the attack roll is high enough, as follows:





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- Normal opponent of man-size or smaller: The *Axe* severs an appendage on an attack roll of 18 or higher.
- Opponent of larger than man-size: The *Axe* severs an appendage on an attack roll of 19 or higher.
- Opponents of any size composed of solid metal or stone: The *Axe* severs an appendage on an attack roll of 20.
- Amorphous, gaseous, and incorporeal opponents: These creatures have no actual appendages, though they may assume shapes that appear to have them. The lack of true appendages makes the *Axe*'s power of *sharpness* irrelevant.

In all cases, the number needed to sever is the number rolled on the attack die, not the adjusted attack roll. For example, Throsta, who has a total attack bonus of +6 thanks to the *Axe*'s enchantment, her Strength score, and weapon specialization, engages a goblin hero in melee. Her first attack roll is a 14. Although Throsta's adjusted attack roll is a 20, more than enough to hit the goblin, the *Axe* does not sever one of the goblin's limbs because Throsta didn't roll an 18 or higher before adjustments.

Note that if the wielder does not successfully hit an opponent, the *Axe* does not sever an appendage, no matter what the die roll is. For example, if Throsta's goblin opponent were protected by a *mirror image* spell and Throsta mistakenly attacked one of the images instead of the goblin, the *Axe* could not sever one of the goblin's appendages because the attack did not hit the goblin. Likewise, if the die roll is high enough to sever an appendage but not high enough to strike the opponent's Armor Class, the *Axe* does not sever an appendage.

If the *Axe* severs an appendage through its *sharpness* power, the DM determines which limb is affected by noting what appendages might be exposed and allowing a die roll to choose between them. Although the *Axe* can sever the neck, such hits should be rare. For example, Throsta continues her fight with the goblin champion, and her next attack roll is a 20. The goblin is about to lose a limb. The goblin is a humanoid creature with five appendages (neck, right arm, left arm, right leg, left leg), and Throsta attacked from the front, where the *Axe* could reach any of the five. The DM assigns numbers to each appendage: 1=head, 2-3=right arm, 4-6=left arm, 7-8=right leg, 9-10=left leg. Throsta's player rolls 1d10 and gets a 2, indicating that the *Axe* severed the goblin's right arm.

If Throsta had attacked the goblin from the right flank, the goblin's neck, right arm, and right leg would be exposed. The DM might use 1d6 to decide which limb is severed as follows: 1=neck, 2-4=right arm, 5-6=right leg.

If Throsta fought a huge dragon, the DM could use 1d10 for frontal attacks and 1d6 for flank attacks, as noted above. (An attack from near the dragon's head would leave the tail and hind legs out of reach.) In both cases,

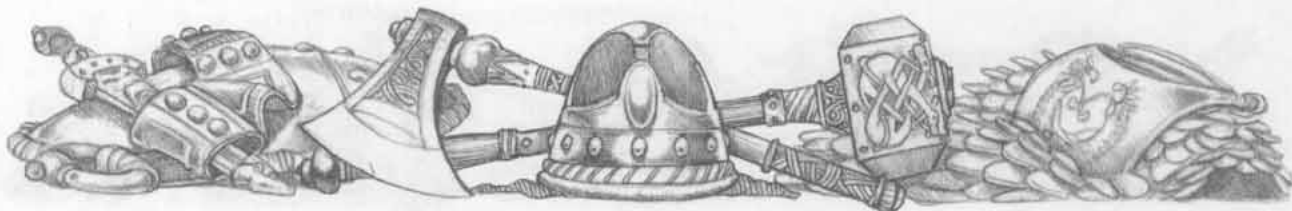
arm hits would strike the wings, and leg hits would strike the forelegs.

If the dragon was only man-sized, the DM could still roll 1d10 for frontal attacks but attacks from the flank could also sever a hind leg or the tail. The DM might use 1d8 to determine the severed appendage as follows: 1=neck, 2-3=wing, 4-5=fore leg, 6-7=hind leg, 8=tail.

Losing an appendage usually has catastrophic effects, as follows.

- Neck: Living opponents die. Unliving creatures, such as golems and corporeal undead, suffer a -1 penalty to initiative and attack rolls, provided they can keep their heads nearby (tucked under an arm, balanced atop the body, or stored in some other convenient location). An unliving creature that loses its head completely is effectively blinded, suffering a -4 penalty to attack rolls, Armor Class, and saving throws. The creature's movement rate is reduced by half. Multiheaded creatures simply lose one head.
- Arm: The severed arm cannot employ a weapon or shield or otherwise make attacks. (Trolls are an exception, as their limbs remain animated even when severed and can attack independently.)
- Wing: The creature cannot fly. If in flight when the loss occurs, the creature falls.
- Leg: Bipedal creatures are reduced to crawling (about 30 feet a round or one-quarter the normal rate, whichever is less) unless the creature uses a crutch. The loss of a second leg doesn't further impair the creature. Quadrupeds move at two-thirds their normal rate if one leg is severed, and become immobile if they lose a second leg. Creatures with more than four legs generally suffer no movement penalties as long as they have at least two functional legs on each side of the body.
- Tail: Creatures that use their tails for locomotion are reduced to one-third their normal movement rates.
- Other appendages: In most cases, choose one of the categories listed above for any appendage not listed here. A fish's pectoral fin, for example, would be considered an arm, as would an octopus's tentacle.

Bleeding: Living opponents suffer catastrophic bleeding when they lose appendages. If not slain outright through the loss of the head, an opponent must make a saving throw vs. paralyzation with a -4 penalty. A failed saving throw indicates the *Axe* has severed an appendage above a major joint. The victim collapses from shock and loses 10-60% (1d6 × 10) of his original hit points each round. A *heal* or *cure critical wounds* spell stops the bleeding (in addition to restoring hit points). A successful use of the Healing proficiency (with a -4 penalty) or a lesser amount of magical healing (at least 5 points worth) reduces the bleeding to 1 point a round. A second dose of healing stops the bleeding completely.



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Even if the opponent survives the blood loss, he becomes unable to move or attack and must rest for 2d10 weeks. Furthermore, his hit point total is permanently reduced by 25%. During the mandatory rest period the creature suffers a -4 penalty to saving throws, and all attacks directed at him gain a +4 bonus. A *heal* spell ends the rest period. Replacing or reattaching the limb negates the hit point reduction.

If the saving throw succeeds, the *Axe* severs the appendage at a *minor joint* (such as the wrist or ankle). Bleeding is much less severe; the creature loses 1 hit point a round, which can be stopped as noted above. The injury still proves debilitating, and the opponent is stunned for 1d6 rounds. During this period, the creature can move at only half its normal rate and suffers a -4 penalty to attack rolls, saving throws, and ability checks.

Undead, golems, and opponents that don't possess circulatory systems (such as plants and fungus creatures) do not bleed and suffer no incapacitation, stunning, or permanent hit point reduction. The same applies to trolls and extraplanar creatures. Insects, arachnids, and most nonhumanoid sea creatures suffer only minor bleeding (1 hit point each round) for 1 turn and suffer no incapacitation, stunning, or permanent hit point loss. For example, if the *Axe* severs a *treat's* arm, the creature does not suffer any bleeding. Likewise, a giant squid that loses a tentacle or a shark that loses a fin bleeds, but not severely.

Creatures that have separate hit point ratings for individual body parts, such as beholders and hydras, suffer neither damage from bleeding nor incapacitation, stunning, or permanent hit point reductions, though they do have to get along without any organs attached to the severed appendage.

Opponents wearing *periapts of wound closure* suffer no damage from bleeding, but they become incapacitated or stunned and suffer hit point reductions if they would normally be subject to them.

Regenerating creatures (except for trolls, see above) stop bleeding severely as soon as they regain 5 hit points and stop bleeding altogether once they regain 5 more hit points. They can become stunned or incapacitated, but they recover as soon as regeneration restores the appendage. At a regeneration rate of 1 point a turn, a creature can regrow an arm, leg, or wing in one day. A head requires one week. Replacement time is only 2 rounds if the severed appendage is recovered and pressed back onto the stump.

Spell-like Powers

The *Axe* has several spell-like powers, the uses of which require the wielder to utter a command word in the ancient dwarven tongue. Some powers also require some action from the wielder; see the individual power descriptions for

details. Invoking a spell-like power has an initiative modifier of 2 and counts as an action for the character. Attacks on the wielder can disrupt spell-like powers provided that they render the *Axe* wielder unable to speak or to complete the required action. Simply injuring the wielder is not enough to disrupt a spell-like power.

Except where noted otherwise, antimagic (such as an *antimagic shell*) prevents spell-like powers from working.

All the spell-like powers function at 20th level and are usable by any character who holds the *Axe* and knows the proper command words and actions. Sample commands and actions are included with each power description, but the DM should feel free to change them to suit the campaign.

Conjure Earth Elemental: Once a week, the *Axe* wielder can summon a 16-Hit-Die earth elemental. To summon the elemental, the wielder must chip a stone surface alternately with the *Axe's* blade and spikes while speaking the command word *jordengyyr* ("stone friend").

The elemental willingly serves the *Axe* wielder, regarding him as a friend to be obeyed and following all the wielder's commands to the best of its ability. The wielder need not concentrate to command the elemental. If left uncommanded, the elemental follows the wielder's last command as its Intelligence allows. The elemental remains for 20 turns or until slain, magically banished, or dismissed by the *Axe* wielder.

Earthquake: Once a month, the wielder can rock an area up to 100 feet in diameter with a powerful tremor. To create the tremor, the wielder must strike the ground with the flat of the blade and utter the phrase *Moradin ull gorfarl* ("Moradin smite thee"). The area's center can lie up to 120 yards away from the wielder. See the description of the 7th-level priest spell *earthquake* for the tremor's destructive effects.

Passwall: Three times a day, the *Axe* wielder can open a passage through stone, plaster, earth, or wooden walls. To open the passage, the wielder must strike the surface to be pierced with the spiked end of the *Axe* and utter the command word *sabrak* ("open"). The passage created is 8 feet high, 5 feet wide, and up to 20 feet long. It remains open up to 80 minutes. The wielder can make it close upon command and a successful *dispel magic* spell ends the effect. The passage is otherwise identical to the passage created by the 5th-level wizard spell *passwall*.

Petrify: Once a day, the wielder can petrify an opponent as though casting the reverse of the 6th-level wizard spell *stone to flesh*. The wielder extends the *Axe* toward any single opponent within 200 yards and speaks the command word *lahrjorhd* ("hard as stone"). The opponent is allowed a



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standard saving throw vs. petrification. The wielder can reverse the effect and restore any petrified creature, but cannot use both the petrification power and its reverse in the same day. To restore a petrified creature to flesh, the wielder must touch the creature with the *Axe's* handle and utter the command word *murrif* ("be nimble"). The reversed power works only on petrified creatures—it cannot turn plain stone into flesh as a *stone to flesh* spell can.

The petrification power works even in areas of antimagic if the wielder can touch the recipient (as does the power's reverse). If the recipient is unwilling, the touch requires a successful melee hit with the flat of the *Axe* blade, which inflicts no physical damage.

Constant Powers

Anyone holding or carrying the *Axe of the Dwarvish Lords* gains dwarven infravision and can note certain details in stonework, much as a dwarf can. These abilities require no command words and function as noted below.

Infravision: If the *Axe* wielder does not normally possess infravision, he gains infravision with a 60-foot range. If the wielder already has infravision as an innate or racial ability, add 60 feet to the range.

The *Axe* does not extend infravision that a spell or device provides—the wielder gains either the *Axe's* infravision or the infravision from the spell or device, whichever has the longer range.

Underground Detection Abilities: The wielder has an eye for noting certain details in stonework. If the wielder pauses and looks about for 1 round, he can note various details at a range of 10 feet or less. A dwarf wielding the *Axe* can study stonework within 20 feet. Regardless of the range, the wielder cannot study any stonework he cannot see. For example, the wielder cannot study the stone beyond a closed door.

The wielder can perform no other action while actively studying stonework; however, some detection abilities also work spontaneously (at a reduced chance of success). Spontaneous detection requires no special effort. Unless otherwise noted, the wielder can try to detect a particular feature only once a day with each method—once actively and once spontaneously (if applicable).

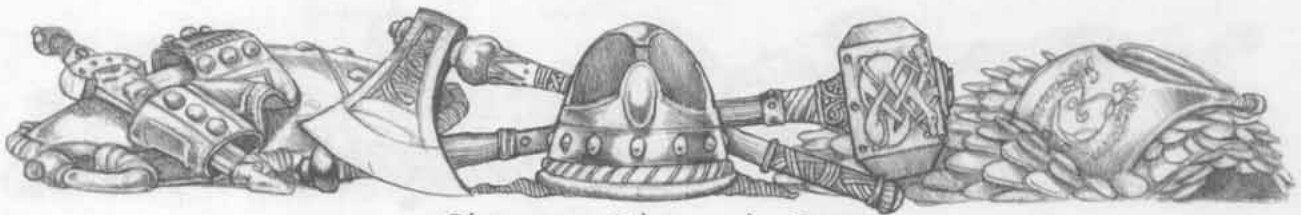
- **Detect grades or slopes in passages:** Steep grades are obvious to anyone, but the wielder can detect slopes so gentle they usually escape notice. A nondwarven wielder notices a grade or slope on a roll of 1–5 on 1d6, a dwarf on a roll of 1–11 on 1d12. The wielder need not actively study the surrounding stones; he can note a slope just by traversing it—the chance of success is 1–2 on 1d6 for nondwarves or 1–6 on 1d12 for dwarves. The wielder

can repeat the check once for every 100 feet of sloping passage he traverses.

- **Detect new construction:** The wielder can determine whether the surrounding stone has been altered in any way after its original construction. He might, for example, notice if a passage had been walled up or repaired, or if a new tunnel had been driven through an old area. The wielder can likewise determine if certain features, such as doors or reliefs, were included during an area's original construction or added later. The wielder also can use this ability to identify stonework's approximate age and the race most likely to have made it. The base chance for success is 1–5 on 1d6 (or 1–11 on 1d12 if the wielder is a dwarf). If the wielder is not actively studying the surrounding stones, he can note new construction just by passing within range; the chance of success is 1–2 on 1d6 for a nondwarf or 1–5 on 1d12 for a dwarf. Only subtle alterations require a roll; anyone can spot a brick wall filling a stone archway.
- **Detect sliding or shifting walls and rooms:** The wielder can determine whether certain structural features—walls, panels, ceilings, floors, or even whole rooms—can shift or move. The ability can sometimes reveal secret or concealed doors if they involve large features that pivot or slide. (If the text in this adventure doesn't specifically identify a secret door as a shifting feature, it is not one.) Success requires a roll of 1–4 on 1d6 for a nondwarf wielder or 1–10 on 1d12 for a dwarf.
- **Detect stonework traps:** The wielder can discern deadfalls, covered pits, folding stairs, and the like provided the mechanisms are made of stone or disguised to look like stone. The wielder notes such hazards on a roll of 1–3 on 1d6 (nondwarf) or 1–9 on 1d12 (dwarf).
- **Note approximate depth underground:** The wielder can determine about how far below the surface of the earth a passage or chamber lies. If a check fails, all further checks made on the same day also fail unless the wielder either moves at least 100 yards from the place where he made the failed check or actually ascends or descends to another level in a subterranean complex. The chance for success is 1–3 on 1d6 (nondwarf) or 1–9 on 1d12 (dwarf).

If the *Axe* wielder is not a dwarf but already has detection abilities similar to a dwarf's, he uses either the success chances noted above for nondwarves or his own, whichever are better.

Increased Lifespan: The wielder's basic lifespan doubles while he possesses the *Axe*. For example, a dwarf normally lives 250+2d100 years (see *Player's Handbook* Table 11). A dwarf who owned the *Axe* would have a lifespan of 500+2d100 years. The additional years are added to the owner's *middle age* category (see *Player's Handbook* Table 12).



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Should the owner ever lose the *Axe*, he loses the extra years of life. Owners who reach the old or venerable age categories before obtaining the *Axe* cannot benefit from this power.

Side Effects

Wielding the *Axe of the Dwarvish Lords*, or even handling it, has consequences.

Charisma Loss: The first time any nondwarf character touches the *Axe*, he permanently loses 1 point of Charisma. If another creature holds the *Axe* when a nondwarf touches it, no Charisma loss occurs. For example, if Throsta struck the evil wizard Terredo with the *Axe* during melee, the wizard would not lose a point of Charisma. However, if Terredo froze Throsta with a *hold person* spell, then wrested the *Axe* from Throsta's grasp, the wizard would lose a point of Charisma.

Magic Drain: Anytime the *Axe* wielder holds or carries a magical item, there is a 20% chance the item will become permanently nonfunctional. Items held or carried by other creatures are not subject to this power, nor are spell effects. For example, Throsta finds a scroll in a treasure room and picks it up. There is a 20% chance the scroll will be destroyed. Later, Throsta encounters a *wall of force* effect. Throsta's touch has no effect on the wall.

This power never drains the *Axe* itself or any other artifact.

Transformation: The *Axe* slowly transforms its wielder into a dwarf warrior. Each week, the *Axe* wielder must attempt a saving throw vs. polymorph at a -4 penalty. Any failure causes the wielder to become more dwarflike. Even dwarves might grow or shrink until they attain the ideal dwarf physique (dwarves do not receive the usual Constitution-based bonus to saving throws vs. magical attacks when rolling saving throws against this side effect).

The transformation eventually makes the wielder 4'1" tall with a weight of 147 pounds. The character's build becomes lean overall, with sinewy muscles, broad shoulders, stumpy legs, and a barrel chest. The transformed wielder has light tan skin with ruddy hands and cheeks, thick coal black hair and a matching beard (even females), and sparkling eyes that retain their original color.

Each failed saving throw changes the wielder's height by 1d6 inches—the wearer grows if shorter than 49" and shrinks if taller than 49". The height change always stops at 49", even if the die roll indicates a shorter or taller height. For example, Throsta is 45" tall. She carries the *Axe* for a week and fails her saving throw. Because she's shorter than the "ideal" 49", the transformation will make her grow. The DM rolls 1d6 and gets a 5; Throsta becomes 49" tall, not 50.

Whenever the wielder's height changes, his new weight is always three times his new height in inches. For example, if Eula the halfling grows to a height of 40", her new weight will be 120 pounds.

Though the wielder's behavior might betray him as an unusual dwarf, the transformation leaves no detectable traces. Not even a *true seeing* spell reveals the wielder's original form.

The transformation into a dwarf strips the wielder of any special racial abilities the character might have had and replaces them with dwarf abilities, as shown below:

New Height	Effect
58" or more	None
57-54"	Minor
53-50"	Dwarf
49"	Dwarf Fighter
48-45"	Dwarf
44-41"	Minor
40" or less	None

New Height: This is the wielder's height *after* failing a saving throw and growing or shrinking.

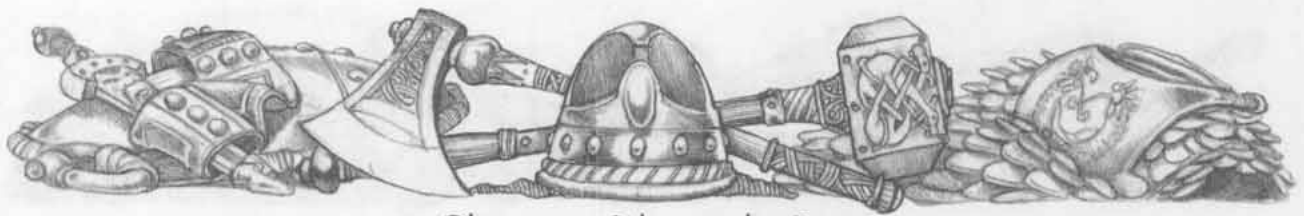
Minor: The wielder's hair darkens (if not already black) and thickens. Beardless characters sprout a few tufts of hair on the chin. The wielder's skin becomes slightly lighter or darker as the wielder's complexion becomes more like a dwarf's. The character's eye color remains unchanged.

Dwarf: The wielder becomes a dwarf in all respects, gaining the full slate of dwarf abilities as described in Chapter 2 of the *Player's Handbook*. Any racial abilities the wielder had before the transformation are lost in favor of the wielder's new dwarf abilities. The wielder now functions as a dwarf in all respects. The *Axe's* constant powers work as they would for any other dwarf.

If any of the wielder's ability scores exceed dwarven maximums, the extra points are transferred to the wielder's Strength or Constitution scores, provided they don't already meet or exceed dwarven maximums. The DM decides where the transferred points go; any excess points are lost.

If the character has any ability scores below the dwarven minimums, they immediately increase to the minimum value.

If the character is a member of a class not normally open to dwarves, the character still can gain experience, but cannot gain any new levels. (If the wielder keeps the *Axe*, he can benefit from the experience eventually; see below.) The same holds true if the character is a member of a class open to dwarves, but has exceeded the dwarven advancement limit (see Chapter 2 in the *DUNGEON MASTER Guide*).



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Dwarf Fighter: No matter what the wielder's class or classes, the wielder becomes a single-classed dwarf fighter. If the wielder already is a single-classed fighter, there is no effect. If the character is dual- or multi-classed, all his experience is combined and applied to the fighter column of Table 14 in the *Player's Handbook*. Although a dwarf, the wielder enjoys unlimited advancement in the fighter class. If the character's old prime requisite was higher than his Strength score, the two scores are switched. If the character had multiple prime requisite scores, the highest of them is switched with Strength, the next highest with Constitution, and the next highest with Dexterity (provided that the prime requisites were higher than the corresponding scores). As a result of the transformation, the character's hit points must equal at least 6 points for each full Hit Die (fighters have a maximum of 9 Hit Dice), plus 3 hit points for each level beyond 9 and any applicable bonus from his new Constitution score. Thereafter, the character receives hit points normally with each increase in level.

If the wielder is not proficient in the use of the battle-axe and military pick, he must immediately trade any two proficiencies (weapon or nonweapon) for skills in these weapons. The character must wait until he gains one weapon proficiency slot as a fighter before specializing in either of these weapons, and such delayed specialization is possible only if the character didn't have a specialization in another weapon already. The wielder's memories, attitudes, and nonclass abilities—including weapon proficiencies, nonweapon proficiencies, and languages—remain otherwise unchanged. The wielder makes saving throws and earns experience as a fighter.

An Example of Transformation: Auxjernos, a gnome thief/illusionist of level 7/7, is transformed into a dwarf fighter. Auxjernos had the following ability scores: S 10, D 18, C 14, I 16, W 11, Ch 10. Auxjernos had 66,000 experience points in each class and 21 hit points. As a thief/illusionist, Auxjernos had two prime requisites: Dexterity and Intelligence (Dexterity also is a secondary prime requisite for illusionists, but the thief class makes that irrelevant). Auxjernos must switch his Dexterity and Strength scores and also must switch his Intelligence and Constitution scores, leaving him with the following ability scores: S 18, D 10, C 16, I 14, W 11, Ch 10. Since he is now a fighter with a Strength score of 18, Auxjernos is entitled to an exceptional Strength roll. Auxjernos's player rolls percentile dice and gets a 90.

As a newly transformed fighter, Auxjernos now has 132,000 experience points, raising him to 8th level. Auxjernos's hit point total rises to 64. (The transformation leaves him with at least 48 hit points $[8 \times 6 = 48]$ plus 16 bonus hit points $[8 \times 2 = 16]$ for his new Constitution score of 16.) Auxjernos's player decides to trade two thief proficiencies, Forgery and Tightrope walking, for proficiency in battle-axe and military pick.

Avoiding the Axe's Influence

No barrier or protective device can prevent the *Axe* from influencing the bearer, including *anti-magic shells* and extradimensional spaces. A character who has touched the *Axe* and subsequently placed it in a *portable hole* is still under its influence. Manipulating the *Axe* indirectly (with an *unseen servant* or a *telekinesis* spell, for example) does not provoke any side effects. Note, however, that a character must touch the *Axe*—and therefore fall under its influence—to use any of its powers.

The *Axe* can be in only one creature's possession at a time. When in doubt, the creature actually touching the *Axe* is the wielder. For example, if Throsta tucks the *Axe* into her backpack she becomes the *Axe* wielder. If Throsta then climbs aboard a mount, the mount does not fall under the *Axe's* influence.

The *Axe's* magic-draining side effect functions only when the wielder actually holds or carries the *Axe*; however, each time the wielder picks up the *Axe*, any magical items he carries might be drained unless they already have previously survived a draining check during the past year. For example, if Throsta puts down the *Axe* to search a pile of treasure, any magical item she handles while she does not have the *Axe* in her possession is safe from the *Axe's* draining side effect. When Throsta picks up the *Axe* again, any working magical item Throsta had in her possession when she set the *Axe* aside remains safe. If, however, she had pocketed a newly discovered item during the time the *Axe* was laid aside, that item would have a 20% chance to be drained the moment she picked up the *Axe* again. On the other hand, if Throsta puts down a working item while carrying the *Axe*, and then picks it up again an hour later, the item is not subject to another draining check.

The wielder remains subject to the transformation side effect even when not actually holding or carrying the *Axe*. Abandoning the *Axe* has no effect; the transformation continues until the wielder becomes a dwarf fighter or the *Axe* comes into another creature's possession. The owner's death halts the transformation process. Transformation also halts if the owner receives a *temporal stasis* or *imprisonment* spell, but only as long as the spell lasts.



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Removing Side Effects

All the side effects from the *Axe of the Dwarvish Lords*, good and bad, are permanent and generally irreversible as noted below.

Charisma Loss: No mortal means can undo the Charisma loss a nondwarf character suffers upon touching the *Axe*. A magical tome could increase the reduced score, however, as could *wishing* (see Chapter 1 of the *DUNGEON MASTER Guide*). For example, Iphan of Atee, a human paladin, picks up the *Axe*; Iphan's Charisma score drops from 18 to 17. Iphan could not use a *wish* to undo the loss, but a series of 10 *wishes* could raise the score from 17 to 18, as could reading from a *tome of leadership and influence*.

Magical Item Draining: When the *Axe* drains a magical item of its enchantment, the item remains forever nonmagical. It cannot be enchanted again through the use of the *enchant an item* spell or a *wish*. If the optional rules for true dweomers and signature items from the *DM™ Option: High Level Campaigns* book are in play, true dweomers prove no more useful than *wishes* for restoring the drained item. If the drained item was a signature item (see *High Level Campaigns*, Chapter 7) the draining effect breaks the link between the owner and the item.

Racial Transformation: Changes to the wielder's physique and race wrought by the *Axe*'s transformation power can be concealed, but not reversed by mortal efforts. A transformed character might use a *hat of disguise* or polymorph magic to alter his appearance, but the wielder's true form remains as the transformation effect has wrought. If a transformed wielder is killed and then reincarnated into a creature other than a dwarf, the transformation begins anew.

Direct intervention from a greater power can remove side effects from the *Axe*. How a player character might petition a power for aid remains entirely up to the DM. The character might travel to the power's abode on the Outer Planes and seek the deity's aid directly. (The *On Hallowed Ground* accessory for the PLANESCAPE® setting would be helpful here.) Characters choosing this option should be prepared to wait a long time for an audience and to pay a high price (in gifts or services or both) just to gain an audience.

A character might also obtain aid by seeking out a priest or cleric of the deity and completing an arduous quest, which might gain the power's favor.

The power best able to remove the *Axe*'s side effects is Moradin, the dwarven deity who lent his blessing to the *Axe*'s manufacture. At the very least, Moradin would demand that the *Axe* be placed once again within

Irontooth's tomb and that the mortals involved keep the location secure.

Of the three side effects the *Axe* wielder might suffer, Moradin would most readily agree to reverse Charisma loss. Moradin serves as patron to the entire dwarven race, and might try to persuade the wielder to accept a +2 Charisma bonus to dwarves rather than restoring the lost point.

Being a smith's deity, Moradin values metalwork, particularly martial implements, and so he might also be persuaded to restore a weapon or piece of metal armor the *Axe* has drained, provided the owner has not used it to harm a dwarf.

Being the patron and originator of the dwarven race, Moradin would be loath to restore characters who have been transformed into dwarves. Still, if the former *Axe* wielder served the dwarven race well during the adventures surrounding the *Axe*, if the character makes it clear that he doesn't mind being a dwarf but simply prefers his original class and race, and if he vows to remain a friend to the dwarves forever after, Moradin might just restore the character. Needless to say, the former *Axe* wielder will find himself repeatedly involved in adventures involving the welfare of the dwarves for the remainder of his life after making such a vow. Personal favors from powers always carry a price.

Other greater powers might assist the wielder, but only if the character has been particularly loyal to them or has rendered some service the deity finds valuable. Most dwarven powers would refuse to assist the wielder without consulting Moradin first; most lawful good powers and powers whose spheres of control include the earth, smithwork, mining, metals, or the like also will consult with Moradin before aiding the wielder.

Powers opposed to Moradin, such as the orc deity Gruumish, might assist the *Axe* wielder, but only at a dire price. The wielder would have to successfully embark on a quest to destroy the *Axe* just to get the deity's attention. Even then Gruumish is unlikely to intervene unless the adventures surrounding the *Axe* went badly for the dwarves.



CHAPTER 2: NONPLAYER CHARACTERS

Tairdo

18th-level male human conjurer

Alignment: Neutral Evil
Move: 12
AC: -7
THACO: 15
Hit Points: 43

Strength: 8 **Intelligence:** 18
Dexterity: 17 **Wisdom:** 8
Constitution: 15 **Charisma:** 15

Weapon Proficiencies: Dagger, dart, staff.

Nonweapon Proficiencies: Read/Write Common (19),
Read/Write Dwarven (19), Read/Write Elven (19),
Ancient History (17), Herbalism (18), Pottery (15), Spell-
craft (16).

Languages: Common, dwarven, elven, goblin, ogre.

Armor: Bracers of defense AC 4, cloak of protection +3, ring of
protection +3, 5' radius.

Weapons:

- dagger of venom +2 (filled with six doses of Type D poison; onset time of 1d2 rounds, target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails)
 - three darts of dwarf slaying²
 - six darts +3
 - staff of power³ (25 charges)
- Equipment:** Small golden horn, eight vials of powerful acid⁴, wax tablet and stylus.

Magical Items:

- ring of wizardry (doubles 1st- and 2nd-level spells)
- bag of tricks (type C)
- obsidian steed
- clear spindle ioun stone (sustains user without food or water)
- pearly white spindle ioun stone (allows user to regenerate 1 hit point a turn)
- pale lavender ellipsoid ioun stone (absorbs spells of up to 4th level, has 20 spell levels of remaining capacity)
- glowgem (19 charges)
- girdle of many pouches
- horn of collapsing
- dust of disappearance (eight pinches)
- boots of elvenkind
- pearl of power (3rd-level spells)
- pearl of power (4th-level spells)
- scroll with three dispel magic spells
- scroll with three invisible stalker spells
- two spellcache rings (stoneskin)
- amulet of the Abomination

Age: 29

Height: 5' 5"

Weight: 136 lbs.

Hair/eyes: Brown/brown

Spells/day: 10/10/5/5/5/3/3/2/1 (plus one extra
Conjuration/Summoning spell per spell level)

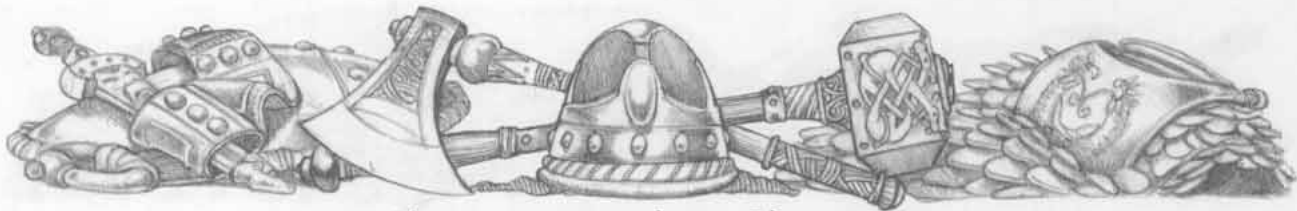
Spellbooks:

- 1st—cantrip*[†], comprehend languages[†], color spray, enlarge, find familiar*, feather fall[†], friends, grease*[†], read magic, sleep, taunt[†], Tairdo's magic aura⁵, unseen servant*[†], ventriloquism.
- 2nd—continual light, darkness 15' radius, detect invisibility, knock, forget, glitterdust*[†], mirror image[†], Tairdo's acid arrow*^{†6}, summon swarm*[†], wizard lock[†].
- 3rd—dispel magic[†], flame arrow*[†], haste, invisibility 10-foot radius[†], item, monster summoning I*[†], nondetection[†], phantom steed*, sepia snake sigil*, spectral force, suggestion.
- 4th—dimension door[†], improved invisibility[†], minor globe of invulnerability, monster summoning II*[†], phantasmal killer, stoneskin, Tairdo's black tentacles*^{†7}.
- 5th—demi-shadow monsters*, monster summoning III*[†], Tairdo's faithful hound*^{†8}, Tairdo's lamentable belaborment⁹, teleport[†], magic jar[†].
- 6th—anti-magic shell, ensnarement, invisible stalker*[†], monster summoning IV*[†], project image[†].
- 7th—spell turning[†], Tairdo's instant summons*¹⁰, simulacrum, limited wish*, monster summoning V*[†], power word stun*[†].
- 8th—power word blind*[†], monster summoning VI*[†], symbol*.
- 9th—monster summoning VII*, power word kill*[†], Tairdo's disjunction^{†11}.

* Conjuration/Summoning spell

† favored spell

1. In addition to the skills listed here, Tairdo is a proficient alchemist and researcher. The *PLAYER'S OPTION: Spells & Magic* book (Chapter 4) contains descriptions of these two proficiencies. If you don't have *Spells & Magic*, you can ignore these skills (though important to the character's history, they have no bearing on the adventure) or assign Tairdo other proficiencies from the *Player's Handbook*.
2. These items of Tairdo's own invention function like arrows of slaying, but are darts. Each has a shaft carved from a giant's femur, a point forged from armor taken from a fallen dwarf, and fletching made from feathers taken from a griffon's wings.
3. Tairdo cannot use the staff's shield, magic missile, lightning bolt, cone of cold, and fireball powers because he is a conjurer. Tairdo keeps the staff for its defensive benefits (+2 bonus to Armor Class and saving throws) and for use as a melee weapon; he might occasionally use the staff's spell-like powers (especially globe of invulnerability). If faced with a



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no-win situation and unable to escape, he'll make a retributive strike, just to take a few enemies down with him.

4. The acid makes a puddle with a 1-foot diameter. A direct hit inflicts 4d4 points of damage. A splash hit inflicts 1d4 points of damage. A flask of acid will eat away 3 inches of wood, rock, or metal. Anyone struck by a direct hit must attempt a saving throw vs. breath weapon. If the saving throw fails, the character's equipment must attempt item saving throws vs. acid at a -2 penalty to avoid destruction.
5. Identical to *Nystul's magic aura*.
6. Identical to *Melf's acid arrow*.
7. Identical to *Evard's black tentacles*.
8. Identical to *Mordenkainen's faithful hound*.
9. Identical to *Leomund's lamentable belaborment*.
10. Identical to *Drawmij's instant summons*.
11. Identical to *Mordenkainen's disjunction*.

Small-boned, short, fidgety, and a little greasy, Tairdo seems more like a nervous boy than the dangerous maniac he is. From a distance or in dim light, he looks even younger than his 29 years, but a close look reveals baggy, watery eyes and a face creased with worry lines. The wizard's hands never seem to rest; he constantly fiddles with writing implements or various spell components. When empty-handed, Tairdo constantly kneads and pinches his body, as though to reassure himself he's still there.

Tairdo dresses in a black linen doublet decorated with gold thread and buttons. He wears gray silk hose and a matching gray wool beret decorated with a diamond and platinum medallion (value 8,000 gp). Tairdo wears a ring on each finger and both thumbs. These adornments always include his *ring of wizardry* (a thick band of ivory set with three clear blue sapphires) and his *ring of protection* (an iron ring with an emerald). Tairdo's other rings are gold, set with a variety of faceted stones. The wizard's restless hands set the stones all aglitter. Tairdo's gray-green *boots of elvenkind*, ginger-colored leather *girdle of many pouches*, and olive green *cloak of protection* complete his outfit. He keeps his *spellcache rings* tucked into his *girdle of many pouches*, along with sundry other equipment.

Two driving passions rule Tairdo's life: self-preservation and a burning hatred for dwarves.

The first of these is easily explained: Tairdo is a coward. The only thing he loathes more than a dwarf is a fair fight. He has a low threshold of pain and no stomach for danger. His cowardice has done nothing to trim his pride or ambition, but he will not stand and fight unless he has no other choice—and he goes to great lengths to make sure he always has another choice.

Whenever possible, Tairdo arranges to have minions or conjured monsters fight for him. If he can't avoid getting involved in a fight, he always attacks from concealment and tries to arrange things so his opponents cannot effectively retaliate. At the slightest hint of danger he retreats, but always with the intention of returning for another stealthy assault. Much of Tairdo's daily spell selection consists of defensive spells to protect him from any possibility of harm.

Tairdo rationalizes his gutlessness by claiming that his hit-and-run tactics are just a way of avoiding bad luck. With one bad break, Tairdo says, even a lesser mortal could defeat him. (In Tairdo's mind, all mortals are lesser than he.) Tairdo has come to enjoy his sneaky approach to combat. He gets a perverse thrill from watching opponents vainly trying to locate him as he launches a spell assault. The more confusion and consternation he can create, the better Tairdo likes it.

If he can arrange it, Tairdo prefers to conceal himself behind an arrow slit or peephole, then cast *project image*. He sends *summoned monsters* or *demi-shadow monsters*, or both, to make a show of defending the image while he launches a spell assault from perfect safety. If the *project image* tactic proves impractical, Tairdo uses *improved invisibility* and *non-detection* to stay concealed while casting his spells. He stashes away his *ioun stones* while invisible for fear they would betray his position and uses *spell turning* to give him some protection from counterattack. In either case, he escapes via *dimension door* if discovered. He always holds a *teleport* spell in reserve, but is loath to use it lest he arrive off target and be harmed or killed. Tairdo is never without a full strength *stoneskin* spell if he can help it. If he really gets in trouble, Tairdo escapes using his *obsidian steed's plane travel* ability—an act of last resort because the wizard finds the thought that he might become trapped on an infernal plane terrifying (see item description in the *DUNGEON MASTER Guide*).

Tairdo bemoans his inability to learn the *contingency* spell, which he knows could whisk him safely away when danger threatens. He has tried unsuccessfully to create a version of the spell he can use. He's also searching for a copy of the *clone* spell, to use in case the unthinkable happens.

Tairdo privately claims to have originated several spells now in widespread use but usually attributed to other wizards (see the spell list, previous page). While it is likely that Tairdo could have independently





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developed some of these spells, it's unlikely that he researched all of them from scratch. If asked why he does not publicly take credit for his inventions, Tairdo explains that he keeps busy with work more important than self-promotion.

Tairdo's abhorrence for dwarves is harder to explain. He resents them for their stalwart natures and physical toughness, qualities that Tairdo lacks. Dwarven resistance to magic and poison make Tairdo seethe inwardly. On one hand, Tairdo would love to possess these qualities himself (though he won't admit it). On the other hand, the two qualities make dwarves difficult for Tairdo to defeat and Tairdo thinks that's unfair. Over the years, he has studied many dwarf captives, seeking to discover the secret of their hardiness, but to no avail.

Tairdo has convinced himself that the whole dwarven race exists just to vex him. His revulsion for dwarves permeates all his thoughts and deeds. For example, he uses the phrase "Don't be a dwarf!" when he thinks someone has been stubborn or silly. If he dislikes something, he refers to it as "dwarven."

Tairdo's goblin allies admire him for his well-developed ability to skulk around the edges of a fight and still hurt the enemy. They share his attitudes about dwarves. Early in his life, Tairdo didn't give goblins much thought, except to conclude that they must have something going for them or dwarves wouldn't hate them so. More recently, he has come to think of goblins as the natural successors to the degenerate dwarven race.

Tairdo has taken a goblin female, Qamhuul, as a lover. The lady originally served as a henchman, but Tairdo shrewdly guessed he could ensure her loyalty by offering her a little romance. When Qamhuul gained the *Axe of the Dwarvish Lords* and was transformed into a dwarf, the wizard was briefly taken aback. Ultimately, the event inspired his current scheme to rid the world of dwarves. Qamhuul's *hat of disguise* allows her to assume her goblin appearance when they are together.



Qamhuul

12th-level female dwarf fighter

Alignment: Neutral Evil
Move: 12
AC: -4
THACO: 9
Hit Points: 81

Strength: 17 **Intelligence:** 10
Dexterity: 15 **Wisdom:** 10
Constitution: 16 **Charisma:** 11

Weapon Proficiencies: Dagger, dart, short sword, short bow, club, battle-ax (specialized), warhammer, military pick.

Nonweapon Proficiencies: Read/Write Common (11), Blind-fighting, Tightrope Walking (15).

Languages: Common, dwarvish, elvish, goblin, hill giant

Armor: bracers of defense AC 2, cloak of the bat, ring of protection +2.

Weapons:

- *Axe of the Dwarvish Lords*
- *short bow* +1
- *ten flight arrows* +2
- *warhammer* +2

Equipment: Small golden horn, two vials of powerful acid¹.

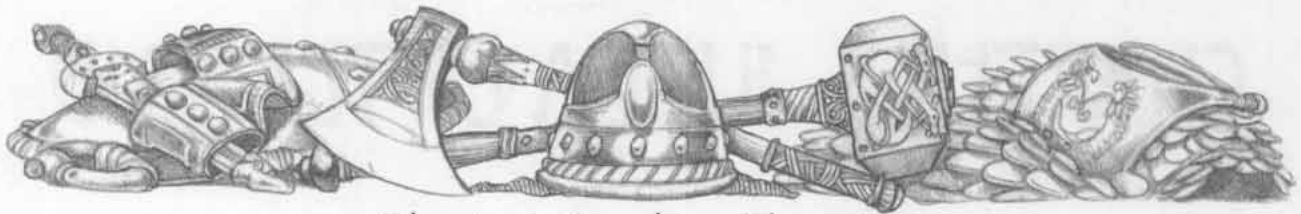
Magical Items:

- *boots of striding and springing*
- *dust of disappearance* (two pinches)
- *gauntlets of ogre power*
- *hat of disguise*
- *two potions of extra healing*
- *potion of giant strength*
- *potion of super-heroism*
- *rod of rulership* (31 charges)
- *rope of climbing*
- *spellcache ring* (monster summoning IV)
- *spellcache ring* (phantasmal killer)
- *spellcache ring* (stoneskin)

Age: 22
Height: 4' 1"
Weight: 147 lbs.
Hair/eyes: Black/yellow

1. See page 19, note 4, for the acid's effects.

Qamhuul was born a goblin female. She had sallow skin tinged with orange and lemon yellow eyes. Her flat face had a doglike muzzle and her mouth had pointed



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teeth; her ears were long and pointed. She had rounded shoulders and her gangly arms hung down past her bony knees.

Now, however, the *Axe of the Dwarvish Lords* has transformed her into a strapping dwarf lass with lustrous black hair, ruddy skin, and well-muscled limbs. She has kept her yellow eyes, however.

In her youth, Qamhuul railed against her inferior status as a goblin female. Never content to fill a subservient roll, Qamhuul endured considerable abuse as she struggled to assert herself. Eventually, she fled her clan at age 13 to avoid execution for her unruly ways.

Qamhuul became an accomplished fighter/thief, though she never gained quite enough wealth to live as comfortably as she might have liked. Her adventures eventually brought her in contact with Tairdo, who needed a bodyguard/assassin who wasn't afraid to cross blades with dwarves on a regular basis. The pair soon became lovers. For her part, Qamhuul found the human oddly attractive, both for his looks and for his wealth and power.

Eventually, the two concocted a plan to take over a tribe of goblins. The scheme offered Qamhuul a taste of power (which she relishes) and Tairdo a secure place to conduct magical research and a steady supply of anti-dwarf allies. They chose the Roaring-water tribe of Radruudar because it was fairly large, had an elderly chief, and was situated in an isolated former dwarven stronghold.

The pair had no idea that they had stumbled across the hiding place of the *Axe of the Dwarvish Lords*. When the pair first recovered the *Axe*, they thought they had merely recovered a valuable magical weapon. Qamhuul's transformation into a dwarf came as quite a shock, but Qamhuul's *hat of disguise* allowed her to conceal her fate from the pair's goblin subjects. The deception proved fairly simple, because Qamhuul had been posing as Akhil Greataxe, a male goblin, all along. She simply used the *hat* to maintain her Akhil guise.

Tairdo lost no time in researching the *Axe's* true nature after Qamhuul's transformation into a dwarven fighter. Once he knew the full story of the *Axe*, Tairdo

convinced Qamhuul they had all the tools they needed to discredit and eventually destroy the dwarven race.

Today, Qamhuul continues to pose as Akhil Greataxe. Tairdo publicly acts as Akhil's advisor, though he's actually in charge. The goblins of the Busted clan (see Chapter 4) know who really rules the roost, but they don't suspect the whole truth. The threat of retribution from Tairdo, and Qamhuul's *rod of rulership*, keep the pair's subjects in line. Qamhuul has done nothing to improve the lot of goblin females in Einbkak; she is too fond of her power and privilege to risk losing it in a coup provoked by any radical social

change. She did, however, see to it that all vestiges of the old political order in the tribe were swept away.

Though Qamhuul dislikes being a dwarf and regrets the loss of her thief abilities, she also relishes her newfound strength and fighting prowess (something she would never admit to Tairdo).

In combat, Qamhuul makes full use of her magical items, including the *Axe of the Dwarvish Lords*. Like Tairdo, she prefers to stay protected with a fully charged *stoneskin* spell. Whenever Tairdo has no *stoneskin* spell to spare, she uses one of her *spellcache rings*. Qamhuul usually begins a battle by charging into melee, where she can make use of the *Axe's* power of *sharpness*. She fights until her *stoneskin* spell no longer protects her, then looks for an opportunity to leap out of harm's way with her *boots of striding and springing*.

Once out of reach, she ducks for cover and calls on a shaman or witch doctor to heal her while she uses the *Axe* as a throwing weapon or drinks a potion. If menaced by spellcasters, she attacks them with the thrown *Axe* to disrupt their spells. If faced with opponents she has difficulty hitting, she uses her *potion of super-heroism*. Otherwise, she drinks her *potion of giant strength* and bounds back into the fray. She saves her healing potions for times when she can't obtain any healing spells. If faced with defeat, she usually uses her *dust of disappearance* and flees. If Tairdo is threatened, however, she sticks around to fight invisibly at least until he can escape.



CHAPTER 3: JUST A LITTLE FEUD

The unsuspecting mining community of Oredeep is about to play host to the first act in the drama of the *Axe of the Dwarfish Lords*. It is here that Tairdo plans to strike his first blow, and a huge goblin army some 30,000 strong already is on the march toward the city when the party arrives.

Background for the DM

Oredeep is a medium-sized walled city located in a river valley that runs through the foothills of a great mountain range. The climate runs on the chilly side of temperate, but the city enjoys slightly better weather than outlying areas thanks to its sheltered location.

Oredeep is an independent city ruled by a civic council made up of the most prominent landowners and merchants. The council not only sets the political agenda for the city but also sets prices for goods shipped out of the city. A mayor elected by the council from outside its own ranks serves as the titular head of the government, but the council wields the real power. The mayor's primary job is to see that the council's edicts are put into practice efficiently and to look after the city's daily affairs while the council members tend to their businesses. The current mayor is Sigrieda Sherwynd, a wizard who has proven herself an able administrator through several terms of office.

Oredeep has a mixed population of dwarves and humans who get along reasonably well, though visitors often complain that the humans have become decidedly dwarflike—taciturn and distrustful of strangers but extremely hard working.

Among dwarves, Oredeep is infamous for a feud between two local clans, the Filwhyr (FIL-wheers) and the Morklists (mor-KLISTS).

The feud is more legend than reality. The Filwhyr and Morklists have had their share of arguments over the decades, and the current clan leaders, Cliara Filwhyr and Starag Morklist, have been rivals in everything from trade to war since they were children. That is about as far as the feud goes. The situation leads many dwarves to conclude that the dwarves of Oredeep have become somewhat short-tempered and hotheaded, probably from living too close to humans.

A serious flare-up in the feud came about 30 years ago, when Starag lost his wife in childbirth. At the time, Cliara was a widow, her husband having disappeared on a prospecting expedition a decade before. For a time, local rumor held that the pair had shared a romance in their youth and speculations about a clan-joining, feud-ending wedding abounded. When both prospective bride and groom denied the rumors and disavowed any intention to wed again, waves of resentment swept over both clans. Each perceived the other leader's desire to stay single as a judgment that the other clan was unworthy.

Since the incident, relations between the clans have been cool, and there have been a few brawls and squabbles over mineral rights that became more heated than the situation warranted. Dwarves are infamous for fighting wars to the death, and tales of the great Filwhyr/Morklist feud have spread far and wide, a spark of truth fanned into flame by the winds of imagination.

In fact, both dwarf and human residents are a suspicious and hardworking bunch. They also close ranks around the council and mayor whenever trouble threatens, and they take care of their neighbors (no matter what their race) whenever the need arises.

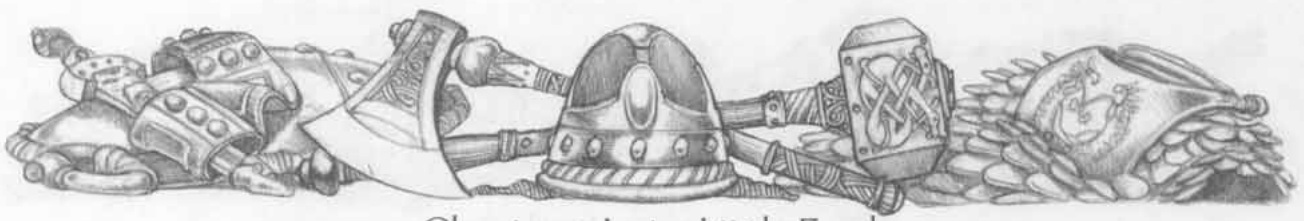
Oredeep has recently fallen on hard times. Once the premier supplier of raw metal, forged goods (including weapons), and building stone in the entire region, Oredeep is feeling competition from many smaller communities that have reopened old dwarven mines in the area. Prices for Oredeep's goods have fallen, and the city has lost a great deal of clout. Most citizens treat outsiders brusquely unless the newcomers make it clear they've come to purchase goods. Adventurers and other itinerant folk get a cold shoulder in Oredeep—the citizens view such folk as potential spies looking to steal trade secrets or customers.

In a show of public solidarity, Starag and Cliara have arranged a marriage between Cliara's youngest son, Durril, and Starag's foster daughter, Runa. The two clan elders intend to use the marriage to declare an official close to the feud, putting tales about it to rest and reassuring the entire population of Oredeep that the city's ills can be cured.

Unfortunately for Oredeep, Tairdo considers the city an excellent target for early conquest. The city controls more than enough mineral wealth to equip a vast army, but its recent woes have made it vulnerable (its standing army numbers only 1,000). Because the city's importance to trade is fading, Tairdo hopes its fall will draw little attention. And because Oredeep is hardly on good terms with its neighbors, the wizard hopes organized resistance to his army will prove slow to form.

As noted earlier, Tairdo's goblins have begun their march on the city. Goblin troops mounted on worgs form the vanguard, supported by more goblins and a smattering of duergar and human mercenaries. The main body of goblins follows; contingents of ogres and giants travel with the main body. The army already has obliterated several dwarven communities and human towns. Each assault begins with the arrival of the worg riders, who surround the place and cut it off. Once isolated, the target has little chance of resisting the horde that descends upon it a few days later.

Though the army is miles from Oredeep at the adventure's opening, Tairdo's agents have been at work in the city for several months, implementing an insidious but extravagant plan to discredit Oredeep's dwarves and disrupt any defensive preparations. Tairdo has used simulacra of local dwarves to stage several violent incidents that



Chapter 3: Just a Little Feud

Getting the Party Involved

have inflamed the Filwhyr/Morklist feud, producing some real violence, not all of it directed solely at dwarves.

The first serious incident involved a fire set deep in a Filwhyr mine. Presumably, a pair of Morklist dwarves set the fire so as to fill the mine with noxious, but fairly harmless, smoke; however, the fire spread and caused a massive cave-in. The whole town turned out to rescue trapped dwarves and recover the bodies of those slain in the mishap. Starag Morklist and a hand-picked contingent of personal bodyguards joined the rescuers. When the bodies of two torch-carrying Morklist dwarves were found in the rubble, suspicion naturally fell on the Morklist clan. Starag was forced to withdraw, but not without taking the bodies of his kinsmen back to his own stronghold.

In fact, Tairdo's lover, Qamhuul, used her *hat of disguise* to pose as Everild Filwhyr, a very eligible young dwarf woman. Qamhuul lured the two Morklist dwarves into a trap. Qamhuul and several duergar mercenaries knocked out the two dwarves and planted them in the mine. The unconscious dwarves died in the fire and resulting cave-in.

Morklist clerics were able to piece together most of the story through *speak with dead* spells. Before Starag could confront Cliara with the revelation, Jalabar Filwhyr, one of Cliara's cousins, was seen to corner a group of Morklist dwarves inside of Oredeep and start a deadly brawl that left eight dwarves (two of them Filwhyrs) and three human bystanders dead. When the town guards arrived at the Filwhyr stronghold to arrest Jalabar, Cliara told them her cousin was away adventuring and could not possibly have been involved in the incident. (As it happened, the "Jalabar" who started the brawl was a simulacrum.)

Several more skirmishes took place between the two clans in recent months, and the civic council banished several Morklists and Filwhyrs from Oredeep forever. Cliara and Starag met in secret on several occasions to trade information (and accusations). Publicly, the two elders have announced their belief that neither clan leader planned or condoned any of the incidents. A few *commune* and *detect lie* spells helped confirm each elder's sincerity, though both elders remain suspicious of tricks. Cliara and Starag agreed to accelerate the plans for the wedding of Durrl and Runa to bring the feud to an official close. Neither elder has the slightest notion of what is really going on.

The scenario opens the morning of the wedding. The stage is set for another incident, and Tairdo has planned a big one. Using simulacra, the wizard has hijacked Runa Morklist's coach and replaced her with a goblin woman. When the dwarves finally detect the substitution, simulacra posing as retainers of the Morklist and Filwhyr clans will start a fight.

Meanwhile, the goblin army marches ever closer, still undetected as the rulers of Oredeep turn their attention inward toward the problem of the feud.

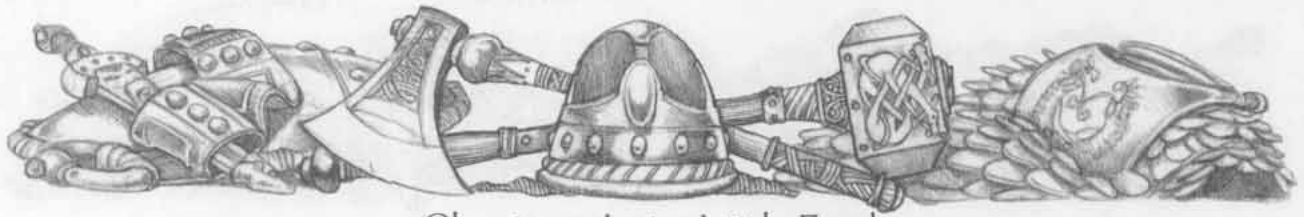
If player characters in your campaign already use a city similar to Oredeep as a base, you can bring the party into the adventure by letting them hear rumors of the escalating conflict between the Morklists and Filwhyrs; perhaps the party could join the rescue attempt in the Filwhyr mine. The party could also become entangled in a street fight between the rival clans. If you use this approach, you should avoid having the party meet Qamhuul or Tairdo too early; use simulacra to instigate the fight instead.

Here are other ways to bring the party to the scene of the adventure.

- A player character dwarf receives an invitation to attend the wedding. The character could actually be a distant relative to the bride or groom, or perhaps the invitation reflects the character's status as a renowned dwarven adventurer. Likewise, a nondwarf character who has rendered some great service to the dwarves or won their respect in some fashion could get an invitation.
- The party hears tales of the great Morklist/Filwhyr feud. The storyteller adds that the human ruler of the city of Oredeep has offered a great reward to anyone who can halt the bloodshed. (In fact, Sigrieda Sherwynd has offered no such reward, but might be willing to hire the party anyway—see next point.)
- Sigrieda Sherwynd contacts the party with a proposition. The mayor wants the group to help search out mercantile spies in the city, people who seek to steal customers from the local merchants or to lure workers with important skills away from the city. Sigrieda offers the party a valuable payment for a month's service. The payment doesn't have to be money, just something the party finds valuable. The offer might include a copy of a rare wizard spell, a magical item, an alliance with the city, a favorable contract for the city's stone and metal, land, or anything else you can dream up.

In fact, a dwarf fighter/thief called Chundras and his gang of cutthroats has entered the city, blending in with the wedding guests. Chundras seeks to discover what prices the civic council has offered certain large customers so his employers can make lower bids.

Sigrieda does not believe the feud has anything to do with outsiders, but welcomes the party's assistance after Tairdo disrupts the wedding.



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A Wedding in Oredeep

Outsiders find Oredeep gloomy looking, but fairly neat and well maintained. A pavement made from small blocks of hard stone, some gray, some white, covers the streets. The pavement has a few potholes, but these have been filled with stone shards, keeping the streets fairly smooth. The city walls and most of the town's buildings are made of the same gray and white stone, which gives the place a monochromatic appearance. Some visitors remark that the city looks as though everything has a coat of old white-wash. Less kind visitors compare the city's looks to the bottom of a chicken coop.

The citizens of Oredeep greet the party in a very businesslike, cool manner, but warm up quickly if the characters say they have invitations to the wedding or business with the mayor.

If the party has come to Oredeep in response to rumors about the feud or in response to a message from Sigrieda Sherwynd, they'll have to wait about a day before they can see the mayor. Once they get an audience, Sigrieda explains that all normal business has been suspended because of the upcoming wedding—a major and important event. Sigrieda invites the party to the wedding as guests of the city; she knows the two clans will be pleased to have accomplished adventurers on the guest list.

If the party presses the matter, Sigrieda agrees to commission the party to capture any undesirables—trouble-makers or spies—they might discover during the ceremony or the celebration to follow.

To help set the mood, you can run the following optional encounter before the wedding. If the characters have already taken rooms at an inn, they hear some creature roaring down in the common room, followed by an inarticulate scream and a general uproar. If they have not, use the following description at a time when the characters are on the streets in the evening:

Evening steals over Oredeep, and the city's gray and white masonry seems to dissolve into pools of inky shadow; night does not fall here, it seeps out every crevice. A hush comes over the streets as the citizens disappear inside for the dinner hour. The pleasant aroma of home cooking teases your noses.

An inn window, grown luminous in the rising darkness, catches your eye. Some hulking creature, unseen save for its distended shadow, brandishes a club studded with wicked spikes, laying some patron low. A feminine scream cleaves the air, though it sounds slightly muffled to your ears. The sound brings many of the patrons to their feet.

The party has stumbled on an apparently impromptu show by Chundras, a spy, and his twin gnome cohorts, Erskyne and Elfryd.

Erskyne used an *alter self* spell to look like a dwarf. He has drawn attention to himself with what appears to be a shadow puppet show, using his hands and the meager light of a candle to create images of a fearsome ogre, a hateful enchantress, a dwarven maid, and a hero, Dorn, who seeks to effect the lady's rescue. The tale is a familiar one to many dwarves (it's very similar to *Sleeping Beauty*, but with an underground setting and other dwarven elements).

Actually, Erskyne only pretends to make the shadow puppets. His twin brother, Elfryd, stands nearby, concealed with an *invisibility* spell. Elfryd uses a *phantasmal force* spell to create much larger, more fearsome shadow puppets than Erskyne ever could using his hands and a candle. The pair use their *ventriloquism* and *audible glamer* spells to provide lifelike sound effects, such as the roar and scream that first drew the party's attention.

While the gnomes keep the crowd's attention, Chundras scales the inn's outside wall and searches several of the guest rooms for any documents pertaining to the city's trade in minerals and stone. Several buyers from out of town are lodged at the inn, and the dwarf finds good hunting. If the characters have a room they've left unattended (or left looking unattended), Chundras breaks in and loots their gear, but he steals nothing. If a character is asleep in a room, he awakes to find the dwarf rifling the place.

All goes well for the spies (barring intervention from the party) until a Morklist, his good judgment diminished by drink, makes an unkind remark:

- "If that girl had been Everild Filwhyr, all old Dorn could expect as a reward for his troubles would be getting buried and burned alive."

Needless to say, the Filwhyr in the crowd don't let the drunkard's comment go without a response:

- "And if Dorn were a Morklist, Everild would have been better off with the ogre!"

More hard words fly, tempers flare, and an old-fashioned barroom brawl erupts.

The inn's human patrons and a fair number of level-headed dwarves make quick exits, leaving eleven Morklist dwarves facing nine Filwhyr dwarves. Use the clan guard statistics on page 30, except that the dwarves carry only daggers and wear leather armor (AC 8). The brawling dwarves fight with fists and hurled mugs of ale. During the fight, Erskyne tries to keep the story going, but is obliged to dodge several stray mugs; anybody watching him notes that the shadow show goes right on despite the maneuver, only to cease briefly once he resumes the story



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(Elfyrd has some trouble anticipating his brother's erratic moves). Eventually, someone unintentionally beans the invisible Elfyrd with a mug and knocks him out, ending the show. Erskyne spends a few rounds searching for his brother, then makes his escape.

If the party seems unwilling to get involved in the brawl, feel free to have a stray mug or three crash into the more hot-headed characters. The dwarves happily punch away at the party, as long as no one casts a spell or draws a weapon. Should a character attack Elfyrd or Erskyne, however, the gnomes shout for help and cast spells in their defense; they start with *color spray*, but use *phantasmal killer* if they feel truly threatened. Chundras arrives in response to the twins' call after two rounds and tries to extract his cohorts from the fight; he flees if he suffers more than 15 points of damage or misses three attacks in a row.

After a full turn of brawling, five armored dwarves, presumably the city watch, arrive at the inn and announce that everyone is under arrest. They then proceed to draw weapons and attack the largest group of dwarves (those still standing) with deadly force. The guards are actually simulacra taking advantage of the situation to cause a little bloodshed and enmity; see page 30 for statistics.

The real city watch arrives 5 rounds after that. The group contains twenty warriors and a cleric. Use the clan guards and priestess statistics from the temple. Any

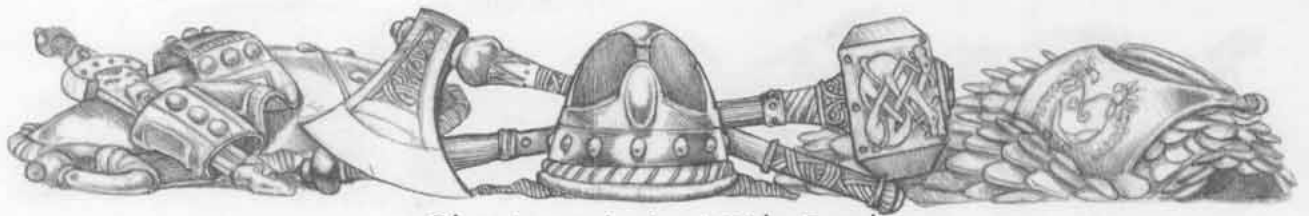
dwarves still fighting surrender when the real watch arrives, but the simulacra fight to the death. These particular simulacra dissolve into piles of snow wrapped in dwarven clothing and armor upon their deaths.

After the dust settles from the brawl, the watch takes the surviving dwarves into custody (including dwarf player characters, unless the rest of the party vouches for them), and asks the characters a few questions about how the incident started. The watch is inclined to overlook any indiscretions the party might have committed. If the party did something really stupid, such as blasting the whole place with a *fireball*, the watch tells the party not to leave town until the mayor has spoken to them, and to refrain from similar actions while they're in Oredeep.

The watch doesn't fight with the party (they know when they're in over their heads). If the party attacks, the watch flees.

DM Note: Remember that pummeling (punching) damage is mostly temporary (see "Attacking without Killing" in Chapter 9 of the *Player's Handbook*). A mug inflicts 1d3 points of temporary damage. If thrown, it has a short range of 30 feet. If you use Table 58: Punching and Wrestling Results from the *Player's Handbook*, add 2 points to any damage result from the table instead of rolling 1d3, and add +5 to the chance for a knockout.





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Erskyne, male gnome T7/III7: AC 5 (ring of protection +1, Dex bonus); MV 6; hp 21; THAC0 17 (16 with missiles [Dex bonus], 15 with Dex and *dart* +1); #AT 1 (dagger) or 3 (*darts* +1); Dmg 1d4 or 1d3+1/1d3+1/1d3+1; SA spells, backstab for triple weapon damage, opponents' saves vs. Erskyne's Illusion/Phantasm spells suffer a -1 penalty; SD +4 saving throw bonus vs. effects from magical devices and spells, gains an additional +1 bonus on saves vs. Illusion/Phantasm spells; SZ S (3' 5" tall); ML elite (14); Str 10, Dex 18, Con 13, Int 16, Wis 9, Cha 15; AL CN; XP 2,000.

Personality: Mischievous, covetous.

Special Equipment: horn of fog, ring of protection +1, six darts +1.

Spells (4/3/2/1+1 additional Illusion/Phantasm spell per spell level): 1st—*audible glamor**†, *color spray**, *phantasmal force**, *sleep*, *ventriloquism**†; 2nd—*alter self**† ×2, *grease*, *mirror image*; 3rd—*slow*, *spectral force**, *wraithform**; 4th—*phantasmal killer**, *stoneskin**†.

* Illusion/Phantasm spell.

† Spell cast and in effect at the beginning of the encounter.

*Thief Abilities**: PP 75, OL 60, F/RT 50, MS 80, HS 70, DN 40, CW 70, RL 15.

* Adjustment for no armor included.

Elfryd, male gnome T7/III7: AC (armor spell, Dex bonus); MV 6; hp 21; THAC0 17 (16 with missiles [Dex], 15 with Dex and *dart* +1); #AT 1 (dagger) or 3 (*darts* +1); Dmg 1d4 or 1d3+1×3; SA spells, backstab for triple weapon damage, opponents' saves vs. Erskyne's Illusion/Phantasm spells suffer a -1 penalty; SD +4 saving throw bonus vs. effects from magical devices and spells, gains an additional +1 bonus on saves vs. Illusion/Phantasm spells; SZ S (3' 5" tall); ML elite (14); Str 10, Dex 18, Con 13, Int 16, Wis 9, Cha 15; AL CN; XP 2,000.

Personality: Mischievous, covetous.

Special Equipment: *eversmoking bottle*, six darts +1, *chime of hunger* (operates as a *chime of opening* for two uses before the curse takes effect).

Spells (4/3/2/1+1 additional Illusion/Phantasm spell per spell level): 1st—*armor*†, *color spray**, *phantasmal force**, *sleep*, *ventriloquism**; 2nd—*alter self**†, *improved phantasmal force**, *invisibility**, *mirror image*; 3rd—*slow*, *spectral force**, *wraithform**; 4th—*phantasmal killer**†, *stoneskin**†.

* Illusion/Phantasm spell.

† Spell cast and in effect at the beginning of the encounter.

*Thief Abilities**: PP 75, OL 60, F/RT 50, MS 80, HS 70, DN 40, CW 70, RL 15.

* Adjustment for no armor included.

Chundras: AC 2 (*leather armor* +3, Dex bonus); MV 6; HD 9; hp 55; THAC0 13 (12 with *hand ax* +1, 11 with *hand*

ax +2, 11 with Dex bonus); #AT 2 (hand ax or shortbow); Dmg 1d6+3/1d6+2 (*hand ax* +2, Str bonus/*hand ax* +1, Str bonus) or 1d6/1d6; SA backstab for quadruple weapon damage; SD +4 saving throw bonus vs. magic and poison; SW magical items not specifically suited to the warrior or rogue classes fail 20% of the time; SZ M (4' 4" tall); ML elite (14); Str 16, Dex 17, Con 16, Int 11, Wis 9, Cha 15; AL CN; XP 2,000.

Personality: Observant, conniving.

Special Equipment: *Hand ax* +2, *hand ax* +1, *leather armor* +3, *medallion of ESP*, *pipes of haunting*, *potion of flying*, *potion of speed*, *potion of polymorph self*, shortbow, quiver of arrows, thief's tools.

Thief Abilities: PP 35, OL 90, F/RT 35, MS 60, HS 40, DN 75, CW 65, RL 55.

Alert: If the mayor has to speak with the party about their role in the brawl, she warns them sharply about any more violence—the mayor can set the city's whole 1,000-man army on the party and get help from the dwarven clans if she needs it. If the party is not yet planning to attend the wedding, Sigrieda takes this opportunity to draft them into serving as security for the event.

If the party catches Chundras rifling their stuff, the dwarf claims to be on "special assignment" with the city watch. He says it's his job to inspect all outsiders' belongings for contraband goods. "We enforce our trade laws around here," he says.

If the party doesn't buy the story, Chundras gives a whistle, and the twins come running. They drop a few spells on the party to help their employer escape, but flee if they face any real danger. Chundras carries several copies of trade agreements filched from the inn. If the party finds these and turns them over to the mayor, Sigrieda pays them a bounty of 1,000 gp, plus an extra 1,000 gp if the party captured Chundras alive.

If the party hired themselves out to search for spies, Sigrieda is pleased with their performance but they still have to serve out the rest of the month to get their full payment.

The Wedding

Durrl Filwhyr and Runa Morklist are to be married in Oredeep's temple of Berronar Truesilver, an underground complex in the city's heart. All the dwarven marriages (and even some human ones) in the city are performed here. Map 1 on page 28 shows the temple's main chamber.

1A. Statues: A pair of 8-foot statues of the goddess face inward so that all visitors pass under their gaze. Both figures resemble Berronar's avatar, a powerful dwarven woman clad in chainmail and wearing a beard plaited into four rows.



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The statue on the right depicts the goddess in her role as a protector. She brandishes a mace and carries a shield bearing her symbol (two linked silver rings).

The statue on the left shows a shieldless Berronar, her mace bound to her belt with an elaborately knotted cord. The figure holds her right hand outstretched, as through to soothe a fevered brow, and holds an unstopped flagon in her left hand. The figure shows Berronar in her role as a healer.

1B. Stairwells: These spiral staircases rise 20 feet to the balconies at area 1C. Creatures more than 8 feet tall or 3 feet wide cannot negotiate the steep pitch and tight turns. Even small creatures find the going slow; ascending or descending the stairs is the equivalent of 60 feet of normal movement. If the combat system from the *Combat & Tactics* book is in play, treat a trip up or down the stairs as six squares of movement.

1C. Balconies: These 10-foot areas provide extra floor space for viewing important ceremonies. The balcony extends 5 feet over the temple's main floor, where people can walk underneath.

The overhanging portion has a stone balustrade 2 feet high. Characters standing on the balconies have 25% cover against missiles launched from the temple floor (incoming missile attacks suffer a -2 penalty).

During the wedding, the balconies are reserved for special visitors, and each has eight straight-backed chairs arranged in two rows of four. The party is directed to the center balcony on the east side.

Characters who can fly can easily move between the balconies. Character also can climb up on the balustrades and jump to an adjacent balcony. The action requires a roll of 8 or less on 1d20; the character's reaction/attacking adjustment from Dexterity applies as a bonus to the roll. If an enemy occupies the other balcony, a -4 penalty applies to the roll. If the roll succeeds, the character either winds up on the balcony, knocking down anyone standing near the balustrade, or alights on the balustrade, at the DM's option. Characters standing on the balustrade can fight, but lose any defensive benefits from Dexterity and suffer a -4 penalty to initiative rolls. Further, they must make Dexterity checks if struck in combat to avoid a fall.

A failed jumping roll or Dexterity check indicates a 20-foot fall to the main floor, resulting in 2d6 points of damage.

1D. Viewing Platform: This 10-foot, green marble dais is about a foot high. Especially honored guests stand here to view ceremonies in the temple.

During the wedding, Cliara, Starag, Sigrieda, and five elders (two Morklist and three Filwhyrr) stand here; use the theyn statistics. A dozen senior dwarves (six from each clan) stand around the dais, the Filwhyrrs on the east side

and the Morklists on the west. However, three of the Morklists actually are simulacra. Use the theyn statistics for the senior dwarves. None of the dwarves or simulacra carry missile weapons.

Other viewers stand in the area delimited by the six pillars running down the temple's center. Members of the immediate family stand in front of the dais. Well-wishers not closely related to the family stand behind the dais.

The group in front of the dais is two dozen strong. The group includes Everild Filwhyrr and ten warriors, five Filwhyrr and five Morklist; use the clan guard statistics below, except that none of these warriors have missile weapons.

1E. Prayer Chambers: Individual dwarves use these alcoves for private prayers. Each has a niche in the north wall with a shallow basin (holding a few ounces of holy water) and a bas-relief effigy of the goddess. Wrought-iron grillwork covers the front of each alcove. A person inside can see out, but it's hard to see in. A door in the grille can be locked from inside; it takes a normal open doors roll to force open a latched door.

A character standing behind a grille has 75% cover against missile attacks coming from outside the alcove (incoming missile attacks suffer a -7 penalty). It's possible to fire a bow or crossbow from behind the grille, but other types of missiles suffer a -7 attack penalty when fired through the grille.

During the wedding, a temple guard stands in each alcove, keeping a lookout for trouble.

1F. Secret Entrance: The dwarves charged with maintaining and protecting the temple use a secret door here for quick access to the temple in time of need. The secret door is a section of sliding wall that elves cannot readily detect.

A temple guard stands in this alcove during the ceremony. When a fight breaks out, more guards arrive through here; see "The Riot" subsection for details.

1G. Altar: The priests perform all the important rituals and ceremonies of the temple here. The dais is made of green marble and is about 15 inches high, just enough to be noticeably higher than the dais at area 1D.

A flat slab of blue-green soapstone about 3 feet high, 2 feet wide, and 5 feet long serves as the actual altar. Each side of the altar bears a large pair of linked silver rings. Any priest of Berronar can *detect lie* once a day as a 20th-level caster just by placing a hand on the altar.

Behind the slab, a 20-foot statue of the goddess stands atop a pedestal that contains a hearth. A charcoal fire always burns here. The statue shows Berronar in her role as the patron of dwarven home life. Her mace hangs at her belt, ready for use, but she holds a knotted cord, symbol of the commitment that binds couples and communities together.



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Her left hand holds a cushion bearing a lock of hair; a close look at the statue's head reveals a place from which the lock apparently has been cut. The lock is a reminder of the deity's habit of giving needy dwarves a lock of her avatar's hair, which turns to gold overnight. It symbolizes charity, mercy, and self sacrifice.

During the wedding ceremony, the high priestess, Ardinna, stands on the dais in front of the altar, with the couple standing below. Two drummers and two trumpeters, all temple guards, stand to either side of the dais.

The Ceremony: The dwarves have designed the wedding as an act of peace and reconciliation. It begins with a decidedly martial tone (much more so than typical dwarven weddings), but becomes more reverent and congenial as it progresses.

Everyone is expected to attend in armor. Characters unable to wear armor are given ceremonial gorgets (neck protectors) to wear. Each visitor also is to carry at least one weapon, but a priest meets the visitors at the temple entrance to bind the weapons. The priests bind each weapon into its scabbard or sheath with a length of tough cord. Weapons that cannot be bound into place, such as staves or bows, are not allowed in the temple.

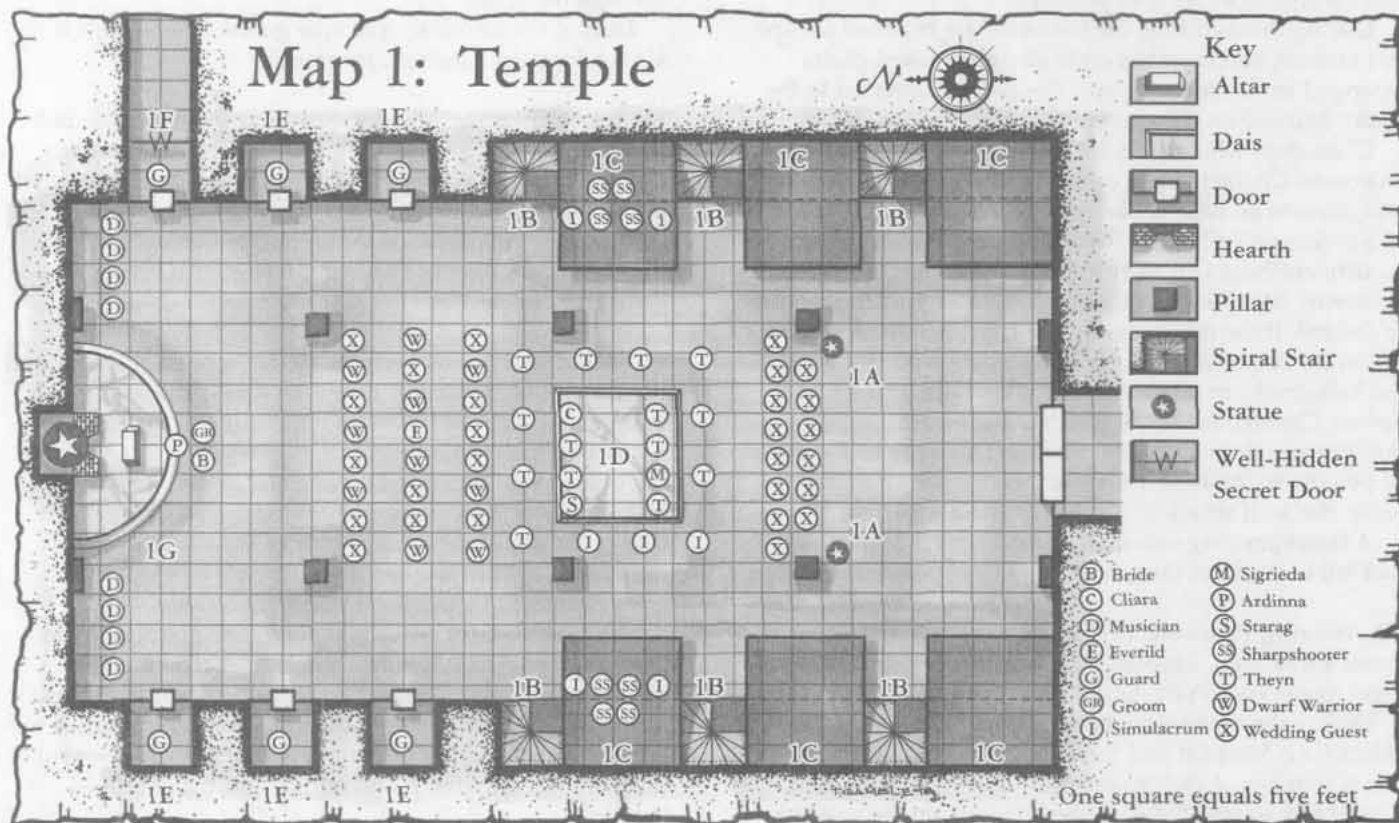
The ceremony begins with a fanfare of kettle drums and trumpets as the bride and groom enter the temple and

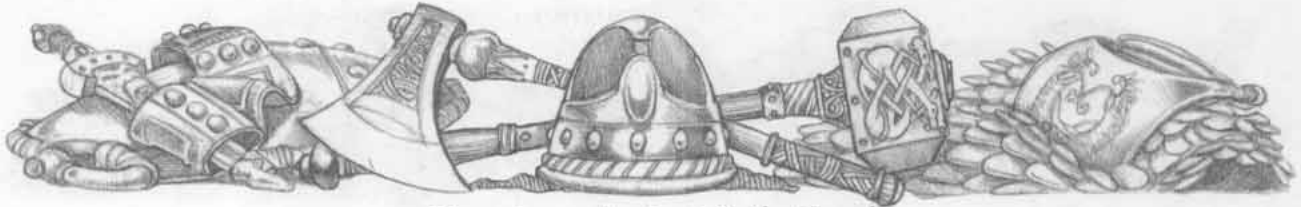
approach the altar. The presiding priestess then gives a sermon and the bride and groom exchange vows and rings. At the end of the ceremony, the dwarves from the Filwhyr and Morklist clans are to exchange weapons and leave together for a gala celebration.

At least that's the plan.

The Riot: Through his simulacra, Tairdo learned that both Cliara and Starag assigned four sharpshooters to the balconies. Filwhyr sharpshooters occupy the northernmost balcony on the east side and the Morklists have the corresponding balcony the west side. Two simulacra join each group of dwarves, explaining that they are out-of-town relatives come to assist with clan security. The clan leaders arranged to have four cocked and loaded light crossbows hidden under the chairs in each balcony, along with cases of bolts. The simulacra smuggle in heavy crossbows and bolts disguised with *item* spells and three *thunderpots* tucked into their armor.

While the clan leaders busied themselves with preparations at the temple, the bride and groom were to make their own ways to the temple, under escort. Durrll, the groom, made it to the temple without a hitch; however, Runa, the bride, ran into trouble. Tairdo and his allies stopped Runa's coach outside the city by posing as a group of dwarves whose own vehicle had suffered an





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accident. After a short battle, Runa was captured and most of her escorts either slain or subdued. The victorious raiders carried off their captives and sent the coach on its way, now peopled with three simulacra and several *enlarged* goblins wearing captured dwarven clothing and equipment. One of the *enlarged* goblins poses as Runa. This goblin carries a lit *thunderpot* concealed inside her bouquet. A *suggestion* spell from Tairdo makes the hapless goblin believe she's in no danger from the *thunderpot*.

The three simulacra take up positions near Starag in area 1D, where the dwarves they mimic would normally stand.

Everything seems to go well with the ceremony until the groom, Durrl, notes his bride's misshapen (for a dwarf) feet, setting the following chain of events in motion:

Round 1: Durrl interrupts Ardinna's sermon and throws back the visor on the bride's helm (which served as a veil), revealing the face of a goblin.

The revelation is a signal for the simulacra posing as sharpshooters to act, and they receive a free round of attacks. One of the simulacra on the Morklist side fires a poisoned crossbow bolt at Durrl. The other simulacrum on that side fires a poisoned bolt at Cliara.

The simulacra on the Filwhyr side fire their poisoned bolts at Starag.

Round 2: Pandemonium reigns in the temple after the crossbow shots. Player characters can roll for surprise. If surprised, they cannot act this round, not even to free bound weapons. If the party expected trouble and said so before Durrl's act, they gain a +2 bonus to the roll.

The real sharpshooters on each side were ready for action and are not surprised by the sudden violence. They fire their light crossbows at the opposing sharpshooters.

The simulacra hurl *thunderpots* at area 1D, seeking to kill the mayor and the clan leaders. They drop the *pots* to the west of the dais, so the simulacra east of the dais aren't affected. Sigrieda might not survive unless the party can beat the simulacra to the punch, which might be difficult considering their bound weapons.

Most dwarves on the main floor are surprised and do nothing.

The theyns and simulacra are not surprised and spend the round freeing their weapons. Starag is surprised (perhaps from seeing an oversized goblin where his foster daughter should be).

The temple guards, who were ready for trouble and do not have bound weapons, move into the crowd north of area 1D, separating the Filwhyr from the Morklists as best they can; the stunned dwarves comply with the guards' orders to refrain from fighting. The guard in area 1F exits the temple to fetch reinforcements. The guard returns one turn later with fourteen more guards.

Ardinna, who was also ready for trouble, and her two assistants at the south end of the temple cast *hold person* spells. The high priestess targets the two simulacra in the east balcony. The assistants each target a different simulacrum on the west balcony.

Cliara and Sigrieda are not surprised, either. Cliara casts *hold person* on the simulacrum who fired on her son. Sigrieda casts *sleep* on the west balcony.

Durrl, also not surprised, aims a punch at his erstwhile bride.

Meanwhile, the *thunderpot* carried by the goblin masquerading as Runa goes off at the altar (area 1G). Make a standard initiative roll for the acting dwarves, Sigrieda, and the party (if they aren't surprised). If the dwarves lose, the *thunderpot* goes off and ruins Ardinna's spell. The blast obliterates the goblin, making Durrl's punch irrelevant.

Round 3: The party can now act normally even if they were previously surprised.

The simulacra hurl their remaining *thunderpots* at area 1D, again trying to avoid their fellow simulacra. The real sharpshooters on the balconies pause in confusion (one might be asleep from Sigrieda's spell of the previous round).

If still alive, Sigrieda casts *web* at the western balcony. The simulacra near the dais, their weapons now free, try to attack Cliara, Starag, and Sigrieda. The theyns in the area counterattack while Starag frees his weapon and Cliara goes to her son's side. If still alive, Sigrieda casts *Otiluke's resilient sphere* on the nearest simulacrum.

Ardinna directs the temple guards to deal with the dwarves on the balconies. She casts a second *hold person* spell at the simulacra on the west balcony. Because they're tangled up with the crowd, the guards make little progress. Durrl casts *cure light wounds* on himself if he's still alive.

Everild casts *command* at the simulacrum who fired on Cliara and tells the creature to "jump." If the spell succeeds, the simulacrum leaps to the temple floor 20 feet below, suffering 2d6 points of damage.

The two assistant priestesses cast *spiritual hammer* spells at the closest simulacrum; if Sigrieda has cast her *sphere*, it interferes with the spells.

Round 4: Ardinna casts *spiritual hammer* at a simulacrum in the east balcony. If Durrl isn't conscious, Cliara hauls him out the secret exit at area 1F. If Durrl is conscious, Cliara casts *cure serious wounds* on him or Ardinna, whoever seems to need it the most.

Starag and the theyns put up an organized fight against the attacking simulacra. Sigrieda backs away from the fight to give the dwarves room.

The sharpshooters try to overbear the simulacra on the balconies; the simulacra respond with dagger attacks.



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All but two of the temple guards herd the noncombatants out of the temple. The remaining pair ascend the stairs to the balconies.

Round 5 and Beyond: The action proceeds in much the same fashion as round 4, with any active spellcasters using their spells to best effect and characters involved in melee pressing their attacks. The simulacra fight to the death.

DM Note: It takes one round and a roll of 10 or less on 1d20 to unbind a weapon; the character's reaction/attacking adjustment from Dexterity applies as a bonus to the roll. A character equipped with a knife or dagger (perhaps smuggled, unbound, in the temple) can automatically cut free one weapon a round.

Normally, a man-sized creature requires a 5-foot square to move and fight unhindered. When two man-sized creatures share the same 5-foot square, they are said to be in *close order*. Creatures in close order must fight with bare hands, a small (size S) weapon, or a weapon that doesn't require much swinging, such as a spear, bow, crossbow, or *thunderpot*.

Dwarves: AC varies; MV 6; HD, hp, THAC0, #AT, Dmg vary; SD variable saving throw bonus vs. magic and poison; SZ M (about 4 1/2' tall; ML elite (14); Int, AL, XP vary.

- **Clan Guards** (10): AC 4 (chainmail and shield); HD 4; hp 24 each; THAC0 17 (16 with Str bonus, 15 with Str and specialization bonuses); #AT 3/2 (battle-ax) or 1/2 (heavy crossbow); Dmg 1d8+3 (Str and specialization bonuses) or 1d8+1; SD +4 saving throw bonus vs. magic and poison; Int average (10); XP 420 each.
- **Priestesses** (2): AC 5 (chainmail); HD 3; hp 14 each; THAC0 20 (19 with *spiritual hammer*); #AT 1 (footman's mace or *spiritual hammer*); Dmg 1d6+1 or 1d4+2; SD +4 saving throw bonus vs. magic and poison, additional +3 saving throw bonus vs. mental attacks because of Wis; Int average (10); XP Nil.
Spells (4/3): 1st—*cure light wounds* (×4); 2nd—*hold person* (×2), *spiritual hammer*.
- **Sharpshooters** (8): AC 2 (chainmail, shield, and Dex bonus); HD 4; hp 24 each; THAC0 17 (16 with Dex or specialization bonus); #AT 3/2 (battle-ax) or 1 (light crossbow); Dmg 1d8+2 (specialization bonus) or 1d6+1; SD +4 saving throw bonus vs. magic and poison; Int average (10); XP 420 each.
- **Simulacra** (12): AC 2 (chainmail, shield, and Dex bonus); HD 8; hp 45 each; THAC0 13 (12 with Str bonus, 11 with Str and specialization bonuses); #AT 2/1 (battle-ax) or 1/2 (heavy crossbow) or 3/2 (dagger); Dmg 1d8+3 (Str and specialization bonuses) or 1d8+1 or 1d4+1; SD +4 saving throw bonus vs. magic and poison; Int average (10); XP 2,000 each.

Special equipment: The simulacra posing as sharpshooters at the wedding have two *thunderpots* each and use

quarrels tipped with type D poison (onset time 1d2 rounds; target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails).

- **Temple Guards** (28): AC 2 (platemail and shield); HD 5; hp 28 each; THAC0 17 (16 with Str bonus, 15 with Str and specialization bonuses); #AT 3/2 (battle-ax) or 1/2 (heavy crossbow); Dmg 1d8+3 (Str and specialization bonuses) or 1d8+1; SD +4 saving throw bonus vs. magic and poison; Int average (10); XP Nil.
- **Theyns** (14): AC 2 (chainmail, shield, and Dex bonus); HD 7; hp 42 each; THAC0 14 (13 with Str bonus, 12 with Str and specialization bonuses); #AT 2/1 (battle-ax); Dmg 1d8+3 (Str and specialization bonuses); SD +4 saving throw bonus vs. magic and poison; Int average (10); XP 1,400 each.

Ardinna, female dwarf C10: AC 3 (platemail); HD 9+2; hp 40; THAC0 14 (12 with *spiritual hammer*); #AT 1 (footman's mace or *spiritual hammer*); Dmg 1d6+3 (*mace* +1, Str and specialization bonuses) or 1d4+3; SD +4 saving throw bonus vs. magic and poison, additional +4 saving throw bonus vs. mental attacks because of Wis; Int average (10); XP Nil.

Spells (6/6/4/4/2): 1st—*cure light wounds* (×4), *detect poison*, *detect magic*; 2nd—*augury*, *detect charm*, *hold person*, *know alignment*, *silence 15-foot radius*, *spiritual hammer*; 3rd—*dispel magic*, *prayer*, *speak with dead*, *remove paralysis*; 4th—*cure serious wounds*, *detect lie*, *free action*, *neutralize poison*; 5th—*raise dead*, *true seeing*.

Cliara, female dwarf F10/C10: AC -2 (platemail +2, shield +2); HD 9+3; hp 70; THAC0 11 (10 with *mace of disruption*, 9 with *spiritual hammer*); #AT 1 (*mace* or *spiritual hammer*); Dmg 1d6+2 (*mace of disruption*) or 1d4+3; SA spells, undead turning, undead destruction (from *mace of disruption*); SD +4 saving throw bonus vs. magic and poison, additional +4 saving throw bonus vs. mental attack because of Wis; Str 15, Dex 14, Con 17, Int 10, Wis 18, Cha 14; XP Nil.

Personality: Competitive, matronly, insightful.

Spells (6/6/4/4/2): 1st—*bless*, *command*, *cure light wounds* (×4); 2nd—*chant*, *hold person* (×3), *silence 15-foot radius*, *spiritual hammer*; 3rd—*dispel magic* (×2), *prayer*, *starshine*; 4th—*cure serious wounds* (×3), *free action*; 5th—*cure critical wounds*, *flame strike*.

Special Equipment: platemail +2, shield +2, *mace of disruption*, *wand of enemy detection*, *rod of splendor*, holy symbol, three vials of holy water, hammer, three iron disks with *continual light* spells, scroll of two spells (*cure blindness*, *cure disease*).

Durrl, male dwarf F4/C4: AC 2 (platemail +1); HD 4; hp 36; THAC0 17 (16 with *footman's mace* +1, 16 with *spiritual hammer*); #AT 1 (*mace* or *spiritual hammer*); Dmg 1d6+3 (*mace* +1 and Str bonus) or 1d4+2; SA spells, undead turning; SD +4 saving throw bonus vs. magic and poison,



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additional +3 saving throw bonus vs. mental attack because of Wis; Str 16, Dex 14, Con 17, Int 10, Wis 17, Cha 14; XP Nil.

Personality: Dutiful, diplomatic.

Spells (6/4): 1st—*command* (×2), *cure light wounds* (×4);

2nd—*hold person* (×2), *silence 15-foot radius*, *spiritual hammer*.

Special Equipment: *platemail +1*, *footman's mace +1*, hammer, two iron disks with *continual light* spells.

Everild, female dwarf F1/C1: AC 0 (*platemail +1*, *shield +1*); HD 1; hp 7; THAC0 20 (19 with *footman's mace +1*); #AT 1 (*mace*); Dmg 1d6+2 (*footman's mace +1*); SA spells, undead turning; SD +4 saving throw bonus vs. magic and poison, additional +3 saving throw bonus vs. mental attack because of Wis; Str 15, Dex 16, Con 15, Int 12, Wis 17, Cha 15; XP Nil.

Personality: Poised, confident, gracious.

Spells (3): 1st—*command*, *cure light wounds* (×2).

Special Equipment: *platemail +1*, *shield +1*, *footman's mace +1*.

Starag, male dwarf F12: AC -3 (*plate armor +4*); HD 9+9; hp 89; THAC0 9 (2 with *two-handed ax +3*, specialization, and Str bonuses, 6 with *quarrels +2* and *crossbow of speed*); #AT 2 (hand-ax or crossbow); Dmg 1d10+11 (*two-handed ax +3*, specialization, Str bonuses) or 1d6+3 (*crossbow of speed*, *quarrels +2*); SA *crossbow of speed* allows first attack if not surprised; SD +5 saving throw bonus vs. magic and poison; Str 18/46, Dex 13, Con 18, Int 11, Wis 10, Cha 14; XP Nil.

Personality: Proud, practical, opinionated.

Special Equipment: *plate armor +4*, *two-handed ax +3*, *crossbow of speed*, twenty *quarrels +2*.

Sigrieda Sherwynd, female human W7: AC 0 (*bracers of defense* AC 6, *Dex*, *cloak of displacement*, *ring of protection +2*); MV 12; HD 7; hp 18; THAC0 18 (17 with *Dex* bonus); #AT 1 (*dagger*) or 2 (*thrown daggers*); Dmg 1d4 or 1d4/1d4; SA spells; SD +2 bonus to saving throws and opponent's first melee or missile attack misses because of *cloak of displacement*; SZ M (5' 7" tall); ML champion (16); Str 9, Dex 16, Con 14, Int 18, Wis 15, Cha 15; AL LN; XP Nil.

Personality: Exacting, level-headed, cautious.

Spells (4/3/2/1): 1st—*cantrip*, *shield*, *sleep* (×2); 2nd—*detect invisibility* (×2), *web*; 3rd—*clairaudience*, *slow*; 4th—*Otiluke's resilient sphere*.

Special Equipment: *bracers of defense* AC 6, *cloak of displacement*, *ring of protection +2*, *ring of mind shielding*, *wand of paralysis* (34 charges), four *daggers*.

Alert: When the dust settles from the riot, the temple guards and the city watch escort all the Filwhyrns and Morklists home, where they must remain under house arrest until the mayor can investigate the matter. If Sigrieda has been killed, she receives a *raise dead* spell within a day of the fight. If the mayor's body proves unrecoverable, another city official steps in to investigate.

If Starag, Cliara, or any other named dwarves are slain during the riot, they also receive *raise dead* spells within three days. If Starag or Cliara cannot be revived, then junior dwarves with similar statistics (but one or two fewer levels) take their places within a week.

Assuming the party helped slay the simulacra or save some of the embattled dwarves, the group becomes the toast of the town. The official investigating the riot officially deputizes the party to investigate the incident; the civic council wants to know exactly how the fight came to start and what happened to Runa Morklist, who apparently never reached the temple for her wedding. The characters are given items or warrants to identify them as deputies of the mayor—documents, medallions, badges, or something else appropriate for the campaign.

Any simulacra killed during the encounter collapse into piles of snow.

DM Note: This adventure begins with the wedding, but a clever party might anticipate an attack on either the groom or the bride. If so, it might be best to tell the players it's too late for the party to do anything about it, but that might be difficult if you've run the optional encounter.

If the characters point out the danger to the mayor or one of the clan heads, the NPCs assure the party that both clan strongholds are being watched and that both the bride and groom will travel with an armed escort.

An insistent party can arrange to join either the bride's or the groom's escorts, or both, but they must be *very* insistent because the dwarves view any early intervention by the party as meddling in their affairs and they aren't afraid to say so.

If the party sticks to its guns, the dwarves will agree to ferry the groom to the temple, then give the party time to go fetch the bride, but only if the party suggest this course of action. Otherwise, they must choose who they wish to escort unless they're willing to split up.

If any player characters join the bride's escort, they get ambushed as described in detail in "A Few Questions," below. Bulette statistics can be found in the the *MONSTROUS MANUAL* tome (each has 45 hit points). Use the goblin warrior and worg statistics from "Tracking the Goblins," below (except that there are ten warriors and eleven worgs), the simulacra statistics from the temple, and Tairdo's and Qamhuul's statistics from Chapter 2 (except that Tairdo memorizes five *enlarge* spells instead of two *color spray*, two *grease*, and one *cantrip*). He also memorizes *Drawmij's instant summons* instead of *monster summoning V* and *monster summoning VII* instead of *Mordenkainen's disjunction*.

Tairdo uses *monster summoning VII* to conjure the two bulettes and starts the encounter under *improved invisibility* and *nondetection*. He never exposes himself to danger. He has left his *amulet of the Abomination* behind, but retrieves it



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via *Drawmij's instant summons* when he needs it. At the first sign of effective resistance, Tairdo *teleports* away, taking Qamhuul and as many simulacra as he can manage along with him.

Should the party save Runa, the attack during the wedding still proceeds, though there is no faux bride to carry a *thunderpot*. Any simulacra that survive the encounter try to slip into the temple posing as guests.

In the unlikely event that the party captures or slays Tairdo (and the wizard will *not* give them a decent chance to do so), the whole nature of this adventure changes; see the "Troubleshooting" section at the end of this chapter for more information.

When the party begins its investigation, go to "A Few Questions" if the party decides to question the Morklists or Filwhyr. If the party tries to locate Runa, go to "Where's the Bride?"

A Few Questions

The characters can question the two feuding clans at any time and in whatever order they wish. All such interrogation must be conducted in the respective clan strongholds, both for security and as a matter of courtesy. (No one wants to earn additional enmity from either side by hauling people down to city hall like criminals—at least until it proves necessary.)

The strongholds are both built into the sides of hills, and are remarkably similar in construction and design. Each has elaborate outer works marking the front entrance, plus a known back entrance with minimal outer works. Each stronghold lies about 2 miles from the city, the Filwhyr to the northeast and the Morklists to the southwest.

City guardsmen are stationed at both of these entrances. Inside, each stronghold has living and working space for the clan members plus audience chambers, meeting rooms, and storage areas.

The characters are free to talk with any clan members, although the information provided by only three dwarves from each clan is listed here. Additional clan members can add nothing to the information that the listed three provided. If one or more of the principals listed here was killed during the wedding, the clan has attempted to recover them through *raise dead* spells; determine success individually. Successfully raised individuals will be resting when this encounter occurs; unrecoverable NPCs have been replaced by clan elders, who provide the same information listed for the NPC in question.

No one in either stronghold knows how the feud began. It started four generations ago, and the original reason has long been forgotten.

The PCs may search the clan strongholds with or without escort by the clan elders. If they refuse escort, however,

the dwarves count all their valuables after the party leaves. If anything is missing, regardless of whether a theft can be proven, that clan will no longer cooperate with the party. If any clan members on either side are killed as a result of the party's visits, the clan ceases cooperation with the PCs and seeks restitution from the mayor.

Filwhyr Stronghold

When the characters get within sight of the Filwhyr stronghold, a lone city guard hurries by them, visor down, carrying a bundle.

The "guard" is Everild Filwhyr, who managed to sneak out of the stronghold in disguise. She lured a guard from his post, rendered him unconscious, put on his armor, and took his place on watch until more guards appeared to relieve the unit. Then she left with the off-duty guards, slipping away from them while they were returning to report in.

Everild is now on her way to the Morklist stronghold, where she intends to insert herself into the guard unit posted there and slip in at an opportune moment. Once inside, she will garb herself as an old woman (using the clothing in the bundle she carries) and conduct a search for Runa, whom she is sure the Morklists have secreted somewhere within the complex. Everild intends to prove that this entire incident was a Morklist trick designed to humiliate the Filwhyr.

If the PCs let Everild pass without incident, she makes it to the Morklist stronghold, but is caught there by the city guards and returned to the Filwhyr complex.

If the party challenges Everild, she does her best to bluff her way through the situation, claiming that she was dropping something off for a relative on the way back to the guardhouse. She will not raise her visor or show the characters her bundle, though she gives an assumed name (Fornalda) if asked for one. Should the PCs attempt to lay hands on her or raise her visor, she resists by punching, kicking, and biting until her identity has been discovered. She will not raise a weapon against the PCs in any case, recognizing superior forces when she sees them.

When the characters interrogate her, either here or in the complex, she reveals as much of the following information as the party's questions warrant:

- "I was on my way to the Morklist stronghold. I was gonna sneak inside and find Runa. I know they're hiding her somewhere, and they were the ones who put that goblin in her place. This shambles of a wedding was just a Morklist trick to embarrass the Filwhyr. They're probably laughing their fool heads off now. And I intend to prove it!"
- "I had nothing to do with that mine fire. I spent that whole day with my clerical tutor, Arianna, who worked me half to death. You can check it out with her if you want; she'll vouch for me."



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- *"The Morklists are nothing but a pack of mangy, yellow dogs. Not even worth dirtying a good weapon on, though they make good target practice when they show their ugly faces."*
- *"Why do I hate them? 'Cause they're Morklists. Mom and Dad hated them; that's good enough for me. Why did they hate Morklists? They never said. Probably cause their moms and dads hated them."*

All of Everild's statements are true, at least as she understands the truth.

The guards at the Filwhyr stronghold readily admit the characters when they show their credentials from the mayor. Inside, the PCs are greeted by sullen and dour Filwhys, who usher them into an audience chamber where Cliara confers with the elders.

"Ah," says Cliara, gazing at you gravely. "I've been wondering when you would arrive. Ask what you will; we must find out the truth of this matter."

Cliara dismisses her elders or lets them stay at the party's direction. She can offer the following information in response to questions:

- *"I don't know what happened, but I'm sure that Starag wasn't guilty of foul play. He ain't smart enough to fool this old biddy. He's been as anxious as I was to end this in our lifetimes. Both clans have their share of folks who don't favor the idea of joining, but Starag and I, as well as the kids, were agreed."*
- *"Neither Durrl nor Runa was upset about marrying the other. They were part of the whole thing from the start. I don't think they were madly in love or anything, but they knew what it would mean to join the clans and were willing to do their part."*
- *"It's sure possible that this is the work of an outside party, though I got no idea who would want to interfere in our business, or why."*
- *"I've interrogated all the Filwhys except the tiny babies. I am convinced that the fault for this does not lie within this house."*
- *"Runa must've met with foul play, whether from the hands of her own clansmen or strangers, I cannot say. But I'm worried for her."*
- *"Why didn't Starag and I get hitched? There might once have been a time when we could have done that, when we was both young and foolish. But now we're just a pair of old ducks afraid to get in the water. I can't have no more kids at my age, so a marriage between us would be a nice gesture, but not much more. If our kids marry, though, they can make a new generation that will be kin to both clans, and they'll be the ones who'll seal a true peace."*

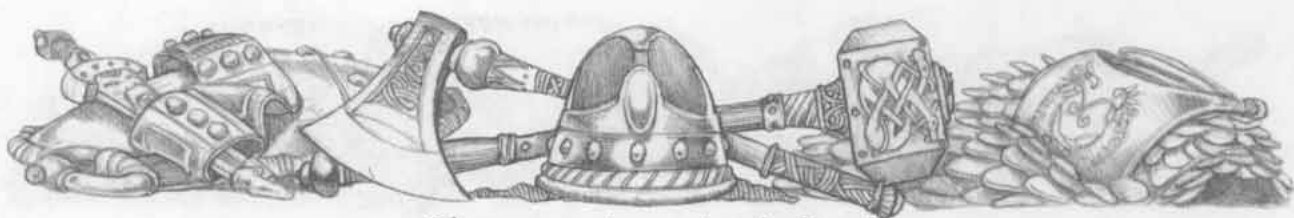
- *"I set four sharpshooters in the balcony in case of trouble. Starag did the same; we'd agreed to do that without letting the priestess know. But it sure looked like there were more people in those balconies than there should have been."*
- *"Everild is a hothead, but her motives are the best. She couldn't have been involved with that mine fire."*
- *"My clan is not happy about what they see as a deliberate Morklist insult, namely the substitution of a goblin for the bride. They're taking confinement as best one could expect for now, but I hope you can resolve this matter quick."*

If the characters talk with Durrl, he can enlighten them on the following topics:

- *"Runa and I were willing to marry. Love is a bit much to ask under circumstances of long-standing clan enmity, but we had talked, and had at least gained respect for one another. Love could have grown from that in time. Neither of us was enamored of any other."*
- *"We knew that whatever squabbles we might have must be kept between us, so as to present a unified front to our kin at all times. We had determined to function as a unit regarding all clan business."*
- *"The union between Runa and me would have been a transition; it is our children who would have sealed the rift between the clans irrevocably."*
- *"I'm certain that Runa is dead. If she weren't, she would have clawed her way to freedom with her bare hands. She wanted this over with as much as I did. Bad enough having to live the rest of our lives in the public eye, our every frown a source of gossip, but this spectacle was going to take every ounce of our fortitude."*
- *"Yes, I was taking considerable ribbing from my friends about marrying a Morklist. But that comes with the territory."*

Jalabar Filwhyr, a promising young warrior, can offer the following:

- *"I wasn't even in town when that street fight happened. It's the Morklists trying to blame their own stupidity on us again. I was off checking on a business opportunity; had a chance to become blacksmith for a settlement nearby. You can check with them." The assertion is true. If the characters want to take a few days, they can travel to the settlement Jalabar mentioned and confirm the story.*
- *"Durrl is one of my best friends. He was content with the marriage arrangement, so why shouldn't I be?"*
- *"Mordag's dog dressed up in baby clothes?" <Gulps> "That was 50 years ago! Where'd you hear about that? No, let me guess, Ennior Morklist! That old coot never forgets anything!" <Shakes head> "Yeah, I did that." The party probably won't know to ask about the incident unless they've already questioned the Morklists.*



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None of the Filwhyr dwarves are lying to the party. Some characters might know that the city watch tried to arrest Jalabar for his alleged part in the street fight. Jalabar actually is a wanted criminal (he returned to Oredeep to attend the wedding). The party can drag Jalabar off to the city jail if they wish. However, the action earns them no gratitude from the mayor or the civic council (since Jalabar was already under arrest after a fashion), and earns the party the Filwhyr's undying enmity.

The Morklist Stronghold

Starag Morklist does not have his clan under nearly the control that Cliara does hers. The Filwhyr's feel the cut of humiliation over the incident at the wedding, but the Morklists have lost kinfolk. Their grief, rage, and despair has built to a crescendo during their confinement, and its target is the old enemy, the Filwhyr clan. Most of the Morklists believe that the Filwhyr's either kidnapped Runa and killed her, or turned her into the goblin who subsequently died at the wedding. Though Starag is certain that Cliara had nothing to do with the incident, he has become convinced that some other Filwhyr's are responsible for the untimely demise of his foster daughter.

Unable to take direct action to determine Runa's fate, Starag has taken to drink to console himself. His clansmen, seeing the opportunity to manipulate him, have been feeding him strong liquor to keep him in a drunken state while they regale him with exaggerated tales of Filwhyr perfidy.

Until a short time ago, Starag refused to allow his clan to take up arms and break free to march upon the Filwhyr stronghold, preferring to obey the mayor's edict. But Ennior Morklist's latest story (that the infamous Everild Filwhyr was so in love with Durr that she used evil magic to turn Runa into a goblin) has broken his resolve. Now, sword in hand, a drunken Starag is directing his clansmen in their attempt to batter down the front door.

As the characters approach the Morklist stronghold, a lone city guard runs past them, visor up. This fellow has been dispatched to get reinforcements while his companions try to prevent the Morklists from breaking out of the stronghold. If the party lets him pass, he brings back two more units of guards in three turns. If the characters detain him, he struggles and shouts, "Let me go!" but will not draw a weapon. He answers the party's questions, but tries to hurry along as quickly as he can.

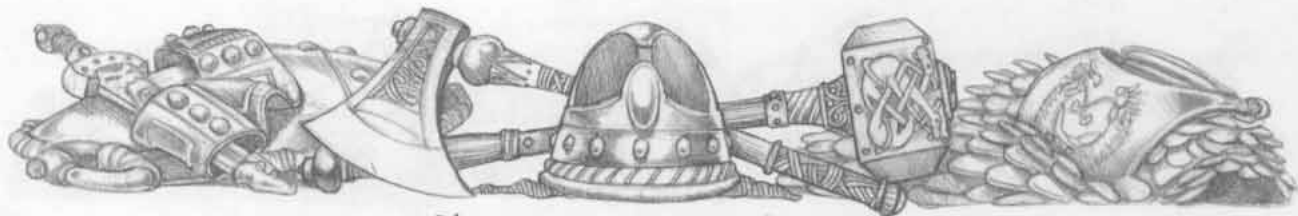
When the characters come within sight of the complex, they see all the guards straining against the door, shoulders to the wood and feet braced. "Help us!" they call out when the PCs come within view. If the characters have delayed by questioning the guard, the door's midsection shatters immediately after the guards' call. The end of a long dining table protrudes through the opening, then withdraws the next round as dozens of Morklist warriors pour through the hole and engage the guards. If the

characters did not detain the guard, they can add their strength (and magic, as appropriate) to the guards' efforts and contain the Morklists, who will give up trying to break loose in four more rounds. (There is a similar situation at the back entrance, but the guards there are holding their own; the majority of the Morklists have been working on the front entrance.)

Forty 1st-level Morklist warriors (AC 4, 6 hp each), plus Starag, emerge from the complex. These must be stopped or they will charge through town to the Filwhyr stronghold and attack the guards there. If the party shouts "Stop!" the Morklists will obey, allowing the characters to herd them back inside. The characters may also engage some of the escaping dwarves, but others may be able to get past them while they fight. Also, if any Morklists are killed as a result of PC interference, the clan will cease all cooperation and demand redress (see above).

When the characters have the situation under control one way or another, they may interrogate the Morklists. Starag must be sobered up before he can answer questions intelligently; all the PCs get from him otherwise is drunken rambling ("My poor Runa! If you hadn't died, I'd...I'd...have had to buy you a muzzle and collar!") Sober, he reveals the following in response to appropriate questions:

- "Runa was a Morklist by blood, but she was my daughter by heart. Her parents died in a mining accident when she was an infant, and my late wife and I adopted her as our own. She was recognized by the clan publicly as our child, and had the utmost respect and love from everyone. In fact, she could have had her pick of husbands; she was the most eligible girl in town." Starag's declaration that Runa was the most eligible girl in town is an exaggeration, but he believes it.
- "The best and most trusted of my people served as Runa's escort. I did not escort the bridal carriage myself, as Cliara and I were at the temple, er, preparing it for the ceremony. I contributed four sharpshooters in the balcony, and Cliara did the same. Looked like there were more than there should have been up there during the fight, but that could be my old eyes playing tricks on me."
- "Runa and her escort could not have been overpowered by any ordinary force. She herself was more than a match in combat for any six dwarves."
- "Cliara could not have had anything to do with this tragedy. She is honorable, and her word to me has always been good. The rest of her clan, I do not hold in such regard."
- "Unless you can prove beyond a shadow of a doubt that no Filwhyr's were involved with this incident, there can be no peace between the clans, ever. My people want Filwhyr blood, and I would not be able to hold them back forever, even should I want to."
- "Why did Cliara and I not marry? Only dwarves that bear both bloodlines can ensure a joining. We are beyond that, but our children were not."



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- *“Runa accepted the marriage with good grace. She knew what good could come of it, and I believe she got along well with Durrl. Ahem. At least, as well as any other betrothed couple gets along.”*
- *“The feud? Oh, it started in great-grandpappy’s day. Probably someone stole a pig or something; Pappy never told me. Just one of those things—if you want to be thought of as one of the clan, you hate Filwhyr. Made for good stories around the fire, but not much else. But now . . . now it’s a real blood feud.”*

Ennior Morklist is an old dwarf who made his living as a miner, but now spends his time spinning yarns to entertain the clan. He can contribute the following information:

- *“Eh... I ’member when I was a little boy. My mama taught me how to shoot pebbles at the Filwhyr kids on the street without nobody seeing.”*
- *“Them Filwhyr has gone too far this time. Was bad enough when Jalabar Filwhyr stole Mordag’s dog, dressed it in baby clothes, and put it in Soma’s cradle while she was out playing. Skeered her ma clean outta her wits, it did. But now, for Everild Filwhyr to use her evil sorcery to turn Runa into a goblin and get her killed—that’s too much.” Jalabar really did plant a dog in the baby crib, but that was 50 years ago. Ennior is making up the part about Everild, and he knows it.*

- *“Runa was a good girl. She worked hard, played hard, and everybody liked her. She coulda had any husband she wanted.”*
- *“We’re shooting at ‘em ’cause they’re Filwhyr. We’re feuding, you know. Nobody quite ’members why, but if our great-grandpappys was mad at ‘em, there must’ve been a good reason. Good enough for me, anyway.”*

Mordag Morklist is a clan elder who watched over Runa as a friend, mentor, and mother figure after the death of Starag’s wife. She can contribute the following information:

- *“Filwhyr is just another word for filth. It’s an embarrassment even to call those critters dwarves. They ain’t no good for pack mules ’cause they’re too ornery, and they’re too ugly for dogs. Reckon they must be cockroaches.”*
- *“None of ‘em ever did nothing to me, ’cept for the bit with my dog, and that was a little funny, but I hold up my part of the feud. My daddy and granddaddy and great-granddaddy all shot at Filwhyr whenever they got a chance, and I aim to continue the tradition.”* If the party asks about the dog, Mordag says her cousin Soma was out playing one afternoon, about 50 years ago, when Jalabar Filwhyr came by and dressed the dog up in some baby clothes and slipped it into Soma’s crib. The babe’s mother, Loriil, just about fainted when she found the dog.





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- “Just as well Runa died instead of mixing her blood with inferior stock. Her mama would’ve wanted it that way.”

Stririk Morklist was Runa’s best friend. She can tell the party the following:

- “Runa knew what she was getting into, and she thought it was just another challenge. She liked Durrl as well as any, I guess. They had an understanding, she kept saying. To Runa, that meant she’d whomp him one, and he’d understand.”
- “Runa said she was going to go ahead and marry into the Filwhyrs cause her daddy wanted it that way. She felt like she owed it to him, for adopting her and giving her the best of everything, like she was his own daughter. She sure loved her daddy.”
- “Filwhyrs are just like us, only not as good.”

Except where noted otherwise, the Morklists tell the party the truth as they know it.

DM Note: Depending upon the fate of the principals and the simulacra, Starag, Cliara, or any of the others present at the wedding may mention the presence of snow or mysterious extra equipment in the balconies. Alternatively, if the PCs discovered such, they might mention it to the dwarves. In either case, the Filwhyrs and Morklists have no idea how these things got there.

Where’s the Bride?

Run this encounter when the party decides to investigate Runa’s fate. The characters can begin their inquiries immediately after the riot (“The Wedding”) or after they have questioned the dwarves about the riot and the feud (“A Few Questions”).

What Happened: Through spies, Tairdo learned the identities of three Morklist dwarves who were responsible for getting Runa to the temple on the morning of the wedding: Buerla, Glyiur, and Ulnnor. He also learned the route Runa’s carriage would take to the wedding.

Tairdo staged an ambush for Runa and her party by placing an overturned carriage in the road. His ambush party included his lover, Qamhuul, posing as a noble dwarf female, three simulacra made to duplicate Runa’s trio of companions, ten goblins mounted on worgs, a solitary goblin female, also mounted on a worg, and a pair of *summoned* bulettes.

The bulettes played into Tairdo’s plan beautifully. The wizard allowed the fierce creature to slay the terrified horses that had pulled the rented carriage from Oredeep to the ambush site, then bade one of them to play dead while

the second burrowed into the ground just off the road and disappeared from sight. Then Tairdo used *improved invisibility* and *nondetection* on himself and *invisibility, 10-foot radius* on the goblins.

When Runa’s carriage came into view, all the dwarves saw was an overturned carriage, a motionless bulette, and a dwarven lady looking very much out of sorts, her three steel-clad attendants standing helplessly by.

The unsuspecting dwarves stopped to investigate, and soon it was agreed that the Morklists would clear the overturned carriage from the road and give the “lady,” who introduced herself as Thuvaka Caurdar, a lift into Oredeep. Once in the city, Thuvaka could send mounts or a carriage for her retainers.

While Runa and Buerla remained in the carriage, Glyiur, Ulnnor, Runa’s coachman, and four guards joined Thuvaka’s retainers in an attempt to shove the wrecked carriage off the road while Thuvaka looked on. At an appropriate moment, the invisible goblins loosed arrows and the two bulettes roared to life. Qamhuul rushed to the carriage and flung open the door, and Tairdo loosed a *phantasmal killer* at Buerla.

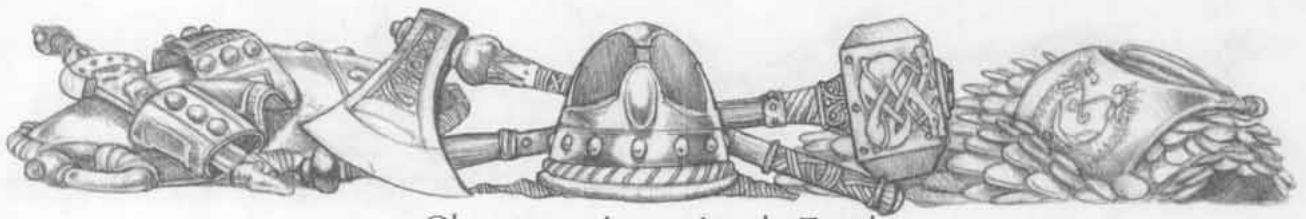
The attackers eventually slew the three senior dwarves, the coachman, and two guards. They knocked Runa and two of the guards unconscious.

After the fight, Tairdo cast *enlarge* spells on the female goblin and on four of the goblin warriors. The female donned Runa’s gear while the four warriors put on the guards’ gear. That done, the faux dwarves and the three simulacra boarded the carriage and drove off to Oredeep, with one of the “guards” driving in place of the coachman. The remaining ambushers buried the slain dwarves and hid the overturned carriage under some brush.

Tairdo sent the *summoned* bulettes off in opposite directions and ordered them to leave clear trails. He then used his *obsidian steed* to ferry his three captives to a nearby hilltop, where he summoned the Abomination of Diirinka to devour the hapless dwarves. That done, he and Qamhuul returned to their lair via a *teleport* spell. The mounted goblins and the extra worgs made their way to the hilltop, where they watched the Abomination feed.

The four goblins Tairdo sent to the city (posing as the guards—Tairdo didn’t replace the coachman, who wasn’t in full armor) made themselves scarce after reaching the temple and are now lying low at an inn. They plan to sneak out of the city after dark. Runa’s carriage remains abandoned near the temple. The three simulacra and the female goblin entered the temple and played out their roles in that encounter.

The party can piece together the truth by visiting various places.



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The Temple

The events of “The Wedding” leave the temple staff stunned and bewildered. The staff gladly shows the party around the temple, provided the group includes no evil characters.

The staff gladly tells the party what they know about the feud, but none can shed any more light on the feud than the Filwhyr and the Morklists can themselves. They confirm that the feud was never anything serious until about a year ago, when the Filwhyr had their mine fire. The party can learn the following additional information if they ask the right questions:

- Various acolytes and guards can tell the party that Cliara and Starag visited the temple the night before the wedding, presumably to pray and check the arrangements for their guests. In reality, they were placing weapons in the balconies for their sharpshooters.
- If Ardinna survived the riot, the high priestess is furious at the two clan heads for placing sharpshooters in the temple, but not altogether surprised. The high priestess has half a mind to make the pair marry each other as a penance for violating the temple—though she realizes in her heart of hearts that a forced marriage would cause more problems than it would solve.
- Ardinna has her suspicions about the fire. She is well aware of the charges about Everild Filwhyr’s role in the incident, but since Everild spent the day of the fire going over clerical lessons with Ardinna, the high priestess knows the girl is innocent. Ardinna suspects an outside force at work. Ardinna adds that Everild has all the makings of a fine cleric, and even managed to cast a useful spell during the riot.
- The body of the “bride” is definitely a female goblin, apparently magically enlarged (it shrunk to normal goblin size only a few minutes after the riot ended).

Qamhuul, in her Akhil guise, recruited the woman, whose name is Talaia, from a local goblin tribe. Talaia never really knew what was going on. Her tribe traded her to a great goblin king, who bade her to ride with some warriors and assist with an attack on some dwarves. Talaia witnessed most of the preparations for the ambush and met Tairdo and Qamhuul near the road—the goblin knew the pair only as the “nervous human” and the dwarf woman. She was frightened by the magical appearance of the bulettes (“snapping monsters”), but felt better after the “nervous human” made her grow and told her what to do.

If the party uses a *Speak with Dead* spell on Talaia’s body she only gives answers that relate to the foregoing information, and she answers as literally as possible.

Talaia’s body is too badly damaged to benefit from a *Raise Dead* spell. Should the party revive her through other means, such as a *Reincarnation* spell or *Rod of Resurrection*,

Talaia still resists answering the party’s questions, but might reveal the location of her tribe’s lair if charmed. The lair is a cave complex about 100 miles away. If the party goes to investigate, it stumbles onto a goblin patrol before getting very far (see “Tracking the Goblins,” below).

DM Note: If a *Speak with Dead* caster is not lawful evil, Talaia gets a saving throw against the spell; if she succeeds, she answers no questions at all.

The Stables

After the riot, Runa’s coach stood abandoned outside the temple. The city watch has moved the coach and the six horses that drew it to a private stable nearby. The characters can inspect the coach if they wish. They can find out where the coach is by asking the mayor, a member of the watch, anyone at the temple, or Starag.

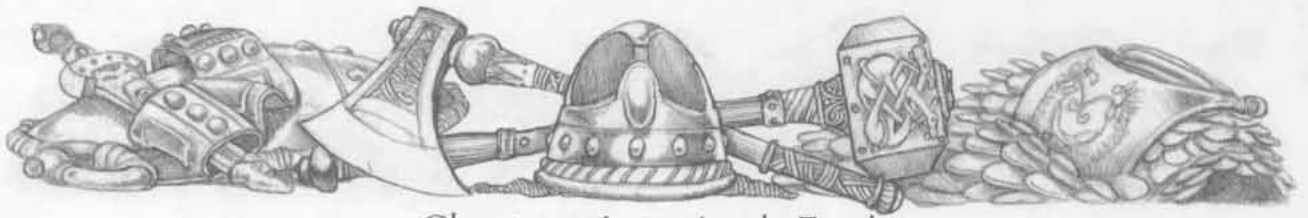
Searching the coach reveals many pits and a few arrowheads embedded near the doors and windows. The door itself has a broken latch. The interior shows a few chips and slash marks along with a considerable quantity of dried blood and a small wedge of wood.

The pitting and arrowheads came from the arrows the goblins fired in the initial assault when the goblins feathered the coach with arrows. The goblins pulled most of the arrows out, but a few broke off and the goblins simply left the heads in the wood. Anyone skilled in archery can identify the arrowheads as parts of flight arrows and any dwarf recognizes them as goblin work.

The chips, slashes, and blood inside the carriage come from the short battle between Qamhuul and Buerla. The dwarf successfully disbelieved the *phantasmal killer* Tairdo launched at her, but could not stand against Qamhuul, who tore open the door and physically attacked Buerla. The dwarf was outmatched to begin with, and also suffered a severed limb (her left arm) in the battle, hence the damage to the interior and the blood stains. The goblins used the wedge to hold the carriage door shut during the trip to the temple.

If the party uses a *Speak with Animals* spell on the coach’s horses, they learn the following if they ask the right questions:

- Everything was going fine the other day until we came upon the foundered wagon. The air around it stank of death, monsters, and blood. We just wanted to get out of there, but our people just didn’t understand. *Note:* A “foundered wagon” is wrecked—laying in its side.
- When we stopped, some people near the foundered wagon whinnied at our people for a while, then most of our people got down—except for the mares—and went to help the foundered wagon. That’s when the dog-faced people, wolves, and the turtle monsters attacked. The



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foundered-wagon people attacked, too. Someone started singing, but we never saw who. One of the foundered-wagon people, a mare, leapt like a jackrabbit right next to our wagon and climbed in. We tried to run, but couldn't maneuver and got all tangled up in our harnesses and traces.

Note: In this case whinnying means conversation. The horses heard Tairdo cast several spells, but they don't understand magic and so they call it "song." If someone actually sings for the horses, the animals say that's not what the person did. If a character casts a spell or simply recites the words of a spell the horses recognize that. To the horses, all females are mares (the singing person sounded like a stallion).

The terms dog-faced people, wolves, and turtle monsters refer to goblins, worgs, and bulettes. The horses can't count well, but they know there were two bulettes and many more worgs and goblins than horses. They also recall that there were slightly fewer foundered-wagon people than their own people.

The horses aren't familiar with racial terms like "dwarf" and "human," but they know humans from dwarves when they see them. They can tell the party that the first people they saw were like their own people (armored dwarves).

- After the terrible fight, when none of our people were moving anymore, the singing person sang again and some of the dog-faced men grew a little bit. Then the dog-faced men took off our people's harnesses and started putting them on themselves. All of the foundered-wagon people took off their own harnesses and put on the rest of the harnesses from our people—except for the jumping mare and the unseen singer.

While they were doing that, we saw a stone appear out of thin air, then turn into a mean horse. Something mounted up, we didn't see what, and flew away with one of our people—right through the air! The dog-faced men pushed the foundered wagon off the road and covered it up with fodder.

Later, the flying horse came back, with a stallion on its back. He picked up one more of our people, a mare, and flew away again. By that time, all the harnesses had been changed, and the foundered wagon people and the grown dog-faced men got into our wagon and drove here, to the people place.

Note: The horse is describing the victorious attackers changing clothes with their victims. The stone that turned into a mean horse is Tairdo's *obsidian steed*. By the time the wizard returned to get another captive, his *improved invisibility* spell had worn off and the horses could see him. If someone points at a human, the horses say the rider was like that.

- We saw the mean horse fly to a big hill beyond the meadow and come back again. We couldn't see very well because the sun was in our eyes.

Note: This is an important clue. There are meadows with hills or mountains beyond them on three sides of the ambush site (see "The Ambush Site"); only one, however, lies to the east, where the sun was rising on the morning of the wedding.

- When we got to the people stable, most of the foundered-wagon people got down off the wagon and walked away, fast, but some, the ones that rode inside the wagon rather than on top, went into the stable.

Note: The people stable was the temple. The people who walked away were the goblins who took the guards' places. The faux bride and the three simulacra went into the temple to play their roles in the riot. If pressed for details, the horses remember that the people who walked away were most or all of the dog-faced men who grew, but they can't recall exactly which way they went.

The City

Most residents of Oredeep can shed little light on Runa's disappearance. Many onlookers (especially people who own homes or businesses near the temple) saw Runa's carriage arrive at the temple, but cannot clearly recall what the guards did or where they went. There were a whole lot of dwarves coming and going that day. If pressed for details, some of these witnesses admit that the guards might have seemed a bit skinny for dwarves, but they can't recall anything useful. A few witnesses might also note that there was no coachman, one of the guards drove the carriage. The witness didn't think anything of it at the time.

A quick check with the Morklist clan reveals that nine individuals are missing: Runa, Buerla, Glyiur, Ulnnor, four guards, and the coach driver. If the party surmises there are four or five goblins lurking in the city and tells the mayor, the city watch easily captures the group when they try to sneak out the night following the wedding (after that, it's too late to catch the goblins). Characters will have little luck searching for the goblins themselves. There are too many places in the city for them to hide, even if the party just concentrates their search on the city's inns. A *commune* or *contact other plane* spell can narrow down the goblins' location to an area a few blocks square: the party need only ask if the fugitives are in a certain half of the city, then proceed to ask similar questions, cutting the area in half each time. In that case, they can apprehend the goblins themselves.

The goblins fight to the death and all four are slain if the watch catches them. The party might take a live prisoner if they're successful with a *charm* or *hold* spell or a



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nonlethal attack. The captured goblin knows that a mighty king, Akhil Greataxe, has promised to lead the goblins to new lands and to stamp out all dwarves. They also know that Akhil's personal wizard was involved in the ambush. Otherwise, they give the same kind of information Talaia gave (see "Filwhyr Stronghold").

A quick visit to the stable owners in Oredeep leads the party to Adrian Rede, a choleric human who is beside himself because a coach and six horses he rented out early this week are missing. He reports that a fine-looking human lady (Qamhuul using her *hat of disguise*), who gave her name as Orsa Kamm, rented it, paying in advance for a week. The coach sat unused for several days, but Orsa and three dwarves took it out the morning of the wedding and haven't been back since. Adrian still has the coins Orsa paid, but they are just normal gold pieces. Adrian's mood gets much worse if he learns his coach is wrecked. He has no further information for the party.

The Ambush Site

The ambush took place about a mile from the city gates in a little valley surrounded by meadows on three sides; tall hills rise several miles beyond the meadows. The fourth side has an overgrown gully with a tree-covered hill about a hundred yards beyond.

The ambushers dragged the overturned carriage into the gully and covered it with brush, concealing the wreck fairly well. The goblins also took the bodies of the six dwarves killed in the ambush and buried them in shallow graves in the gully not far from the carriage. They tossed Buerla's severed left arm into the weeds by the side of the road.

The goblins took pains to conceal traces of their activities, and a normal traveler moving along the road won't see anything amiss. If the party searches along the road, it takes them two days to find the ambush site. If they move off the road and beat the bushes, however, they find the wrecked carriage in a matter of hours.

Unfortunately for the party, a giant ankheg has moved down from the wooded hill to search for food. It found and consumed the bodies, leaving naught but a few scraps of bloodstained clothing behind. The creature still lies underground in the gully and emerges to attack the party when they approach the wreck.

Once the party defeats the ankheg, they can search the area. A successful Tracking roll reveals the goblins' attempt to erase traces of the ambush and reveals a faint trail leading east. The tracker cannot tell how many creatures left tracks, but it is clear they made an effort to hide the trail. A successful tracker also notes the presence of six shallow graves, all disturbed.

Anyone taking a close look at the area finds the overturned carriage, now pretty well wrecked (but repairable). The remains of what little clothing the dwarven corpses had lie scattered in the gully, and the severed arm is easily found.

Anyone also can see two trails the summoned bulettes left behind. One creature headed south and the other northwest.

The two bulette trails go about 140 yards in fairly straight lines and then disappear. The creatures followed their last instructions from Tairdo (walk away from here) until the *monster summoning VII* spell's duration ran out. When the spell ended, the creatures vanished.

The goblins' trail leads about 5 miles to a lonely hilltop (see "Tracking the Goblins").

A *speak with dead* cast upon Buerla's arm yields considerable information, as the dwarf is eager to help the party. However, she can't give the party any information they don't ask for. She reveals the following if the party asks the right questions:

- Four armored dwarves who we thought had just lost their carriage horses to a land shark attacked us. The "dead" land shark and its mate leapt into the fray at a command from some person, probably a human male, I didn't see. There also were at least a dozen goblins mounted on worgs. The dwarf leader, a female warrior, had the *Fierce Axe*. I know that's what it was! Woe to the dwarves if some insane Filwhyr has the *Fierce Axe*!
- The *Fierce Axe* is a dwarven relic from the dawn of time, lost long ago to an act of treachery. Legend says the *Axe* reappears in times of grave danger for the dwarven race. It is a sign of hope, but also an ill omen.
- I lost my arm to the *Fierce Axe*. The woman who had it could jump like a spider. She bounded to the carriage and ripped open the door like it was made of paper. I could swing a mean ax in my life, but I couldn't withstand a foe armed with the *Fierce Axe*.
- At the time of my death, Runa was alive, but I couldn't say what became of the others. There were nine in our party: three warriors—me, Glyiur, and Ulnnor; plus young Runa, too good for a Filwhyr brat, even if she wasn't a blood relative; four trustworthy guards; and our coachman.
- I'm sure this is some Filwhyr trick. Boy, they've sure got a feud on their hands now.

Giant Ankheg: AC -1 (1 underside); MV 12, Br 16; HD 8+24; hp 60; THAC0 13 (10 with bonus for size); #AT 1 (bite); Dmg 3d6+9 (bonus for size); SA acidic saliva inflicts an extra 1d4+3 points of damage per bite, spit acid; SZ H (50' long); ML average (9); Int non (0); AL N; XP 975.

Notes: Can spit acid once every 6 hours. The acid automatically strikes one creature within 30 feet. The target suffers 8d4+24 points of damage, save vs. breath weapon for half. Because the ankheg is digesting food it will not spit unless reduced to 30 hit points or less. The ankheg retreats if reduced to 10 hit points or less.

Hilltop

The party can find the hilltop either by following the goblins' trail from the ambush site 5 miles to the west or simply by making a circuit of the countryside near the ambush site. If the party questioned the horses in "The Stables," they can get a clue that leads them here. A party having difficulty finding the place might see a few vultures circling the hilltop.

Here on the crest of a tall hill you find three slain dwarves, all spread eagle on the ground, their limbs staked down tight. The bodies seem faded and dry, like dead insects laying on a windowsill. An expression of pain and utter terror seems indelibly stamped on each victim's face; they look more like grotesque sculptures of tormented souls than the faces of beings once living.

The grass around the bodies looks well trampled. Bits of gristle and gnawed bone lie scattered all over the hilltop, but all of the litter rests at least 20 feet from the bodies.

As noted earlier, Tairdo brought the unconscious Runa and her two surviving guards here and fed them to the Abomination of Diirinka for his own amusement. The wizard delayed the grisly ritual just long enough to allow his goblin minions to join him once they had finished cleaning up after the ambush (see "The Ambush Site").

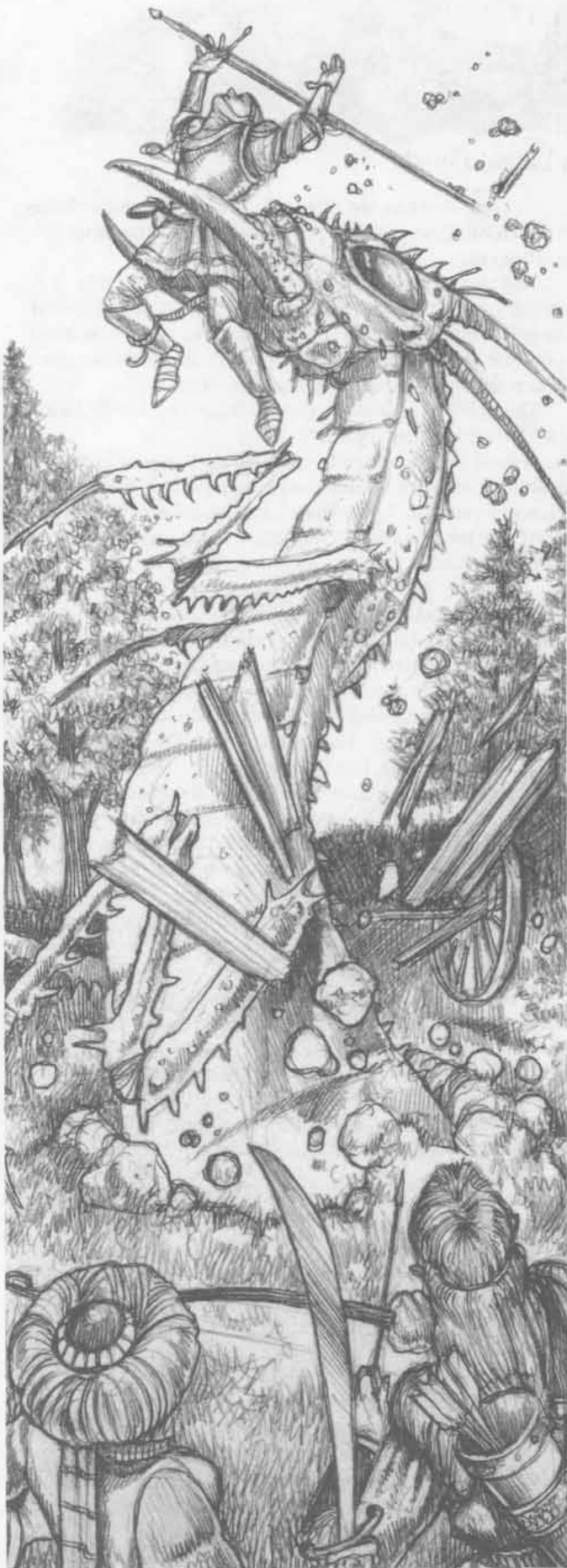
After the Abomination had fed, Tairdo left it to roam this plane. The wizard assumed the creature would run amok through Oredeep for a short time before returning to its home dimension. For the moment, however, the creature lurks beneath the summit, napping after its meal. In the meantime, Tairdo and Qamhuul have returned to their lair via a *teleport* spell and the goblins have scattered.

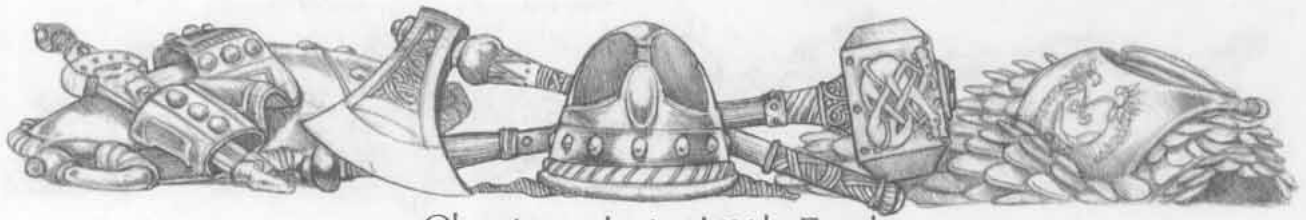
The gnawed bones are scraps from a meal the goblins ate. Though they enjoyed watching the dwarves die, their fear of the Abomination kept them well way from the bodies.

Any activity on the hilltop, such as examining the bodies, searching through the scraps, or even plain conversation, awakens the Abomination. The creature attacks without hesitation. Unless the party can see the creature somehow (such as with a *ring of x-ray vision*) they must roll for surprise with a -5 penalty.

Without warning, a strange creature rises from the very earth like some hideous monster of the deep bursting from the sea. The beast has an ovoid body as big as a pair of plow horses. It has no head, but three lidless, pupilless eyes the color of curdled milk bulge from its sides, just above the midsection. Above the eyes, three sinewy, double-jointed arms with taloned hands sprout from the monster's crown. Another arm grows below each eye, but these three appendages end in drooling mouths.

The creature's stony carapace seems to ripple with patterns of energy. Images of tortured dwarven faces drift about like dead leaves caught in a whirlwind.





Chapter 3: Just a Little Feud

If players ask, their characters can pick out the faces of the three slain dwarves among the images in the Abomination's body.

Once the party defeats the Abomination, they can examine the hilltop. A successful Tracking roll reveals that eleven worgs, seven of them carrying riders, left the hilltop fairly recently, all heading in different directions and all keeping a quick pace. The tracker also finds goblin footprints and a few of the Abomination's tracks. The creature leaves prints perhaps twice as large as a man's hand; each shows three claws spaced evenly around the foot. The resulting pattern looks something like a three-pointed star.

The corpses cannot be revived by any mortal means. A *Speak with Dead* spell works, however. The dwarves have no more information about the ambush than Buerla did (see "The Ambush Site"); but they can describe their captors: a slight, greasy human who sneered at them, the dwarf woman from the ambush site, and half a dozen goblins. They describe the creature that killed them as a hideous monster that popped up out of the ground like a venomous toadstool. It had a stony body with three legs and six arms. Three of the arms ended in sucking mouths that the creature used to kill them.

The Abomination: AC -3; MV 9, Br 9; HD 20; hp 140; THAC0 1; #AT 6 (claw ×3, bite ×3); Dmg 2d4+4 (×3)/1d3 (×3); SA surprise, pass through earth and stone, rend, energy drain; SD immunities, spell turning, regeneration; SW cannot claw or bite creatures protected by *protection from evil* spells unless attacked first; MR 30%; SZ L (9' tall); ML fearless (20); Int not ratable; AL CE; XP 22,000.

Special Abilities: SA—Can blend into the stonework and attack, imposing a -5 penalty to opponent's surprise rolls. Can move through earth as easily as humans walk through air.

Whenever two or three claws strike the same opponent, they rend and cause an additional 4d4+4 points of damage.

When a mouth hits an opponent, it remains attached and automatically inflicts bite damage and drains one level of life energy (just as a hit from a wight does). The damage and energy draining continue each round until the creature releases the opponent or the latter breaks free. The best way to break a mouth's hold is to wrench it loose. This requires a successful attack vs. Armor Class 5 (to grab the offending appendage) and a successful bend bars roll with a +20% bonus (rolls of 96 or greater still fail). The opponent suffers 2d6 points of damage when the mouth tears loose. A slashing (type S) weapon can sever the arm connected to the mouth (see Appendix 3), but this leaves the mouth attached to the victim, and it continues to inflict damage and drain energy until wrenched loose. A creature completely drained of life energy is forever dead.

SD—The Abomination is immune to normal heat, cold, electricity, acid, and poison. Magical forms of these attacks (and breath weapons) inflict only half damage if the creature fails its saving throw and no damage if its saving throw succeeds.

Only weapons of +3 or better enchantment harm the Abomination. Edged weapons (types P and S) inflict damage equal only to their enchantment and the wielder's Strength bonus. The weapon's damage rating and any bonus the wielder normally enjoys from weapon skill do not apply.

The Abomination's Magic Resistance gives it reasonable protection against spell attacks; however, if the resistance roll fails, a spell attack is turned as though the creature were wearing a ring of *spell turning*.

The Abomination regenerates 3 hit points each round. Any limb severed remains animate and can attack; severed limbs move at a rate of 6 and can pass through earth just as the Abomination can.

The creature can be slain only in its home dimension. If reduced to 0 or less hit points elsewhere, the creature fades away and returns home, where it must rest for 2d6 hours before venturing forth again. To permanently slay the creature it must be reduced to -20 hit points on its home plane, and its remains must be doused with holy water and powdered iron or dust from the amulet that controls it (see Appendix 3).

Alert: If the characters wish to move the bodies from the hilltop, the corpses must be handled carefully or they will break apart. Though their kinsmen have been hideously altered by their unnatural death, any Morklist can recognize the desiccated corpses. A considerable uproar ensues and the mayor calls a council to hear the party's report and consider what's really going on. If the party has not yet finished investigating Runa's disappearance, the mayor allows them a few more days to finish up, but tells the party they must finish within a few days or Oredeep will explode like a volcano.

Tracking the Goblins

Run this encounter only if the party finds and tries to follow the tracks leading away from the hilltop. The goblins have scattered. Their trails meander through hilly terrain, sticking mostly to valleys and woodlands, all places that help conceal the traveler from view. Eventually, even the best tracker loses the trail. If the group persists in its tracking effort, some goblins find them.



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Your pace remains slow as you track the worg rider. The little creep seems to have plowed through every bog, thicket, rocky outcrop and bramble patch it could find. Nevertheless, the tracks seem to be getting fresher.

Unfortunately, the wind is also freshening, and it carries the scent of rain on it. The sky has grown thick with low clouds. A storm could wipe out the trail altogether. On the other hand, some open country lies ahead. You might be able to move a little faster out there.

A goblin leader (a lieutenant) mounted on a winged owlbear has already spotted the party and signaled to his troops. If the party picks up the pace to beat the storm, the goblins ambush the party and get a free round of attacks before the party can roll for surprise. If the party doesn't pick up the pace, they don't get ambushed but have to roll normally for surprise. If the party has taken some precaution to spot ambushes (such as using their own flying or invisible scout), the goblins do not ambush the party and the party gets a +2 bonus to the surprise roll.

The goblins use the same tactics no matter what happens. The goblin lieutenant swoops over the party and drops a *thunderpot* from a height of about 250 yards. He repeats the attack twice. His *anti-magic shell* foils any magical counterattack the party might launch. The *thunderpot* is inert within the shell, but the fuse still burns and the pot becomes dangerous when dropped out of the *shell*.

The goblin scouts, warriors, and sergeants are mounted on worgs and perform split moves and volley fire (see the Introduction) from a range of 40 yards. Before suffering any casualties, each volley covers an area 15 feet wide and 20 feet long. The damage from the volley is 1d6+13 points.

The goblins keep up the assault as long as they can. If the party tries to close with the archers, they fade back, trying to stay at least 40 yards away for as long as possible. Once the lieutenant runs out of *thunderpots*, he either joins in the volley attacks or directs them himself.

If menaced by an airborne opponent, the lieutenant fires arrows; if the opponents uses an obvious flying device such as a *carpet* or *broom of flying*, the lieutenant tries to move in close so that his *anti-magic shell* shuts down the device. If he succeeds, the character operating the device must make a successful saving throw vs. death magic or lose control and crash, suffering falling damage appropriate to the height of the fall. If the saving throw succeeds, the character still loses 1d4×10 feet of altitude before regaining control of the device.

The goblins fight without checking morale so long as the lieutenant or at least one sergeant is alive. If all the officers are killed, the remaining goblins scatter and try to flee.

Goblin Guards (20)

Goblin Sergeants (2)

Goblin Lieutenant: *Special Equipment:* three *thunderpots*, *spellcache ring* (*anti-magic shell*).

Winged Owlbear: AC 5; MV 12, Fl 18 (E); HD 5+2; hp 32 each; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d6; SA hug, -2 penalty to opponents' surprise rolls in daylight, -6 penalty to opponents' surprise rolls in poor light; SZ L (8' long); ML steady (12); Int low (5); AL N; XP 975 each.

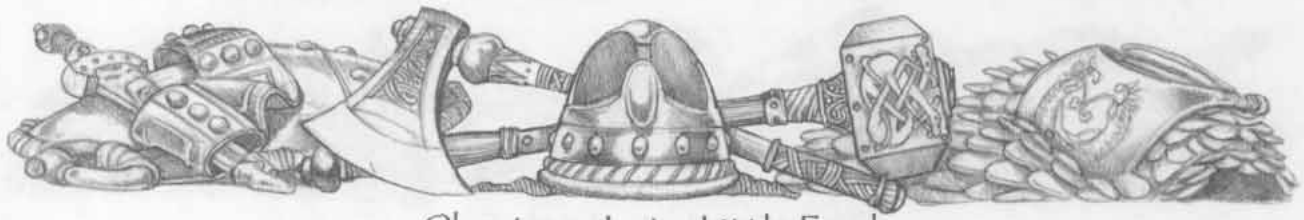
Notes: Claw hit with an attack roll of 18 or better allows a hug causing an extra 2d4 points of damage.

Worgs (Wolf) (23): AC 6; MV 18; HD 3+3; hp 16 each; THAC0 17; #AT 1 (bite); Dmg 2d4; SZ M (6' long); ML steady (11); Int low (7); AL N; XP 120 each.

Alert: Once the party defeats the goblins, they spot a tendril of smoke rising in the distance. If they investigate, they find the remains of a small dwarven mining colony the goblin scouts destroyed. If the party checks it out, go to "Casualties of War," below.

If the party captured any of the goblin scouts, the creatures seem frightened (they expect to be enslaved at the very least, if not tortured and killed). If interrogated, they try to bluff the party into letting them go. They reveal the following, if asked the right questions:

- Yeah, you really feel *big*, don't you. When the army gets here, you'll be sorry!
- The army is huge, it's got more goblins than a dwarf has fleas (a very large number by goblin reckoning). It's headed this way, but if you let us go, we won't say which way you went.
- The army's also got giants, and ogres, even some dwarves. Plus there's the *wizard*. The wizard's got all kinds of cool pets that can bite your heads off. *Note:* The wizard is Tairdo. The goblins call Tairdo's summoned monsters "pets." These goblins have never actually seen Tairdo, but they've heard a lot about him. If characters ask about the Abomination, the goblins don't know what they're talking about until the party describes it (three legs, six arms). That brings a grin to the goblins' faces: "That's the wizard's favorite pet," they say.
- The army's somewhere thataway (pointing northeast), but don't worry, it'll be here soon. *Note:* The main body is about 420 miles northwest. The goblins aren't lying, they just got confused.



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The goblins don't have any knowledge about Tairdo's activities in Oredeep, but they assure the party that everything they've experienced recently presages their doom.

If the party decides to go looking for the goblin army, they find nothing if they go northeast. If the party travels northwest, they'll blunder into the army eventually; a trail of burned-out villages and settlements (the scouts' work) marks the way. Each day the party spends looking for the army, they meet another patrol like the one they just met.

Once the party locates the army, they have a hard time judging its size, because the 30,000 creatures occupy an area about 10 miles long and 3 miles wide—the arrangement is the only way the mass of troops can move through the mountainous terrain quickly. Attacks against the army do little good. The party can slaughter goblins by the hundreds and still not make a dent in the ranks. A determined campaign of destroying bridges and blocking mountain passes can slow the army down, but that does little good if the party doesn't tell anyone in Oredeep that the goblins are coming.

At their current rate of march, the goblin army will reach Oredeep in about 10 days.

Casualties of War

Run this encounter only if the party investigates the smoke they saw after their fight with the goblin scouts.

The smoke comes from a dwarven mining settlement the goblins sacked and burned. About 30 dwarves once lived here, but only one, Heldynn, survived the slaughter.

Badly wounded in the fight, Heldynn buried himself in a pile of waste rock from the mine. For a time he lost consciousness and has no idea how much time has gone by since he hid himself. When the party arrives, Heldynn still lies hidden in the rocks. He has a *thunderpot* taken from a fallen goblin and is ready to use it on anyone who threatens him. In his current state of delirium, he thinks of any stranger as a threat.

This might have been a charming place once, but now it looks and smells like a charnel house. A small tower rising from a low hill guards a tunnel entrance. The structure seems to have been gutted by fire, and smoke still drifts out an upper story window. Dozens of bodies, some goblin, but mostly dwarves, lie scattered around the base of the tower and the tunnel entrance.

All round you see gardens and fields, now well trampled. An extensive pile of loose rock lies about a bowshot away from the tower.

If the party explores the tower and mine, they find the whole place looted. What the attackers couldn't take away,

they destroyed. If the party approaches the pile of stone, Heldynn emerges from his hiding place:

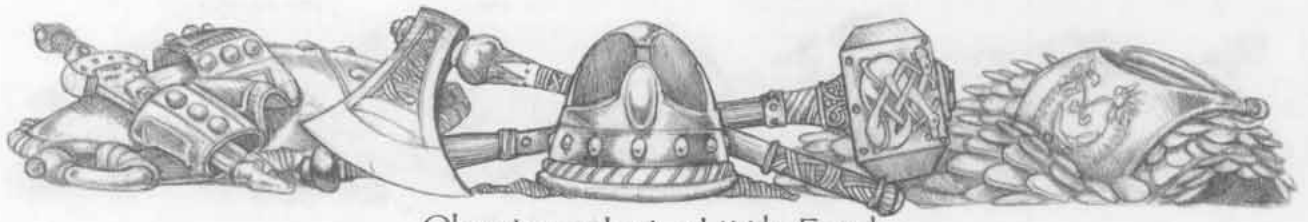
The pile seems to contain shards of rock in sizes ranging from robin's eggs to melons; you can't spot a smooth surface in the whole bunch. Before you can note any other details, a few stones shift and a wild-eyed dwarf, his face bloody, claws his way into view near the top of the pile. He holds a smoldering object in his right hand.

The smoldering object is a lit *thunderpot*. Fortunately, Heldynn lit the fuse right at the end. It will burn for 6 rounds before the *pot* explodes. Neither Heldynn nor the party are surprised, but the dwarf will throw the *thunderpot* the first chance he gets. The rock pile is about 60 feet in diameter and 20 feet high. Characters moving on foot must move slowly and carefully to reach the top. Quick movement makes the stones shift and carry climbers backward almost as quickly as they can move forward. The maximum movement rate any character can manage is 3.

If the party can reach Heldynn in time, they can easily wrench the *thunderpot* out of his hand and extinguish the fuse. Of course, they also can kill the poor sap (he only has 1 hit point). If disarmed, the dwarf meekly surrenders.

Heldynn proves much too addled to be of any use to the party in his present state. He responds to most questions by apologizing for attacking or explaining that goblins killed all his kin. Heldynn slowly regains wits if given some food or first aid. A *cure light wounds* snaps him right out of his delirium. Once recovered, he shares the following with his benefactors:

- This was once the Thordsonn family stronghold; at least sixty goblins mounted on worgs swept in two days ago in a surprise attack, killing (almost) everyone. The goblins took everything of value and either killed or ran off the livestock.
- Heldynn was off in the fields when the goblins arrived and came late to the fight. He was trying to use the pile of mine waste for cover when the goblins discovered him. He took an arrow in the shoulder and fell down in the rocks, so the goblins left him for dead. Later, he burrowed into the loose rock and hid while the raiders looted the place.
- He overheard several goblins talking of an army on the move. This raid is the prelude to a major invasion; it's very important that someone go to Oredeep with the news. Actually, Heldynn would like to go to Oredeep himself, as he's not likely to live to a ripe old age if he stays here by himself with an army of goblins on the way.



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- He does not know where the army is. When the goblins left they broke up into small groups and headed in different directions, probably to make tracking them difficult.
- He would very much like help burying his kinfolk.
- It would not be a good idea to search for the goblin army; it's best to go back to Oredeep and raise the alarm so the city can be properly prepared.

Heldynn, male dwarf F1: AC 5 (chainmail); MV 6; HD 1; hp 8 (currently 1); THAC0 20; #AT 1 (battle-ax); Dmg 1d8+1 (Str bonus); SD +4 saving throw bonus vs. magic and poison; SZ M (4' 6" tall); ML elite (14); AL LG; XP Nil.

Personality: delirious (currently), resolute and trustworthy (normally).

Special Equipment: thunderpot.

Alert: If the party decides to seek out the goblin army, Heldynn asks to borrow a mount so he can go to Oredeep and warn the city. The *Alert* section of "Tracking the Goblins" has details on searching for the army.

The Conclave

Once the party has recovered Runa's body, Sigrieda invites them to a meeting of the civic council, where they can give an account of what they have learned.

You are ushered into a large chamber that serves as the council's meeting hall. All the civic leaders are present, as well as representatives from both of the feuding clans and from elven, gnome, and human settlements nearby. Sigrieda moves to the podium and addresses the group.

"Friends, I have called this special council meeting to allow these stalwart adventurers to present the results of their investigation into the incident at the wedding of Runa Morklist and Durril Filwhyr. In the course of that investigation, they have uncovered some disturbing information that may affect us all. My friends? Please." Sigrieda gestures you forward, and a murmur goes through the crowd.

The party may present its information in any manner desired. If they give reasonable evidence that neither the Filwhyr nor the Morklists were responsible for the wedding fiasco, Sigrieda lifts the house arrest from both clans.

Showing the council the goblin arrowheads from the coach (see page 37) does the trick. The party might also point out the goblin and worg tracks on the hilltop where the bodies were found ("The Ambush Site"), and share any accounts of the ambush the party got from *Speak with Animals* or *Speak with Dead* spells. If the party has offended either clan,

they'll have to produce the arrowheads or show the council the tracks to avoid being shouted down by their detractors.

Any news the party brings of an approaching goblin army is met with hoots and catcalls: "Goblin army? Goblins couldn't make an army! They're scared of each other's ugly faces!" As the cacophony dies down, however, an elder from an outlying area takes the floor and tells a troubling tale of loss of communication with a nearby mining settlement in approximately the area the characters specify. Debate ensues as others add their evidence. If the party has brought Heldynn back to town, his story convinces the council of the danger.

If the PCs implicate the Abomination in the killings, or mention the *Fierce Axe*, the hall breaks into chaos as all wonder what the information could mean. But one venerable priest knows, and when the party has finished speaking, he shuffles forward and requests permission to speak, which Sigrieda grants.

The old dwarf's rheumy eyes travel slowly about the room, but seem to focus within. He leans on a hickory staff and begins to speak.

"I am Farvak, and I have served Moradin faithfully for more days than I can recall. When my mentor lay dying, he called me to his side and related a strange tale, swearing me to secrecy until I too should pass it on to a younger priest. It was a tale of history, magic, horror, and prophecy. And now, the time foretold in that prophecy has come—a time of blackness and terror for dwarvenkind. So I tell the tale to you, at last.

"All know that when our race was young, the mighty Silvervein, first and greatest among the dwarves, created the five Great Tools. The last and finest of these was the *Fierce Axe*, made with the other four and empowered by Moradin himself. The Axe passed from king to king for countless generations in the Age of High Kings, until the evil Brassbeard, nephew to the last High King Irontooth, slew his uncle and took the Axe for himself. Though Brassbeard's perfidy was eventually punished with death, the One Clan was forever sundered and the Axe was lost.

"But that is not the whole story. Brassbeard had struck an unholy pact with Diirinka, god of the derro, to fulfill his ambitions. Diirinka gave Brassbeard an ally—a creature of such horrible aspect that its only name was abomination. The Abomination was evil incarnate, created for the sole purpose of destroying dwarves. Squat and ugly, it had no head, but its many arms ended in sucking mouths that bled the life force from dwarven opponents. And still more awful, the images of its victims forever swirled about its body, a testament to the horror of their deaths.



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"At last, Irontooth's kith and kin slew the evil Brassbeard and recovered the *Axe*, which was interred with Irontooth's remains in the hidden stronghold of Radruundar. Brassbeard was buried there as well, in an unmarked tomb. The Abomination fled the *Axe's* power. Those who knew the true location of the *Axe* died off, until at last, only one remained—the warrior-priest Glyurar. On his deathbed, he passed on the secret to another priest, who carried it until his time as a mortal had come to an end. In this way, the knowledge has been passed through the generations, held safely by selected members of the priesthood. It has been foreseen that the return of the *Fierce Axe* will herald a time of great peril for dwarvenkind, as well as a time of great opportunity. It seems that time has come.

"The creature that killed Runa can only be the legendary Abomination. If it has returned, it must be because the *Axe* has been found. The impending military conflict, the trouble within our ranks—all these are signs that this is our time of trial.

"The tomb of Irontooth holds the key. The details of the impediments designed to protect it from intruders have fallen into obscurity with the passage of generations. All I can offer to aid any that would seek it is this poem."

Farvak recites a songlike poem to the PCs, translated in Common. (The poem appears on page 46; make a photocopy and hand it to the players for their reference.) When he finishes, the old priest says:

"That is all I know. May Moradin go with you, my friends."

Just as Farvak finishes speaking, the chamber begins quaking violently. Farvak stumbles and falls as the floor beneath him cracks open and a hellish creature rises through the rent. Its stony body has three eyes on its sides and six arms, three with clawed hands attached at its top, and another three that end in drooling mouths placed below the eyes. One arm stretches toward the fallen priest, and a cry of unearthly hunger fills the room as the mouth snaps at the old man.

Farvak is the Abomination's first target. Thereafter, it runs amok, slaying dwarves until the party and council members can reduce it to 0 hit points. Starag will engage the creature directly if he is present; Cliara and the mayor use their spells to best effect. (See "The Wedding" fracas for examples of combat tactics by these NPCs.) Once "killed," the Abomination melts into the floor.

See page 41 for the Abomination's statistics. Use the Ardinna statistics from the temple for Farvak. Four other council members participate in the fight; use the theyn statistics from the temple.

Alert: After the battle with the Abomination, Sigrieda (if alive) or a council elder asks the party to seek out the tomb of Irontooth and find out both what has happened to the *Axe*, and who is behind the return of the Abomination and the advance of the goblins.

Farvak or another dwarf can give the party sketchy directions for reaching Radruundar. The old dwarf has never been there and cannot explain the poem he recited except to tell the party that it contains directions for locating the tomb.

Troubleshooting

If the party is unwilling to seek out the *Axe*, a battle between the goblins and the citizens of Oredeep rages for months. The goblins have little success breaching Oredeep's walls. Nearby communities quickly rally to Oredeep's aid. Relations between Oredeep might be strained, but the communities in the Oredeep area look after each other just as Oredeep's citizens do.

Eventually, Tairdo discovers the party's role in foiling his plot and arranges a series of attacks against the characters (see the "Troubleshooting" section in Chapter 4 for suggestions). The attacks continue until the party travels to Radruundar and defeats Tairdo.

If the party manages to slay or capture Tairdo and Qamhuul, the dwarves of Oredeep insist that the party return the *Axe* to Radruundar. In the meantime, Myrle, Tairdo's vampiric ally, takes control of Radruundar and directs the attack on Oredeep.



In Radruundar does Irontooth lay,
The Fierce Axe upon his breast.
To Radruundar you must away
To see Irontooth at his rest.

Your road under frigid waters lies,
Walk toward the sunrise on the waves
To the cascade that hides from prying eyes
The gate to the forgotten enclaves.

In and adroit turn
Through a portal of stone
Now sinister go, others spurn
Portals twice more, one unknown.

On a friend, or two, you must depend
To make a pair switch places
And make your chamber rise or descend;
The friend rejoins if the chamber he outpaces.

Chamber comes to rest,
Now watch the floor.
The exit sunward is best,
Shun any other door.

Now let your left hand guide
As you go forth,
But keep to the full and wide.
At the crossing, go north.

Now follow right, you are bidden.
The first false, beware.
The second, yours, hidden.
The third leads you nowhere.

Another door,
The chamber descends
As the one before.
The final test impends.

Left you go once more.
Then right and right again.
Spurn the door,
And straight on maintain.

Passage's end.
Take the open way.
The door ahead is your friend,
Now see the water play.

The portals you see there,
Yield to the strong.
Now beware,
Only the foolish go headlong.

Five guardians to pass,
The right penitence makes each
As gentle as a lass.
These to you I teach:

The first, a hammer's oration.
The next, an ode to dwarven fame:
Look upon the dwarves, Moradin's creation.
The third, the precursor to a flame.
The fourth an ode to dwarven dedication:
The dwarves shall endure, you must exclaim!
The fifth a peaceful demonstration.

Now echoes in a lofty hall.
Take the Keeper's path,
He is not least, but last,
Along the statued wall.

A nod from the explorer
Reveals the keeper's second secret.
Then if to the guardian you would defer
And pass without regret,
Turn right, traveler,
And wrap perfection in an earthen blanket.

The smith's art,
A hammer's song
Moves the steward to impart
What has lain hidden so long.

CHAPTER 4: RADRUUNDAR

The abandoned dwarven stronghold of Radruundar (rah-DREW-ndar) serves as the main focus for adventures surrounding the *Axe of the Dwarvish Lords*. It was here that the dwarves of the One Clan laid Irontooth, the last High King, to rest with the *Axe* upon his breast (see Chapter 1).

Here, too, the party can find the source of the ills revealed in Chapter 3, though they might have to make several trips into the halls to fully root out the evil creatures who have usurped the place.

History

The mountain lakes and valleys surrounding the present site of Radruundar were a favorite haunt for the dwarves of the One Clan throughout the Age of High Kings. Although the area never produced a motherlode of gems or precious metals, the dwarves loved the rugged terrain. They herded sheep and goats in the high mountain pastures and found game and lumber in the forests of the mountains' lower slopes. The lakes provided fish. Hard-working prospectors eventually found outcroppings of iron ore among the peaks, and soon several families of the One Clan had established small mining colonies.

The plebeian nature of the area's products brought little attention to it, nor to the dwarves who dwelt there, until a clan elder visited Mount Radruundar and noted its potential as a self-sufficient fortress. Lake Radruundar, west of the mountain, provided a formidable natural barrier for any foe, and the high meadow to the east, surrounded by its mountain ramparts, offered a secure place to raise animals and crops, assuring a steady food supply.

In less than a generation, the One Clan had converted the tiny iron mine into a sprawling underground fortress capable of supporting a garrison several hundred strong and of holding stores for an army.

During the civil war that erupted after Irontooth's assassination (see Chapter 1), the clan elders set to work converting Radruundar into a final refuge for the One Clan. In the bleakest days of the war, the last fourteen families of the clan, along with dozens of priests and several hundred other individual dwarves, found safety within the halls of Radruundar for decades.

Inevitably, isolation and endless skirmishing led to the clan's fatal decline and the handful of remaining dwarves abandoned the fortress, dispersing to sister clans who could provide better security and a higher standard of living. The dwarves of the One Clan had kept the secret of Radruundar well, however, and the abandoned settlement remained untouched for centuries.

Where dwarves have fled, however, goblins surely follow, and several tribes of goblins have occupied the stronghold over the years. Most goblins stuck to the upper halls, shunning the temple of Moradin on the lower level, with its powerful magical wards. The goblins also feared

the wrath of the powerful stewards who guarded the catacombs beyond (see the "Temple and Mortuary Complex" section, beginning on page 151).

Eventually the voracious goblins would exhaust the local game and then move on, leaving the area to slowly recover, just in time to play host to a new goblin tribe. The goblins never knew what treasures lay hidden in the catacombs and served as unwitting guardians of the legacy of the One Clan.

Less than five years ago, however, the evil wizard Tairdo and his loathsome paramour, Qamhuul, broke the cycle of reoccupation and abandonment by taking control of the resident goblin tribe. The wizard and his allies defiled the temple of Moradin and broke into the catacombs, where they defeated the stewards (though only temporarily). They located and looted Irontooth's tomb, stealing the *Axe of the Dwarvish Lords*.

Today, Tairdo and Qamhuul use the stronghold as their base, controlling a far-flung network of goblin allies and plotting an insidious campaign to destroy all dwarves and gain new lands for the goblin race.

Environs

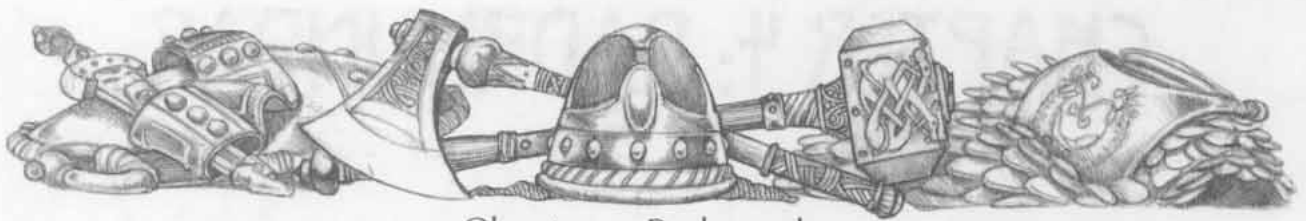
The stronghold of Radruundar lies at least 100 miles from Oredeep as the crow flies. Mount Radruundar is one of a chain of cold, forested peaks.

The region contains many isolated valleys, deep, frigid lakes, and alpine meadows. No major trade routes cross the area, but the lakes, forests, and meadows support a teeming population of monsters and evil humanoids that discourages visitors.

The climate is temperate overall, but verges on the subarctic because of the altitude. In addition, a covey of hags living in the area cast *control weather* spells twice daily. The effort produces perpetually overcast conditions in a 4d4-square-mile region centered on Mount Radruundar's eastern base. Storms lash the area every few days. Roll 1d6 every 12 hours. On a roll of 1, a storm rolls in. For 2d6 hours, swirling winds and lightning lash the area. Flight is impossible except for creatures native to the Elemental Plane of Air and creatures with Maneuverability Class A.

Other creatures attempting flight must roll saving throws vs. death magic. If the saving throw fails, the creature has a fatal crash. If the saving throw succeeds, the creature still crashes and suffers 3d10 points of damage instead of being killed outright.

If several characters board a flying device, the character operating the device should attempt a saving throw first. If the operator makes a successful saving throw, he survives the crash (but suffers 3d10 points of damage) and his passengers receive a +1 bonus to their saving throws. If the operator's saving throw fails, the operator dies in the crash and the passengers suffer a -1 penalty to their saving throws.



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If characters go aloft on flying mounts, the mounts and their passengers must attempt saving throws separately.

During a storm, conditions become foggy for purposes of visibility (see Table 62: Visibility Ranges in the *Player's Handbook*).

Creatures in the open during a storm must attempt saving throws vs. breath weapon every half-hour to avoid being struck by lightning. Failure results in 2d8+20 points of damage; also, any items carried must make successful item saving throws vs. lightning or be destroyed.

Searching for Radruundar

The party can easily locate the stronghold if they got directions from Farvak (see Chapter 3), though the directions aren't precise enough to allow *teleporting*—the party is in for an overland hike or a trip by air.

Any directions the party might have gotten from goblins during their previous adventures prove worthless; any goblin that has actually been at the stronghold is wily enough to give vague or misleading directions. A goblin guide can lead them reliably, provided the creature receives the right kind of persuasion or if magically *charmed* and well treated.

Parties seeking the stronghold without good directions or a guide are in for a tough time. The place is hidden well and all but forgotten. Not even sages know of its existence. Though the remnants of a good dwarven road lead directly to Radruundar's western entrance, the route has deteriorated so badly it has become unrecognizable for most of its length (see below). A party could comb the mountains for months and not find the stronghold. Such a party would have to employ *legend lore*, *contact other plane*, or *commune* spells to actually locate the place.

Map 2: Mount Radruundar and Environs on page 49 shows Mount Radruundar's immediate vicinity. Major features include the following.

A. Old Dwarven Road: Although almost erased by the ravages of time, the road follows the quickest route to the stronghold. Parties traveling overland will wind up following the road's route even if they don't realize they're on a road.

On the ground, the old roadbed appears to be a simple mountain trail for most of its length. In places, it has been completely obliterated by landslides and vegetation. In other places, however, characters find a few patches of pavement (most badly broken up but some still intact and smooth) and the occasional embankment faced with stone. Stone bridges still span some of the gorges and streams along the route.

From the air, the road's path is plainly visible as a faint line from distances up to a mile away in clear weather. Consequently, parties arriving by air are fairly likely to use the road as a guide.

B. Lake Radruundar: The map shows only the easternmost tip of this big lake, which is more than 30 miles long and about 2 miles wide at its broadest point. The waters are turbid and bone-chillingly cold. The lake bottom lies more than 1,000 feet below the surface at several points; it drops off to a depth of more than 200 feet within 10 yards of the shore in most places.

The lake teems with small fish, but there are no large fish or predatory creatures, thanks to the Lake Radruundar Monster.

C. Causeway: Actually a submerged bridge 30 feet wide and some 600 feet high, the causeway extends the old dwarven road 1,000 feet right across Lake Radruundar's northern bay to the stronghold's western entrance.

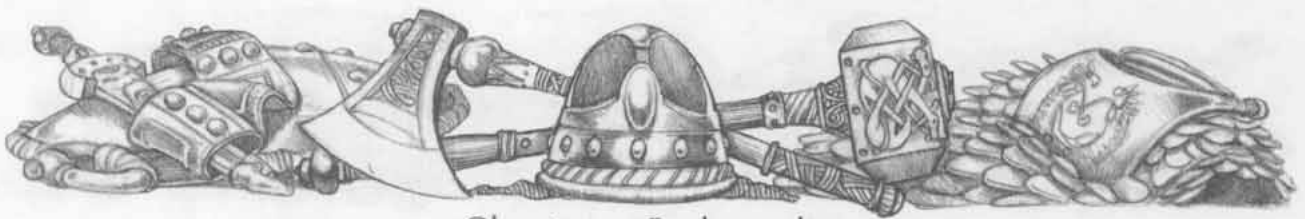
A 200-foot waterfall cascades down over the entrance, hiding it and most of the battlement above it. During daylight, the battlement's turrets become recognizable at ranges of 500 yards or less. The causeway's stone pavement lies 2 feet under the water's surface. Despite the shallow depth, the roadway disappears in the murky water. On windy days, however, a line of breakers forms along the roadway.

The causeway has remained remarkably intact despite its age; the lake has protected it from the forces that destroyed the rest of the road. Nevertheless, waves have battered the causeway's edges, leaving damaged areas where unwary characters can slide off.

When built, the causeway had five hinged sections, each 30 feet square and spaced about 200 feet apart. These sections could be made to open up under an invader's feet, dropping whatever was atop them into the lake's chilly depths. Centuries of pounding waves have torn away the hinged sections, leaving 30-foot gaps in the roadway. The lake bottom lies between 150 and 600 feet below the gaps, with the lesser depths at the causeway's east and west ends.

Neither the gaps nor the roadway's crumbled edges are visible from the surface, though characters can easily find them by probing or by swimming beneath the surface. If the party does not take these or similar precautions when crossing the causeway, the lead characters will simply march off the roadway when the group reaches a gap. Likewise, roll 1d6 when a character ventures near the causeway's edge without checking the roadway first. On a roll of 1, the character slips into the lake. Characters struggling in the water might draw the attention of the lake monster; see the *Alert* section in the description of area 1 on Level A.

D. Goblin Trails: Goblin patrols and hunting parties have worn these footpaths through the mountains around the stronghold. To the unpracticed eye they look like game trails, but a successful Tracking roll at the character's base chance of success reveals the occasional humanoid footprint. A successful Tracking roll at a -6 penalty reveals that several groups of goblins, traveling in groups of up to 30, use the trails regularly.



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E. Alpine Meadow: The dwarves of Radruundar used this area to grow grain and raise livestock. These days, wild grasses and shrubs cover the area. A search reveals the occasional goblin footprint and the remains of stone walls and shallow ditches (field boundaries and irrigation channels).

The stronghold's back entrance lies at the meadow's eastern end, but it isn't easily recognized; see "Level C: East Entrance" for details.

F. Upper Radruundar Lake: This body of water is shallower than Lake Radruundar and much clearer, but just as cold. A family of giant otters (two adults and three youngsters) has taken up residence on the south shore (see next section).

Encounters Near Radruundar

If you wish, you can use these optional encounters when the party approaches the stronghold or explores the surrounding area. When a storm strikes, all the locals scurry for cover and no encounters occur outside the stronghold.

Encounter Conditions: Trails provide an open space about 20 feet wide. Characters on a trail have unobstructed vision and a clear field of fire along the path's length. Off the trails, characters encounter light woods (or tall grass and thick brush on the meadow). The trees and undergrowth limit sight and ranged attacks.

Creatures of at least size Large are invisible at ranges beyond 180 feet, though they can be heard moving up to 200 feet away. Larger creatures can be seen and heard an extra 40 feet away per size category above large. Creatures are virtually immune to missiles or spells if they are too far away to be seen. All creatures gain 25% cover (+2 bonus to Armor Class and saving throws) against any missile attack made at a range of more than 90 feet, regardless of the creature's size.

Flying creatures gain no cover or concealment. (It's easy to see and shoot at a creature moving through clear air; it's the trees that cause the problems.) It is possible to use spells such as *clairvoyance* or *wizard eye* to effectively extend a character's sight beyond 200 feet, but targets gain an additional 25% cover (see Table 44 in the *DMG*) for every additional 100 feet of range. Of course, characters can hide behind trees or boulders to get extra cover. Any cover gained from hiding behind an obstacle is added to cover the character receives from an incoming attack's range.

At night, a character with infravision can see 60 feet or the range of his infravision, whichever is greater, and ranged attacks suffer the same penalties listed above. Characters without infravision can see a maximum of 60 feet, and their ranged attacks begin suffering penalties at a range of 30 feet.

Goblin Patrol

These heavily armed groups stay on the lookout for intruders such as the player characters. They usually stick

to the old dwarven road or the trails, but occasionally venture onto the mountain slopes to get a better view of the area below.

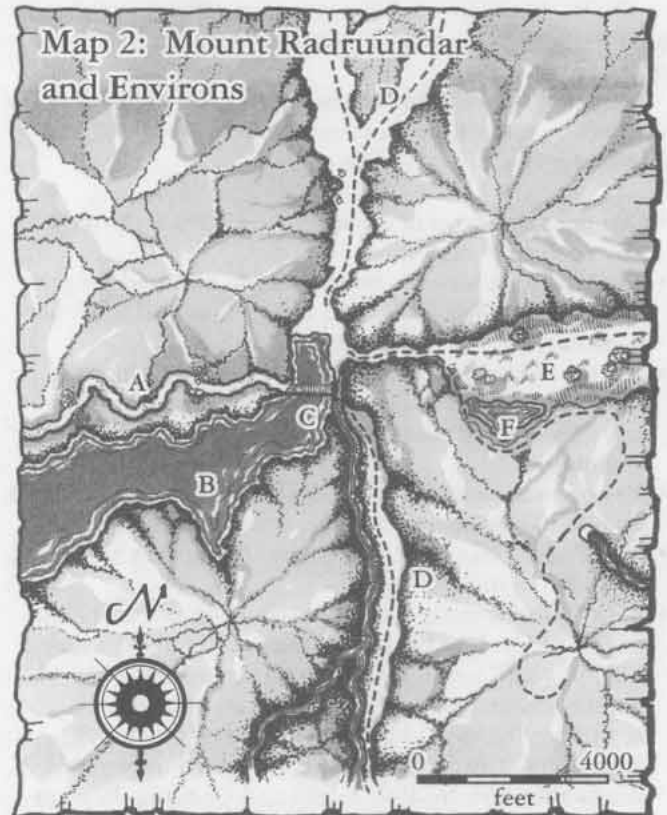
Patrols attack without delay upon noting the party, but immediately dispatch two runners (warriors) to the stronghold to warn Tairdo and Qamhuul. The goblins know the area well enough to avoid making a lot of noise when moving and automatically notice the party before the party sees them.

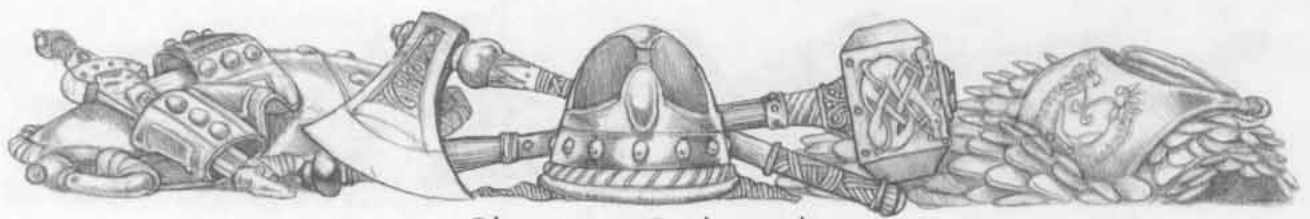
A patrol contains twenty-two warriors, thirteen worgs, two winged owlbears, two owlbear handlers (bugbears), three sergeants and a lieutenant from clan Yelloweye, and a Busted witch doctor.

The patrol typically looses the winged owlbears for a surprise attack while twelve warriors receive a *haste* spell and the whole group receives a *prayer* spell. The *hasted* warriors and one sergeant climb aboard worgs and maneuver to the enemy's rear, where they perform split moves and volley fire against the foe. The *haste* allows them to fire two volleys each round. The goblins that did not receive *haste* spells and the bugbears attack from the flank with their *thunderpots* and other missile weapons.

The witch doctor casts *improved invisibility* on himself and launches *magic missiles* at spellcasters. If injured, he uses *withdraw* and then cures himself. He flees if defeat is imminent.

Meanwhile, the worgs circle to attack from yet another direction.





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The bugbears, sergeants, and captain use their missile weapons to best effect and keep the warriors fighting. The warriors will not flee the battle as long as even one sergeant or the captain is still alive and fighting. If all the warriors are killed, the officers scatter and flee, mounted on any surviving worgs.

When fleeing, the goblins choose routes with plenty of low branches and other obstacles to impede man-sized or larger creatures. Creatures more than 5 feet tall move at half rate while the goblins move at full rate. An aerial reconnaissance of the battlefield reveals not only the fleeing goblins, but also the goblin runners sprinting along the nearest trail or clear area. The runners will be about 60 yards from the battle site for every round the battle lasted.

The goblin warriors and officers wear lightweight, blackened chainmail with strips of brown leather woven into the links to keep them from jingling. (The armor is of the finest dwarven make, altered by goblin smiths.) They also wear soft leather boots and hardened leather helmets (both of goblin manufacture, and fairly high quality, though filthy).

Each goblin warrior carries a purse with a few silver coins (231 sp total). Each sergeant has a few gold coins, one base 10 gp gem, and a tiger-eye quartz (32 sp, 8 gp, and three gems total). The lieutenant and witch doctor have a few gold and platinum coins and larger gems (60 sp, 21 gp, and two base 100 gp spinels total).

The bugbears are clad in a conglomeration of rags and bits of scavenged armor. All together, they have 27 cp, 21 sp, 14 ep, and 10 gp.

The goblins are stubborn creatures that would rather die than betray their tribe. If captured and interrogated, the warriors reveal the following.

- One fight doesn't win a war, and you've just started a war you can't win.
- The mountain contains hundreds and hundreds of goblins, plus "the wizard." *Note:* The "mountain" is Mount Radruundar.
- The wizard is King Akhil's pet, and OK for a human. They're too clever to be beaten. *Note:* The goblins don't know the wizard's name is Tairdo. He's just "the wizard" to them.
- It's no use talking about how the king and his wizard fight, because they're always coming up with something new.
- King Akhil looks, well, like a king. If you ever meet him, you'll know it.
- To get into the mountain, you have to cross the big lake on the underwater bridge and pass through the waterfall, but you'll never get by the lake monsters. *Note:* This is not completely true. The goblins are accurately describing the west entrance, which they never use themselves. The goblins have been drilled to give this information to intruders. Tairdo and Qamhuul hope to

lure people to their deaths by misdirecting them here. In any case, the goblins won't lead the party to the west entrance because they fear the causeway and dread the lake monster.

A charmed goblin also will reveal where the east entrance lies, but only to his "friend" (the character who cast the *charm*). If the *charm* caster tells the rest of the party where entrance is and the goblin overhears, he gains another saving throw vs. the *charm* effect. Even a charmed goblin will not lead the whole party to either the east or west entrance (a charmed goblin will explain why the west entrance is no good).

An extended conversation with a charmed goblin also might reveal the general details of the Roaringwater tribe's history.

- The lake monsters are big, big, big snakes that rise up and bite anyone but the wizard or goblins. They're the wizard's pets, and he knows what they know. *Note:* The goblins have never seen anything but the lake monster's heads, so they don't know it is a single, multi-headed creature. The part about the wizard knowing what his "pets" know is just a legend that has sprung up among the goblins. It has no basis in fact, but the goblins believe it anyway.

If the party interrogates the sergeants, the lieutenant, or the witch doctor, they get pretty much the same information the warriors give, except that the officers don't mention the lake monsters.

The bugbears are less loyal than the goblins. If questioned, they reveal the same information the goblin warriors do, but they also tell the party how to find the east entrance. They refuse to lead the party there, however, because they know the goblins will kill them if they do.

If the party captures any worgs, they must use a *speak with monsters* spell to communicate with them. The worgs have the same information as the goblin officers.

Bugbears (2): AC 5; MV 9; HD 3+1; hp 15 each; THAC0 17; #AT 2 (longbow) or 1 (morningstar); Dmg 1d8/1d8 (sheaf arrow) or 2d4 +2 (racial bonus); SA -3 to opponents' surprise rolls; SZ L (7' tall); ML steady (11); Int average (10); AL CE; XP 120 each.

Goblin Guards (22)

Goblin Sergeants (3)

Goblin Lieutenant: *Special Equipment:* two thunderpots, spellcache ring (haste), potion of giant strength.

Witch Doctor: *Special Equipment:* two thunderpots, spellcache ring (improved invisibility).

Spells (5/5/1): 1st—*cure light wounds* (×3), *magic missile** (×2); 2nd—*aid* (×2), *heat metal*, *silence 15-foot radius*, *withdraw*; 3rd—*prayer*.

* wizard spell cast as a 3rd-level character.



Winged Owlbears (2): AC 5; MV 12, Fl 18 (E); HD 5+2; hp 32 each; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d6; SA hug, -2 penalty to opponents' surprise rolls in daylight, -6 penalty to opponents' surprise rolls in poor light; SZ L (88 long); ML steady (12); Int low (5); AL N; XP 975 each.

Special Abilities: SA—Claw hit with an attack roll of 18 or better indicates a hug causing an extra 2d4 points of damage.

Worgs (Wolf) (13): AC 6; MV 18; HD 3+3; hp 16 each; THAC0 17; #AT 1 (bite); Dmg 2d4; SZ M (6' long); ML steady (11); Int low (7); AL N; XP 120 each.

Goblin Hunting Party

These groups of 2d6 goblins hunt and forage for food. Two worgs accompany each group, serving as hunting dogs and pack animals. Each hunter and worg has a game bag containing several small animal carcasses (the goblins strap the bags to the worgs). Each hunter also a purse with 5 sp in it.

The goblins avoid a fight if possible, loosing a volley of arrows and then scattering. If pursued, they hurl their nets and flee.

The worgs prove more aggressive, fading away into the bush and circling around the party to attack from the rear.

The hunters wear studded leather armor splotted with a brindled pattern of ochre and dark green. This camouflage renders them invisible at ranges of 90 feet or more in woods or tall grass.

If the party captures and interrogates the hunters, they reveal the same information the goblin warriors in the patrol reveal.

Goblin Hunters (2d6): *Special Equipment:* One net each, one *potion of climbing* for the group.

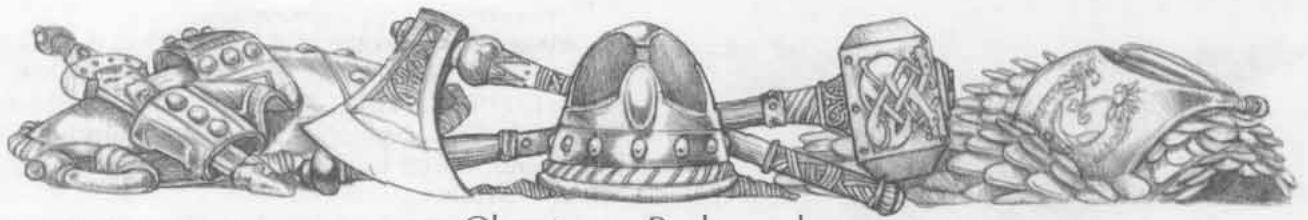
Worgs (Wolf) (2): AC 6; MV 18; HD 3+3; hp 16 each; THAC0 17; #AT 1 (bite); Dmg 2d4; SZ M (6' long); ML steady (11); Int low (7); AL N; XP 120 each.

Winged Owlbears

These wild creatures roost in the area. They waft about, day and night, looking for prey. A lone owlbear begins the attack, but 2d4 more arrive at the rate of one or two each round. If the party uses flashy magic, such as a *fireball* or *lightning bolt*, a patrol notices the activity and lays an ambush for the group as soon as one can be arranged, typically 1d4 turns.

Winged Owlbears (2d4+1): AC 5; MV 12, Fl 18 (E); HD 5+2; hp 32 each; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d6; SA hug, -2 penalty to opponents' surprise rolls in daylight, -6 penalty to opponents' surprise rolls in poor light; SZ L (8' long); ML steady (12); Int low (5); AL N; XP 975 each.

Special Abilities: SA—Claw hit with an attack roll of 18 or better indicates a hug causing an extra 2d4 points of damage.



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Giant Otters

Though wary of the goblins and winged owlbears, these creatures are intensely curious about the party. If the group spends time exploring the shore of Upper Radruundar Lake, the two adults watch covertly from the water. If not threatened, the adults emerge and begin to play; the youngsters follow two rounds later.

The playful otters slither between characters' legs and tumble about. Every round an otter plays, it causes one character (determined randomly) to make a Dexterity check at a -2 penalty or be knocked down. Any breakable equipment the character has (such as oil flasks and potion bottles) must make item saving throws vs. fall or break. The character suffers 1d4 points of temporary damage.

The otters play until the party moves on or drives them off.

If the party converses with the giant otters via a *Speak with Animals* spell, the otters cease their romping while the spell lasts. They might reveal any of the following in response to the spellcaster's comments.

- Anyone want to play flip-the-fish? You catch yourself a fish—with your hands—and then flip it! It's extra fun of you bounce it off someone's head! *Note:* If the spellcaster doesn't quickly decline to play, somebody gets smacked in the face with a cold, slippery fish the otters scoop from the lake.
- Plenty of big fish up here, not like the other side of the big rock where the three-headed snake lives. *Note:* The "three-headed snake" is the Lake Radruundar Monster. The monster has more than three heads, but giant otters aren't good at counting. Still, the otters know the lake monster is a single creature, which is something the goblins haven't figured out.
- You're lots more fun than the nasty, stinky little men. They just want to take our skins. *Note:* "Nasty, stinky little men" is the otter phrase for goblins. The otters know nothing about them except that they are *very* dangerous.

The otters have never been inside the stronghold and have no information about it. They do not even realize the goblins live there. The otters have never seen any winged owlbears. The wild ones don't hunt this near the stronghold, and goblin patrols seldom scout the lake.

If the party gets fed up with the otters' antics and attack, the otters flee into the lake and vanish below the surface. The adults stay and fight one round while the youngsters escape.

Giant Otters (Mammal, Giant) (5): AC 5; MV 9, Sw 18; HD 5; hp 30, 28 (adults), 20, 18, 14 (youngsters); THAC0 15; #AT 1 (bite); Dmg 3d6; SZ M (6' long); ML average (10); Int animal (1); AL N; XP Nil.

Inside Radruundar

The stronghold has nine major levels, as noted below and shown on Map 3: Radruundar Cross-Section. This section contains only a brief overview of each level; the individual level descriptions have more details.

Level A. West Entrance: Originally the main link between the stronghold and the outside world. Today, the level is home to the goblins of the Dwarfcutters tribe, who are officially in disgrace (see "The Goblins of Radruundar"). The Dwarfcutters have considerable treasure hidden on this level, but the party might find the information they can gain from the Dwarfcutters even more valuable.

The Lake Radruundar Monster lurks near the gate, effectively locking the goblins in and posing a formidable obstacle for the party.

The goblins refer to the level as the West Level.

Level B. West Defenses: This small level contains a battlement overlooking Lake Radruundar. It's mostly abandoned now.

The goblins call this the Upper West Level.

Level C. East Entrance: This level served as the stronghold's back door when Radruundar was in dwarven hands. The goblins use it as their main entrance.

The goblins call it the East Level.

Level D. Citadel: The dwarves of Radruundar built this area for a last-stand defense of the stronghold, should that become necessary. Tairdo and the goblins put it to similar use.

The goblins call it the Escape Level.

Level E. Mines: The dwarves quarried the stone needed to build Radruundar from here, and mined iron ore. The goblins have reopened the mines.

There are two level of mines, which the goblins call The Mines.

Level F. Main Level: This level was the heart of the dwarven community. Tairdo makes his home in the ruler's palace.

The goblins call this the Wizard's Level or the King's Level.

Level G. Power House: Two great waterwheels on this level provide power for Radruundar's machinery. The goblins have no interest in it.

Most goblins don't even know this level exists. All the goblin leaders and a few warriors among the Busted and Stoneflinger clans are aware of the level. They refer to it as the Basement.



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Level H. Lower Level: This level contains the Dwarves' catacombs, a temple, and dungeons. Tairdo and the goblins find the latter useful.

The goblins call this the Dungeon Level.

Level I. Caverns: An escape tunnel connects this area with the Citadel. A tribe of alaghi and their greenhag leaders lives here now. The area is the center of the stormy weather that lashes the vicinity.

The goblins call the area the Beast-men Caves.

Environment

Radruundar's mountain location makes it somewhat nippy and damp throughout. Armor or medium-weight outer clothing keeps out most of the chill, but lightly clad characters feel distinctly uncomfortable.

Most of Radruundar's halls remain free of standing water, but the air feels slightly clammy. Areas within 100 feet of an exit sport patches of harmless gray lichen. Green moss replaces the lichen wherever sunlight penetrates.

Light

Areas inside the stronghold are unlighted and black as midnight unless otherwise noted. Most boxed player text, however, assumes the characters are using some kind of light source.

Several areas still contain working *glowgems* (see Appendix 1). If characters try to pry out the *glowgems*, the gems must make item saving throws vs. crushing blow to avoid shattering.

Sound

Any loud noise, such as shouting, melee, or flashy spells, creates echoes audible in a 100-foot radius. Even normal conversation remains noticeable in a 30-foot radius. Closed doors completely block all but the loudest noises and muffle others—a *fireball* blast would be reduced to a dull thud inaudible beyond more than a few feet through a door.

Air Quality

Except in places where smoke or other noxious fumes are actually being generated, the air in the stronghold stays fresh. The ceilings in every chamber and corridor have small air vents, one for every 100 square feet (10' × 10') of area. Each vent is about 6 inches square and connects to a series of 6-inch air channels that honeycomb the mountain. The wind blowing through the channels keeps air circulating through the stronghold. Stone baffles open and close in response to the changing wind, maintaining circulation and preventing backdrafts.

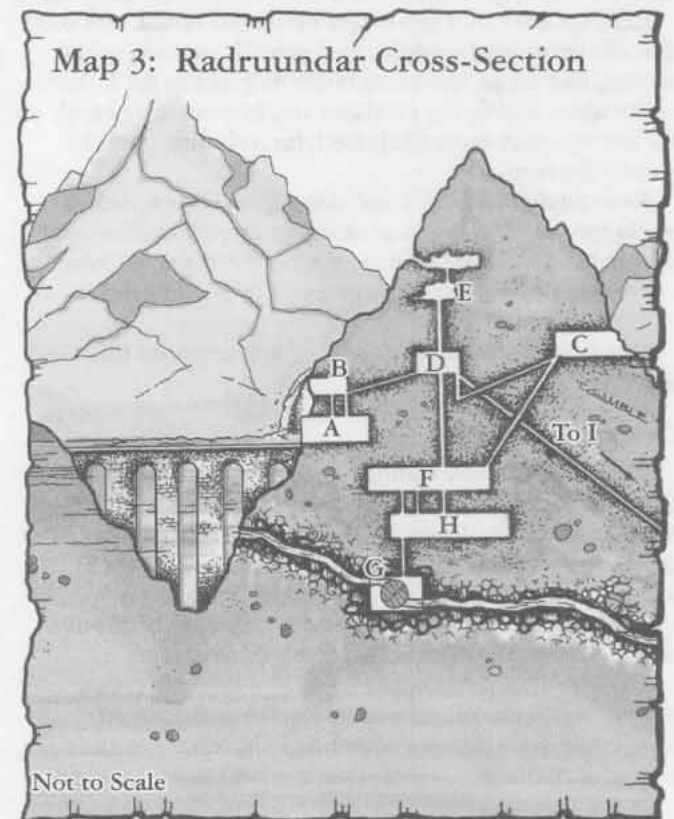
If the party locates a vent (treat as shifting stonework), the characters can pry off the grate with a successful Bend Bars roll. Characters in gaseous form can travel through

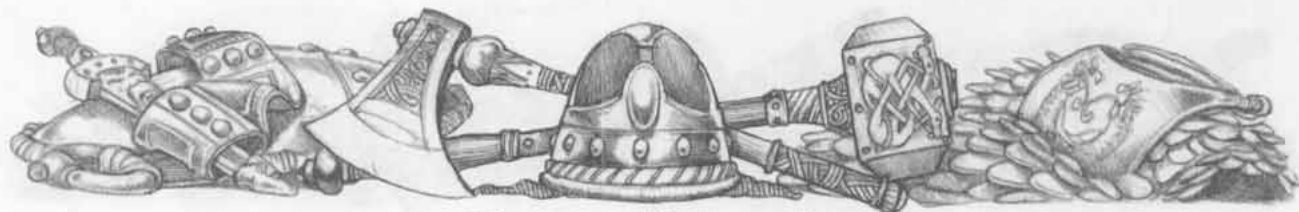
the channels, as can anyone reduced to Tiny size. The baffles, however, open and close randomly in response to each puff of wind. The characters have no control over exactly where they can go, and usually cannot backtrack after traveling more than 30 feet. The DM is free to decide where the traveler actually emerges. Most of the time (90%) this should be in a randomly determined area on the same level where the character entered the ventilation system. The remainder of the time, it should be outside the stronghold. The air channels never connect two levels. They always lead from a level to the outside.

Goblin Filth

Goblins invariably live in squalor, and the goblin-infested sections of Radruundar are no exception. Unless otherwise noted, any area designated as a goblin lodging reeks with the stench of offal and unwashed goblin. Vermin of every size and description (from fleas to rats) teem in the soiled bedding and mounds of trash. Whenever the party enters such an area, each character must make a Constitution check. If the character leaves an area and returns within an hour, no new check is necessary. If a character spends more than one hour in a goblin lodging, he must make a new check for each full hour he spends there.

If the Constitution check succeeds, the character suffers no ill effects, but might detect a few varmints crawling





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about in his clothing. If the check fails, the character feels itchy. Within 4d4 hours, the character develops aching joints and a general feeling of malaise, but has no other symptoms. The illness, however, prevents the character from recovering hit points by nonmagical means and causes all healing magic to have only a minimal effect. For example, if Throsta becomes ill from goblin filth and later receives a *cure light wounds* spell, she regains only 1 hit point from the spell.

If the disease goes untreated for a full week, the character permanently loses one point of Dexterity and Constitution. For each additional week the disease goes untreated, the character loses additional points of Dexterity and Constitution; the character dies if any ability score falls to 0.

Goblins, Tairdo, Qamhuul and creatures immune to nonmagical diseases are immune to this malady.

Physical Conditions and Features

Unless otherwise noted, all areas in Radruundar have walls, ceilings, and floors of smooth, worked, and fitted stone blocks. All the stone is granite quarried from the mines. Even in areas carved out of solid rock, the stone has been smoothed and engraved with joint-lines to resemble fitted stonework. Unless noted otherwise, the stone is blue-gray, with olive mottling that forms variegated herringbone patterns on the surface. The stone is hard and resists chipping.

Ceilings are 7 $\frac{1}{2}$ ' high unless otherwise noted. Although the ceilings appear smooth, they actually contain subtle ripples, like ocean waves, as much as 6 inches thick. Very tall creature and flying creatures might bang their heads on the low spots. A successful check for a sloping passage reveals the ripples.

Radruundar's closely fitted stonework offers no seams or cracks for inserting spikes or snagging grapples unless otherwise noted. Doorways provide a general exception. Characters can easily hook spikes or grapples onto doorjambs.

DM Note: A *fireball* cast inside the stronghold fills 176 5' \times 5' \times 7 $\frac{1}{2}$ ' "cubes."

Combat Effects

Radruundar's low ceilings and tight spaces make combat difficult for creatures more than 5 feet tall. Such creatures suffer a -1 penalty to attack and initiative rolls unless they employ thrusting (type P) or small (size S) weapons. For example, a 6-foot human wielding a longsword would suffer the combat penalties, but could avoid them by using a short sword or a spear.

The penalties don't apply in areas where the ceiling is at least 10 feet high. When they apply, the penalties are cumulative with the movement and Dexterity penalties for defensive matting.

Doors

Unless otherwise noted, doors consist of solid slabs of green-black granite. Large doors (indicated by the large door icon) are about 8 feet square. Small doors (indicated by the small door icon) are about 7 feet high and 4 feet wide. Large or small, the doors turn on socket-pins; they have no visible hinges and can open in either direction. Unless noted otherwise, doors are not even fitted with locks.

Each door has a blackened steel latch set shoulder high to a dwarf (about 3 $\frac{1}{2}$ feet above the floor). A latch sports a rectangular hoop of black steel on both sides. Turning the hoop releases bolts set in the doorjamb. If the door has a lock, the keyhole rests below the latch. Baffles in the locks prevent anyone from peering through the keyhole to take a peek at what lies beyond the door.

Because of their weight (about 1,600 pounds for a large door, half that for a small door) and age, Radruundar's doors prove difficult to open. Even unlocked doors tend to stick; they require standard Open Doors rolls to operate (see Table 1: Strength in the *Player's Handbook* and the **DM Note** below). Because opening the doors requires turning the latches, only one character at a time can attempt to open them. Enterprising characters might try to insert an object into the handle to get extra leverage. The lever grants the character a +1 bonus to the attempt, but on a roll of 20 the lever breaks (magical items get an item saving throw vs. crushing blow to avoid damage.)

The current residents of Radruundar generally have become familiar with each door's quirks and can open them automatically. This might cause the party some consternation, especially if they see goblins easily open a door and flee through it, only to have difficulty with the same portal themselves.

Once opened, doors tend to swing shut after 1d4 rounds and latch. The party can wedge a door open by placing a spike, stake, or similar tapered object under the door. Whenever the group tries this, secretly roll 1d6. On the roll of a 2, the wedge fails and the door shuts and latches immediately. On a roll of 1, the door shuts and latches after 1d4+1 rounds. Otherwise, the wedge holds the door open.

The goblins of Radruundar sometimes wedge doors open. These portals stay open just a crack, so that the goblins can hear what's happening on the other side. To the casual onlooker, they seem closed. The party can push these doors all the way open automatically. If the goblins know the party is coming, however, they can remove the wedge and make the door shut instantly.

Locked doors impose a -30% penalty to Open Locks rolls. Even if lockpicking attempts succeed, the party still must make Open Doors rolls (opening the lock only makes it possible to turn the latch).

Unless wedged open, doors fit tightly in their frames, allowing for no gaps at the edges.



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Openings with no doors indicated are simple rectangular apertures unless the text notes a destroyed or missing door.

DM Note: A character can try to open a door once a round. For this adventure, an attempt to open a door during an encounter counts as a half move. If the creature already has performed actions that consume more than a half move that creature must wait until the following round before trying a door. (Such actions include using a magical item, making a half move and then attacking, and so on; see “What You Can Do in One Round” in Chapter 9 of the *Player’s Handbook*.)

A character who fails an Open Doors roll can make another try the following round, but suffers a –1 penalty to the attempt, and an additional –1 penalty for every extra attempt after that (see the “Doors” section in Chapter 15 of the *DUNGEON MASTER Guide*).

The party can destroy a door by battering. If attacked with melee weapons, a door has an Armor Class of 1 and can sustain 65 points of damage before collapsing. Slashing and piercing (types S and P) weapons inflict only one point per hit, though any magical bonuses apply (digging weapons, such as picks, inflict normal damage no matter what their weapon type). Certain doors in the stronghold are more formidable, and their statistics are noted in the text. Only two small or man-sized characters can attack a door at once. Smaller characters can attack a large door four at a time, larger characters can attack a large door only one at a time. Only half as many creatures can attack a small door (but a single large creature can still attack the door).

Characters might try to ram a door open (a procedure described in the “Doors” section in Chapter 15 of the *DUNGEON MASTER Guide*). Ramming never forces a Radruundar door open quickly. Instead of allowing an open doors roll, a ram automatically inflicts 1d8 points of damage on the door, plus one point of damage for each character wielding the ram.

Secret Doors

These portals are similar to the small normal doors described in the previous section. Radruundar’s builders invented numerous ways to keep their secret doors hidden from outsiders.

Unless otherwise stated, a secret door has an Armor Class of 0 and can sustain 75 points of damage before collapsing. Slashing and piercing (type S and P) weapons inflict only one point per hit, though any magical bonuses apply (digging weapons, such as picks, inflict normal damage no matter what their weapon type).

Dwarf-built secret doors operate via machinery located on Level G.

Normal Secret Doors: These portals match the surface of the surrounding stonework exactly and look just like

part of the wall. The party can detect these through the normal means (see the **DM Note**, below). An “S” symbol on a dungeon map indicates this type of portal. The goblins actually added most of these doors to the stronghold.

Concealed Doors: In normal AD&D game parlance, the term “concealed door” indicates a normal portal hidden behind something else. A trap door hidden under a rug would be a concealed door. Within the halls of Radruundar, the term “concealed door” usually describes a secret door that is not well hidden. In most cases, these portals close off dangerous areas intended to trap or injure intruders.

A “C” symbol on a dungeon map indicates a concealed door. Unless the descriptive text for the area containing the concealed door actually says how the door has been concealed, the portal is really a poorly hidden secret door. In this case, any active search reveals the door, no matter who looks for it. Note that once found, such doors seem identical to other secret doors—do not tell the players the door was easy to find.

Well-Hidden Secret Doors: The builders of Radruundar hid these portals so well that nondwarves—even elves—have difficulty locating them. Dwarves can find them with successful checks for shifting stonework, but only when actively searching the wall section that contains the door.

Elves and half-elves cannot spot the secret door just by looking at it, but if they actively search a 20-foot wall section containing such a door, they find it on a roll of 1 on 1d6. Other characters locate a door on a roll of 1 on 1d10 if they actively search.

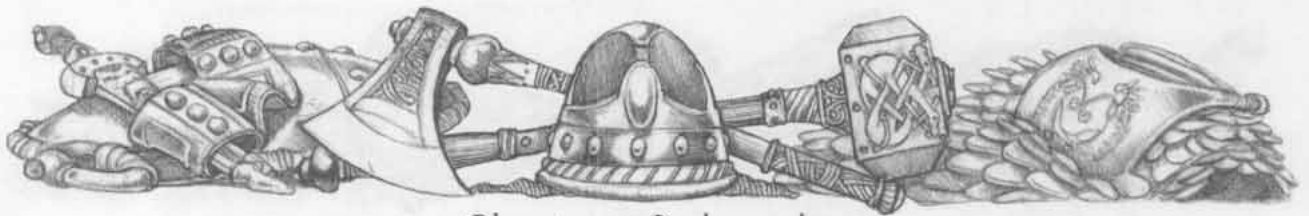
A “W” symbol on a dungeon map indicates a door of this type.

Warded Secret Doors: Mechanically, these portals work just like well-hidden secret doors. However, a magical ward foils any divination magic used to detect it. Effects such as *stone tell*, *true seeing*, a *gem of detection*, or a *wand of secret door and trap location* cannot locate the door.

An “X” symbol on a dungeon map indicates a door of this type.

DM Note: To actively search for secret or concealed doors, a character must select a 10-foot by 20-foot section of wall and spend one turn examining it. Any number of characters can search a wall section simultaneously. The search reveals a secret door on a roll of 1 on 1d6. An elf or half-elf locates the portal on a roll of 1 or 2 on 1d6. As noted earlier, an active search always reveals a concealed door (if one is present) no matter who searches.

Elves and half-elves can spot concealed or secret doors simply by passing within 10 feet of them. They spot the portals on a roll of 1 on 1d6. If a player with an elf or half-elf character simply declares that the character searches an



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area for secret doors, you can assume the character takes a cursory look around. If there are any secret or concealed doors present, check to see if the character finds them just as though the character passed within 10 feet of them.

In any case, the DM rolls the dice secretly and tells the players the results.

Unless stated otherwise in an area description, characters locate the device that opens a secret door when they locate the door and can open the portal automatically. If the characters actually see a secret door in use, they don't necessarily know how to open it, but can search for the mechanism with a +1 bonus to the roll.

Once a particular character searches for a portal and fails, he cannot successfully search the area again until a full day has passed. Elves or half-elves who fail to spot a concealed or secret door when passing within 10 feet of the portal can actively search the area and find the portal.

One-way Doors

These portals can be large or small, as described in the "Doors" section. Radruundar's builders most often used them to provide an area with exits that intruders could not use as entrances.

A one-way door looks and works just like a normal door, but one side of the doorway has a pair of sliding panels that close and cover the portal after someone walks through. If the character returns to the doorway, he finds a blank wall. The panels operate via machinery located on Level G.

A one-way door appears as a half-size door icon on a dungeon map; the icon marks the front side—the side without the concealing panels.

When not in use, a one-way door remains locked, with the panels behind it closed. A pressure plate on the floor in front unlocks the door and opens the panel when someone approaches. Any weight of 25 pounds or more applied to the floor in front of the door activates the plate and unlocks the door. A flying character would not depress the plate and would find the door locked. A one-way door has no keyhole, and the lock cannot be picked. A *knock* spell or *chime of opening*, however, opens the door.

When someone opens the door, the panels usually remain open until the door closes. If something keeps the plate depressed (such as a character waiting in front of the door), the panels stay open. Until the panels close, the one-way door's back looks like any other door.

Once closed and locked, a one-way door cannot be opened from the back side by any physical means. Even *knock* spells prove ineffective, but a *chime of opening* works.

The concealing panels behind a one-way door have an Armor Class of 0 and can sustain 85 points of damage before collapsing. Slashing and piercing (type S and P) weapons inflict only one point per hit, though any magical bonuses apply (digging weapons, such as picks, inflict normal damage no matter what their weapon type).

Pits

Radruundar has numerous pits of both dwarven and goblin manufacture. They vary widely in their size, depth, and additional deadly features, but share some common features.

A covered pit remains hidden until someone steps on the cover, whereupon the cover opens and dumps the victim into the pit's depths. Unless stated otherwise, pit walls are too smooth to be climbed by any character without special wall-climbing ability, and even rogues treat them as smooth, slightly slippery surfaces (see Table 67: Rates of Climbing in the *Player's Handbook*).

Once a character falls into a covered pit, his comrades can force open the cover with a successful Open Doors roll and can wedge it open the same way they can wedge a door open.

Prodding ahead does not reveal a pit, as the cover reacts only to considerable weight (usually 30 pounds or more). A *find traps* spell reveals most pits as mechanical traps. Dwarves can locate covered pits as stonework traps, and rogues can use their Find Traps ability to locate them; it takes a rogue one round to search a section of floor 10 feet square (100 square feet) for pit covers. Rogues can use their Remove Traps ability to jam pit covers closed, but they suffer a -30% penalty to the attempt.

Arrow Slits and Murder Holes

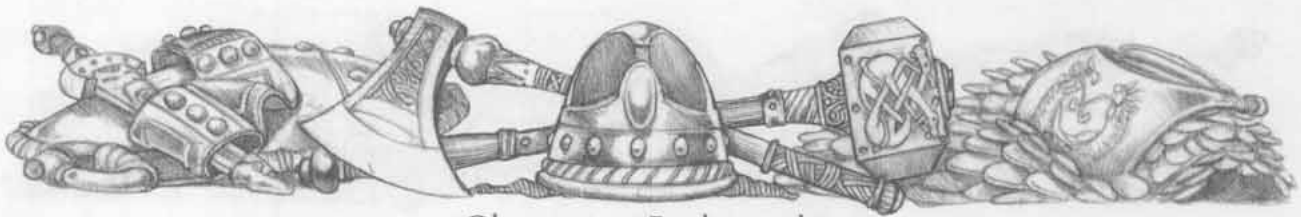
These constructions give creatures behind them 90% cover; missile attacks directed against the creature suffer a -10 penalty. The creature also gains a +10 saving throw bonus against damaging spells that originate in front of the barrier; if the protected creature makes a successful saving throw, it suffers no damage from the attack. If the saving throw fails, the creature suffers only half damage. The creature also has the benefit of 90% concealment vs. non-damaging spells directed against it, gaining a +4 saving throw bonus against such attacks.

Melee attacks against creatures behind arrow slits are possible, but the attacker must stand adjacent to the arrow slit and use a thrusting (type P) weapon at least 6 feet long. Such attacks suffer a -2 initiative penalty, and the attacker must win initiative to have any chance of attacking successfully. If the attacker wins initiative, the attack still suffers a -10 attack penalty.

Only one creature can attack through an arrow slit from each direction during a round.

Defensive Matting

The goblins of Radruundar have created a makeshift, but effective, defensive element for the stronghold. Thick mats of woven twigs, soiled straw, putrid offal, pottery shards, and lumps of sticky clay about 3 feet deep cover the floors in many areas. Read or paraphrase the following description when the party first encounters matting:



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The floor ahead seems strewn with a deep layer of rotten hay or straw. You can see the ends of a few twigs sticking out of the mass here and there. The stuff smells like an outhouse.

The mass tears easily. If a character grabs hold and tries to clear it away, small clumps break loose, leaving the remainder untouched. Shovels and picks are useless for removing the stuff, as they easily become stuck or entangled. A character working with a pitchfork can clear a section of floor about 5 feet square in 10 minutes. Creatures adept at burrowing, such as umber hulks, can clear the stuff in half that time. A *decanter of endless water* set to geyser mode can blast clear an area 5 feet square in three minutes.

Clearing matting from an area removes most traps embedded in it, though some traps go off when disturbed; see below.

Areas covered in matting are crosshatched on the dungeon maps. Entering one of these areas exposes characters to disease as noted in the previous section.

The matting can burn, but is too damp to burn well. Normal fire creates a puff of smoke and a big scorch mark. Flaming oil or a very hot magical fire (such as a *fireball*) ignites the matting, but only where the effect touched the mat. The resulting fire creates a cloud of choking, toxic smoke similar to a *stinking cloud*. The smoke obscures all vision and forces creatures caught in the cloud to attempt saving throws vs. poison. Even if the saving throw succeeds, creatures become helpless inside the cloud—the only action they can undertake is leaving the smoke. For one round after leaving the smoke, creatures can take no actions other than normal movement. Helpless creatures suffer a -4 penalty to saving throws and ability checks. Attacks against helpless creatures gain a +4 bonus.

Goblins, being accustomed to the filth in the mats, automatically make their saving throws vs. the smoke. Matting burns and smokes for as long as the fire sources that ignited it lasts, and for 1d3 rounds afterward.

Goblins can run lightly over the mat's springy surface, moving at their normal rates. Most other creatures break through the surface with a faintly audible squish and become mired in the soggy underlayers. While mired, creatures move at one-third their normal rates and cannot charge; they also suffer a -4 penalty to their Dexterity scores and lose any defensive bonuses from Dexterity or fast movement (such as those provided by *boots of speed*). Creatures weighing less than 95 pounds and creatures with Strength ratings of 19 or more are allowed saving throws vs. paralyzation each round to ignore the movement and Dexterity penalties.

These penalties are cumulative with the combat penalties for Radruundar's close quarters.

Creatures heavy enough to break the surface create an audible crunch as they walk and suffer a -50 penalty to Move Silently chances. They also leave a visible trail that any open-eyed goblin guard can spot at a range of 40 feet or less.

The goblins have seeded some matted areas with colonies of rot grubs. Rot-grub colonies are marked with "G" symbols on the dungeon maps. The rot grubs remain hidden in the depths of the matting; only creatures that break the surface (as noted above) become exposed to them.

Characters tearing away matting also become exposed to any rot grubs present.

Rot Grubs (Worm) (20d4): AC 9; MV 1, Br 0; HD 1 hp; hp 1 each; THAC0 n/a; #AT n/a; Dmg n/a; SA kills in 1d3 turns; SW susceptible to fire and *cure disease* spells; SZ T (1/2"-2" long; ML unsteady (5); Int non (0); AL N; XP 15 each.

Notes: Characters touching an area containing rot grubs might become infested with the creatures. For purposes of this adventure, the chance for infestation is a percentage equal to 10 times the creature's rear Armor Class rating (without shield or Dexterity bonuses), but never less than 20%.

When a character becomes infested, 3d4 rot grubs burrow into his flesh. If several people touch the area, check each character for infestation one at a time. Large parties passing through an area may exhaust all the rot grubs before every exposed character can be infested.

Special Abilities: SA—A burrowing rot grub excretes a mild anesthetic that deadens the affected area. The infected character can attempt a check vs. half his Wisdom score (Radruundar rot grubs have an anesthetic more effective than rot grubs found elsewhere) each round to note the burrowing.

A burrowing rot grub inflicts no damage, but reaches the victim's heart after 1d3 turns, causing death.

SD—A vigorous application of fire to the afflicted area slays 1d10 rot grubs each round, but inflicts the same damage on the victim. After 1d6 rounds of burrowing, however, the grubs become too deeply embedded in the victims flesh to be burned away.

SW—A *cure disease* effect removes all grubs burrowing into a character.

Traps

Neither a mat nor a rot grub colony constitutes a trap, but the goblins have added traps to some areas, as noted below. Only creatures that break a mat's surface can trigger these traps.

Fire Traps: The goblins have buried small clay pots with parchment covers in the areas marked with "M" symbols on the dungeon maps. When the party traverses such an area, roll 1d6 for each character; on the roll of 1 a character



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steps on a pot and tears the cover, triggering a *fire trap* spell cast at 18th level (1d4+18 points of damage in a 5-foot radius, save vs. spell for half). The fiery burst sets the mat smoldering, as noted above. Each marked area contains 1d6+2 pots.

Clearing matting triggers any fire pots in the area.

Pits: Being miners of some skill, the goblins have had no difficulty excavating these cavities, which are marked with a standard “pit” symbol.

The pits have flimsy covers just strong enough to support a goblin’s weight. If a heavier creature walks over the pit, it automatically falls in, plunging 20 feet and suffering 2d6 points of damage. Poisoned spikes at the pit’s bottom inflict an additional 1d6 points of damage; the creature must attempt a saving throw vs. poison. If successful the creature suffers 1d6 points of damage. Failure results in 1d6 points of damage, followed by death after an onset time of 2d4 rounds.

If the matting above a pit contains rot grubs, anyone falling in automatically becomes infested, and anyone helping the victim out of the pit suffers the standard chance to become infested (see above).

Except where noted above and in the **DM Note** below, these pits have all the proprieties described the preceding section.

Clearing the matting reveals the pits’ covers.

Pungi Sticks: These are sets of poisoned spikes similar to the ones at the bottoms of the pits. Areas marked with “P” symbols contain pungi sticks. Roll 1d6 for each character traversing the area; on a roll of 1 or 2 a character steps on the spikes and suffers 1d6 points of damage and must attempt a saving throw vs. poison as noted above. The character’s footgear must attempt an item saving throw vs. acid to avoid destruction. Characters with destroyed footgear automatically become infested with rot grubs if they step into areas containing them, and they suffer a -4 saving throw penalty on future saving throws vs. pungi sticks unless they replace the destroyed garments.

Clearing the matting harmlessly removes pungi sticks.

DM Note: A rogue can search a 5-foot square area of matting for traps in 1 round. The tangled matting imposes a -25% penalty on the find traps roll. Pungi sticks and fire traps are easily removed once found (no Remove Traps roll required). A simple dice roll cannot eliminate a pit; it must be bridged.

A rogue searching for traps has a 100% chance to become infested with rot grubs if he searches an area containing them.

As noted earlier, a *find traps* spell does not reveal rot grubs. The spell detects pits and pungi sticks as mechanical traps and fire traps as magical traps.

If the spellcaster spends 1 round examining the area after detecting a trap, he can note what actions trigger the trap. This allows the party to step around pungi sticks and fire traps, or to bridge (if they have the right materials) or jump pits. The matting makes footing unsteady, however, and each character moving past a trap must make a successful Dexterity check to avoid triggering it despite any precautions.

Any character can remove a pungi stick after it has been located and uncovered.

The matting completely conceals a pit’s cover from non-magical observation, and a dwarf’s ability to detect stonework traps will not reveal it with the matting in place.

The Goblins of Radruundar

The goblins of the Roaringwater tribe are the primary residents of Radruundar today. Uргуul Longtooth founded the tribe only 30 years ago, when he led a small band of followers into the abandoned stronghold. The tribe took its name from the roaring waterfall at the west entrance (a natural wonder magnificent enough to impress even a goblin). The tribe now has nearly four hundred members. The number includes about two hundred warriors and an equal number of females and children. The tribe has seven clans: Forestrunner, Rattlebone, Stoneflinger, Bushed, Redclaw, Yelloweye, and Biggut.

Overall, the Roaringwater tribe seems just like any other group of goblins—hairy little brutes with carrot-colored skin, pointed ears, sharp teeth, and sloping foreheads. They dress in a mixture of animal hides and stolen textiles, all filthy. Yellow is considered the color of status. The higher an individual’s rank, the more and brighter yellow he wears. Most members of the tribe have dull, red eyes.

Each clan, however, has distinctive features all its own.

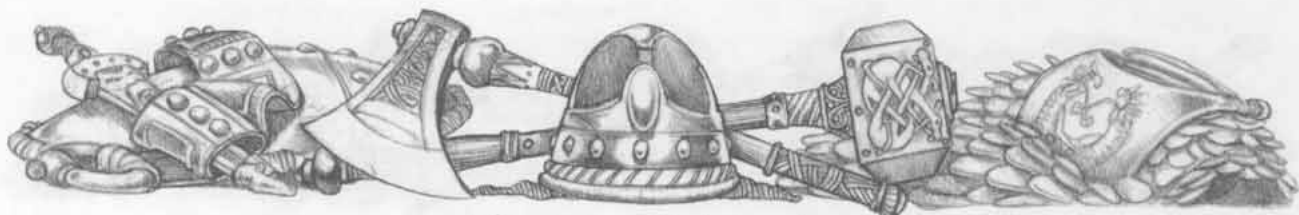
The Forestrunners tend to be somewhat lanky (for goblins), with long limbs and a loping gait. They have a reputation as efficient hunters and have mastered the use of nets for catching game. In a battle, Forestrunner nets can prove a real nuisance to foes.

The Yelloweyes are so named for their canary orbs. They and the Forestrunners spend the most time outside the stronghold (see the “Goblin Politics” section, below), so their raiment is newer and cleaner than most.

The Bigguts, not surprisingly, tend toward large girth, if not outright obesity. They serve as the tribe’s brewers.

The Redclaws tend to be stockier and darker than their fellows. They are the tribe’s miners, and prefer picks and mattocks as melee weapons. Their missile weapon of choice is the light crossbow.

The Rattlebones tend toward barrel chests and muscular physiques. They’re fond of rough and tumble games that literally rattle the bones, and wear jangling fetishes strung together from loose bones as jewelry.



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The Stonefingers have sharp eyes and keen features; they favor slings over the shortbows the other clans use. About one Stonefinger warrior in twenty knows about the Basement (Level G). The majority of these have visited the level recently and been *charmed* by the two illithids dwelling there.

The Bushtheds have a reputation for brawling and tenacity. They prefer clubs and maces over edged melee weapons. Like the Stonefingers, about one Bushthed warrior in twenty has visited the Basement recently and been *charmed*.

King Akhil Greataxe currently rules the Roaringwater tribe. Akhil came to Radruundar five years ago and challenged the aged Uргуул Longtooth to a duel for rulership of the tribe. Akhil easily defeated the old chief and proclaimed himself king. By prior arrangement with Tairdo, the Bushtheds immediately supported Akhil's claim. With the aid of the Bushtheds and Tairdo, Akhil quickly took complete control over the tribe and launched a series of successful campaigns that brought several other goblin tribes under Akhil's domination.

Unknown to any goblin anywhere, Akhil is actually Qamhuul, a goblin woman and Tairdo's lover. If the goblins of Radruundar knew their "king" was a female, they'd most likely revolt. To make matters worse, the *Axe of the Dwarfish Lords* has turned Qamhuul into a dwarf. Only her *hat of disguise* conceals these facts from Qamhuul's goblin followers.

Qamhuul and Tairdo have brought the goblins enough victories and general prosperity for the Roaringwater tribe

to accept a female ruler (provided she produces a suitable male heir), but they'll never tolerate a dwarven ruler. The Bushtheds have always regarded Tairdo as their boss and care little who the wizard uses as his toady, but would prefer that Tairdo pick one of them to be his majordomo rather than a dwarven female. The other clans resent the Bushtheds' favored status, however, and once Akhil's true identity becomes known the clans will desert (see the "Goblin Politics" and "Loyalty to the King" sections).

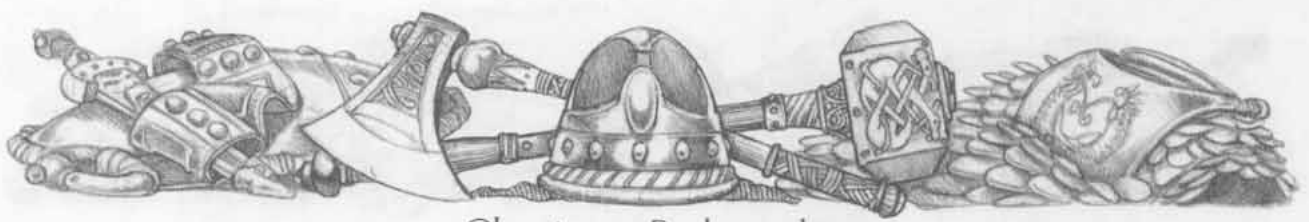
The Dwarfcutters

A second tribe, the Dwarfcutters, also resides in Radruundar. They have tawny skin and blood-red eyes.

Until very recently, the Dwarfcutters were Akhil/Qamhuul's most important ally. Their chief, Skizaaan Cutbeard, had built the tribe into an efficient military machine with a proven skill at defeating dwarves in battle. Skizaaan was a perfect ally for the dwarf-hating Tairdo, but Qamhuul has always wanted to force Skizaaan and the Dwarfcutters into a vassal status. Nothing would please Qamhuul more than having an accomplished goblin male as a subordinate.

The Dwarfcutters have borne the brunt of the losses the goblin army has suffered so far. To prevent the remaining Dwarfcutters from abandoning the army (and perhaps taking many other goblins with them), Tairdo and Qamhuul have recalled Skizaaan and his most important advisors to the stronghold, where they can keep an eye on him.





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The Dwarfcutters overwhelmingly favor dwarven-made clothing and equipment and prefer items looted from dwarves defeated in battle. A fine dwarven tunic is a valuable item, but a tunic bearing a tear and a bloodstain over the heart (where the dwarf who wore it suffered a fatal wound) is a true prize.

The Dwarfcutters have been reduced to less than 150 warriors, but the survivors are extremely wealthy by goblin standards (hence the fairly large amount of treasure to be found in their lairs). Three clans remain: Dwarfcut-ter, Notchaxe, and Neckwinger. Unlike traditional goblin clans, Dwarfcutter clans are not based solely on blood relationships. Each clan freely seeks out individuals with the traits and temperament they find desirable and formally adopts them. The practice has led to highly specialized clans.

The Dwarfcutters are Skizaan's clan. They are expert dwarf fighters and gain a +1 attack bonus and a +2 Armor Class bonus in melee with dwarves. They also wield twin short swords in combat with no penalty for attacking with two weapons.

The Notchaxes are huge by goblin standards (almost 4 1/2' feet tall), reputedly because of hobgoblin blood in their veins. Most Notchaxes have good Strength scores. They favor captured dwarven battle-axes in melee.

Both the Dwarfcutters and the Notchaxes employ repeating crossbows (see page 63) that fire poisoned bolts.

The Neckwingers tend to be slight by goblin standards, but very light-footed and dexterous. They favor darts, short swords, and garrotes in combat. Neckwinger warriors have minor thief abilities and are masters of sneak attacks.

Goblin Politics

The goblins of the Roaringwater constantly seek to improve their personal positions within the clan and tribe, as most goblins do. These struggles have no direct bearing on the adventure, as they involve personal challenges, boasting contests, and the occasional backstabbing. All private rivalries temporarily vanish when the party arrives on the scene.

A truce of sorts has eliminated personal rivalries in the Dwarfcutter tribe. Recently, there have been enough successful battles with dwarves to cover every warrior with glory. All the tribe's casualties, ironically, have brought about a redistribution of wealth (from the deceased to the living) that has placed just about everyone at the top of the social ladder. If the tribe's numbers ever recover, the Dwarfcutters likely will become competitive again as new generations struggle for wealth and status.

Officially, all the clans in Radruundar have equal status, by King Akhil's decree (though the Dwarfcutter tribe is supposed to be in disgrace). Tairdo and Qamhuul have assigned each clan living space and tasks they deem appropriate for their abilities.

Dwarfcutters: Akhil hinted that the Dwarfcutters were responsible for the delay in taking Oredeep. Accordingly, the tribe has been banished to the western entrance and assigned to care for several of Tairdo's pets (a few shambling mounds and umplebys). Most goblins would find such a repetitive, mundane task distasteful. Furthermore, the goblins of the Roaringwater tribe have come to fear the "lake monsters" and shun the area. Akhil/Qamhuul hopes the surviving goblins will tire of babysitting Tairdo's pets and get fed up with the danger from the monsters. If discontent takes hold, it will undermine Skizaan's authority.

The plan has backfired.

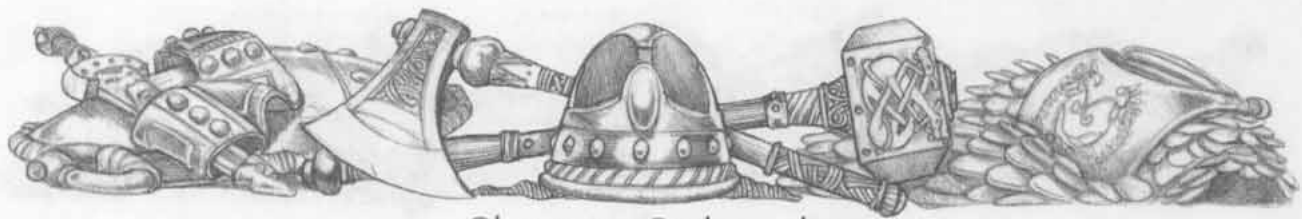
Goblins don't regard one lost battle as a crime; goblins lose battles all the time, and there's always another fight down the road. The Roaringwater tribe remains impressed with the Dwarfcutters' wealth, battle prowess, and guile. This respect is well founded. It was Skizaan and the Dwarfcutters who developed most of the special tactics the goblins use in this adventure, though it took Tairdo's organizational skill to spread them beyond the Dwarfcutter tribe.

The Dwarfcutters' banishment to the west gate has made an impression, but not the one Qamhuul wanted. The Roaringwater goblins are amazed that the Dwarfcutters would move there without complaint. Upon reflection, they realize that the "lake monsters" provide a reliable bulwark against any attack from the west and that an attack from the east would have to traverse almost the entire stronghold before it could reach the Dwarfcutters. From the goblin point of view, the west entrance is the most secure lodging in Radruundar, and they admire Skizaan for "maneuvering" Akhil into assigning it to his tribe.

Qamhuul has tried to counter the sentiment by encouraging everyone in the complex to visit the Dwarfcutters and see Tairdo's pets (and view the Dwarfcutters' humiliation). This has generated a few incidents of name-calling and quarreling, but the Dwarfcutters have successfully pretended to enjoy the job.

Skizaan and his advisors have surmised Akhil's intentions, but have not yet decided what to do about them. For the moment, Skizaan keeps his troops in line with generous rations of strong drink obtained from the Bigguts. Skizaan would like to eliminate Tairdo, Akhil, and the Bustheds and take over Radruundar himself or, failing that, escape the stronghold and start afresh. Should the party ever discover Akhil's true identity and reveal it to Skizaan, the chief would gladly agree to send runners to the Roaringwater clan leaders to reveal the secret and also provide a map to the Throne Room (Level F, area 29).

In any case, Skizaan would gladly lead his tribe out of Radruundar if he believed Tairdo would not be around to track him down afterward. Should he become involved in negotiations with the party, however, Skizaan will bargain hard. He tries to secure treasure, land, or services in return for letting the party have their way.



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Bigguts: Almost as hardworking as the Redclaws, Bigguts keep busy distilling copious amounts of spirits from captured grain stores and foodstuffs gathered by the Forestrunners. The Bigguts maintain a lively trade with Skizaan, trading liquor and beer. They dwell on the Lower Level.

Bustheds: As Tairdo's bodyguards and lackeys, the Bustheds have numerous privileges, including lodgings in the Palace. The Bustheds are charged with maintaining the internal security of the stronghold and conducting regular inspections in the name of Akhil. The other clans fear and hate them (except for the Dwarfcutters tribe, who merely hate them).

Tairdo has worked with the Bustheds' witch doctor to train several assistants, giving the clan considerable magical ability and further enhancing their reputation for ferocity among the other clans.

The Bustheds enjoy their status as the clan to be feared. They resent Skizaan and the Dwarfcutters both for defying them and for the respect they get from the other clans.

Thanks to Tairdo's efforts, the Bustheds have more witch doctors and clerics than any other clan, and the Bustheds dominate the tribe's religious life (such as it is).

Forestrunners: Uргуul Longtooth added the Forestrunners to the Roaringwater tribe after a short but intense war soon after he took over Radruundar. Even now, after a full generation has passed, the Forestrunners are regarded as newcomers. Their preference for the open air further sets them apart.

The Forestrunners get along fairly well with their neighbors, the Yelloweyes, though feuds occasionally flare up, only to be promptly crushed by the Bustheds. Neither clan appreciates the intervention. The Forestrunners occasional trade choice bits of game to the Dwarfcutters in return for umpleby nets.

Rattlebones: This small clan guards the stronghold's prison in the Lower Level. They are brutally efficient interrogators, and they enjoy the work.

Redclaws: This tribe provides the miners, stonemasons, and smiths. The other clans feel the Redclaws' work ethic is foolish but respect what the clan produces. The Redclaws built (and in many cases designed) the pits and mechanical traps the goblins have added to the stronghold. Most males in the tribe spend long hours in the mines. The clan has lodgings near the Foundry on the Main Level.

Stoneflingers: This clan ably served Tairdo and Qamhuul as scouts and ambassadors during their campaigns to extend their influence. Their successes brought rewards from their leaders and respect from the other clans (except the Bustheds, who resented them for their accomplishments).

They have lodgings on the main level, where they can keep a wary eye on their rivals, the Bustheds.

Yelloweyes: The deposed chief of the Roaringwater tribe, Uргуul Longtooth, was a Yelloweye. Qamhuul distrusts the Yelloweyes more than any other clan except for the three Dwarfcutter clans and assigns them to outside patrol work. Each Yelloweye patrol includes an officer or witch doctor from the Bustheds and one or two humanoid allies (such as the bugbears in any patrol the party might encounter). Ostensibly, these extra personnel are on hand to help the patrol do its job, but their primary mission is to keep an eye on the Yelloweyes.

The Yelloweyes occupy the East Entrance, which they share with the Forestrunners.

Loyalty to the King

When the party first comes to Radruundar, all the Roaringwater tribes are loyal to Akhil except the Dwarfcutters. If the party discovers that Akhil is really a female dwarf and passes this information on to Skizaan, the chief spreads the word and all the Roaringwater goblins suffer a -2 morale penalty.

No matter what, if the party unmasks Qamhuul (which they can do simply by knocking her *hat of disguise* off her head), any goblin witnesses must check morale. Check once for all the witnesses. They flee the encounter if they fail. If Skizaan already has spread the word, the -2 penalty applies.

Word of Qamhuul's true identity spreads like wildfire. Most clans, except the Bustheds and the three Dwarfcutter clans, are thrown into confusion. Most goblin troops avoid combat with the party. Forestrunner, Rattlebone, Stoneflinger, Redclaw, Yelloweye, and Biggut troops must make successful morale checks (at a -2 penalty) to take any offensive action, though they defend themselves if attacked. Within 1d4+1 days, these clans quit the stronghold. The three Dwarfcutter clans observe the carnage. They would like to challenge the Bustheds for sole possession of Radruundar, but withdraw if the party does not eliminate Tairdo and Qamhuul. They withdraw also if the party makes it clear they prefer a goblin-free Radruundar.

Reactions to Outsiders

The material in this section is meant to supplement the information on goblin behavior included in the individual area descriptions. Whenever the text in this section contradicts the text in an area description, the latter takes precedence.

The goblins of the Roaringwater tribe claim Radruundar as their home and resist any intrusion as vigorously as possible. They respond to aggression or violence with aggression and violence, which is their stock in trade.

However, the Roaringwater goblins have grown accustomed to the comings and goings of Tairdo's many contacts and allies, and a careful party can exploit this if they have not entered the stronghold before. A party disguised



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as a group of goblin visitors stands a good chance of bluffing their way through most Roaringwater clans provided they don't ask too many questions or make it obvious they don't have any idea who Tairdo is.

Even parties who don't use disguises stand a reasonable chance of moving about without attracting suspicion provided they can enter the stronghold unobtrusively; Tairdo has hired a few human, humanoid, and demihuman mercenaries (including some turncoat dwarves). These mercenary groups always arrive under a flag of truce and with plenty of advance warning; any sentry watching an entrance to the stronghold can easily distinguish between invaders and allies.

Both visiting goblins and nongoblin mercenaries tend to stay well away from any goblin lodgings, however, and any group that aggressively explores the complex or tries to make detailed maps is quickly identified as invaders.

Tairdo never issues *thunderpots* to nongoblins, and anyone but a goblin who carries one is an obvious enemy to any goblin living in the stronghold. Furthermore, only sergeants, officers, spellcasters, and leaders are allowed to carry *thunderpots* inside the stronghold (a few guards in key areas have them, but leave them at their posts when they go off duty). Anyone posing as a Roaringwater goblin (for example, if the party defeats a goblin patrol outside the stronghold and then dons or duplicates their equipment before entering) is expected to turn over any *thunderpots* as a matter of course and failure to do so arouses suspicion. Visiting goblins are politely asked to hand over their *thunderpots* and failure to do so provokes a fight.

The Bushtheds and Stonefingers, being in charge of security and diplomacy, tend to be slightly more suspicious of strangers than the other clans. They'll challenge anyone they don't recognize and demand to know who their leader is and where they are lodged. To resolve the challenge, make a reaction check for the creature using the *Indifferent* column of Table 59: Encounter Reactions in the *DUNGEON MASTER Guide* (if the characters act particularly aggressive or boorish, use the *Threatening* or *Hostile* columns instead). Apply any applicable adjustments for the Charisma and race of the party spokesman. You also might want to throw in a bonus or penalty of +/-2 for a good or bad roleplaying effort.

If the check indicates a *friendly* result, the goblins offer to escort the party to the West Barracks on Level A (area 7) to see Tairdo's pets, to the Forum on Level F (area 19) to witness a feeding, or to the Tavern on Level H (area 27) for a drink. The goblins don't take "no" for an answer. If the party refuses a trip, the goblins suggest another and keep it up until the characters accept.

An *indifferent* result indicates the goblins shrug off the encounter and go about their business.

On a *cautious* result, the goblins stand their ground and order the party to return to their quarters. If the characters say they have no quarters, the goblins accompany them to the

Throne Room on Level F to get quarters assigned. Otherwise, the goblins expect the party to leave whatever area they're in. If they don't, the goblins raise the alarm and attack.

Threatening results play out much as *cautious* results do, except that the goblins wish to escort the party to their quarters (which they don't have). The goblins soon realize the party doesn't belong in the stronghold unless they quickly claim to be newcomers not yet assigned quarters.

A *hostile* result indicates that the goblins raise the alarm and attack.

A *flight* result means the goblins quietly withdraw, but send a runner to the Throne Room to warn Tairdo and Qamhuul of the party's presence.

The goblins of the Dwarfcutter tribe are newcomers and not at all satisfied with their lot. They willingly negotiate with any outsiders who don't attack them or try to steal their treasures, provided they have some reason to expect the party might be willing to parley. If the Dwarfcutters have heard reports of the party slicing its way through the other goblins in the stronghold, they regard the characters as deadly enemies.

Raising the Alarm

Any goblin that escapes from a combat with the party alerts a superior, who immediately dispatches runners to spread the alarm. An entire level becomes alerted within 1 turn, and the alarm spreads to the adjacent levels (see Map 3) at the same time. The Dwarfcutters are an exception; they don't spread the alarm to other levels unless they fail to open negotiations with the party.

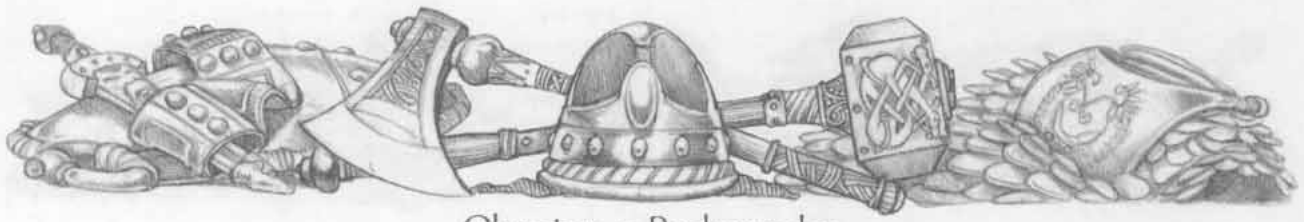
If the party defeats any creature in Radruundar or destroys a major feature such as a door or statue in an area that goblins frequent, the goblins discover the deed 1d4+1 turns later, even if nobody witnessed the event. (The goblins frequent all areas in the stronghold unless the area's description notes otherwise.) The alarm spreads as noted above.

If the party takes pains to conceal the evidence (by hiding or removing slain bodies, for example), then it takes the goblins an extra turn to discover the deed.

Once an alarm is raised, all goblins become suspicious of strangers and tend to shoot first and ask questions later.

Morale

Unless noted otherwise, goblins must check morale when a fight goes badly for them (see the "Morale" section in Chapter 9 in the *Player's Handbook*). Though not ferocious enough to fight to the death, the goblins have enough discipline so they won't throw away their lives uselessly by fleeing headlong from combat; the goblins know that simple flight allows the enemy a free attack. Instead, they withdraw (see the "Retreat" section in Chapter 9 of the *Player's Handbook*), hoping to reach some place where they can slam a door in the party's faces and *then* run away. If



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there are no visible enemies within melee reach when morale fails, the survivors bolt; however, they still choose routes that can slow or block pursuit. Cornered goblins fight to the death.

Fleeing and withdrawing goblins usually move to the places where their leaders are. Exactly where that is depends on their location in Radruundar; see the individual level descriptions for details.

Special Goblin Weapons

Use the rules presented here for the goblins' various special weapons.

Dwarfcutter Repeating Crossbows: A repeating crossbow looks and works like a light crossbow, but with slightly reduced range. The weapon is fitted with a wooden magazine that holds ten bolts. It is a medium (size M) weapon that requires two hands. A proficient user can fire two bolts a round. Short range is 50 yards or less, medium range is 51 to 100 yards, and long range is 101 to 150 yards. A hit inflicts 1d6+1 points of damage against man-sized or smaller creatures and 1d8+1 against larger creatures.

When fired at short range, a bolt from one of these crossbows easily penetrates armor. A short-range shot reduces a target's Armor Class by 5 points, but it never gets worse than AC 10. Add the 5 points *before* making any adjustments for magic or Dexterity. For example, a character wearing *leather armor* +3 has an effective Armor Class of 7 vs. a short-range shot; the base Armor Class is 8, which falls to 10 (8+5=13, rounded off to 10), +3 for its magical bonus equals 7. Treat *bracers of defense* as an armor type for purposes of this calculation. For example, a character wearing *bracers of defense* AC 2 would have an Armor Class of 7 (before adjustments for other protective devices or Dexterity) vs. a short-range crossbow shot.

The Armor Class reduction applies when repeating crossbows are used in a volley.

The Dwarfcutters coat their bolts with type D poison. The venom has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Forestrunner Nets: These items are intended primarily for hunting. They consist of a circle of mesh 4 feet in diameter and weighted with rocks at the edges. (Unlike nets used in gladiatorial combat or war, they have no trailing rope.) A goblin can use one or two hands to hurl a net up to 10 yards (short range is 10 feet or less, medium range is 10 to 20 feet, long range is 21 to 30 feet). All targets are treated as Armor Class 10, with adjustments for magic and Dexterity.

If struck, a creature becomes entangled and cannot move, attack, or cast spells until it gets free by making a successful Strength check (for creatures without Strength

scores, use a saving throw vs. paralysis instead). If the check fails, the target can try again, but suffers a -1 penalty to the next check and an extra -1 for each failed check thereafter. Trying to get free counts as the character's action for the round.

If the target successfully escapes, the net must roll an item saving throw of 12 or better to avoid destruction.

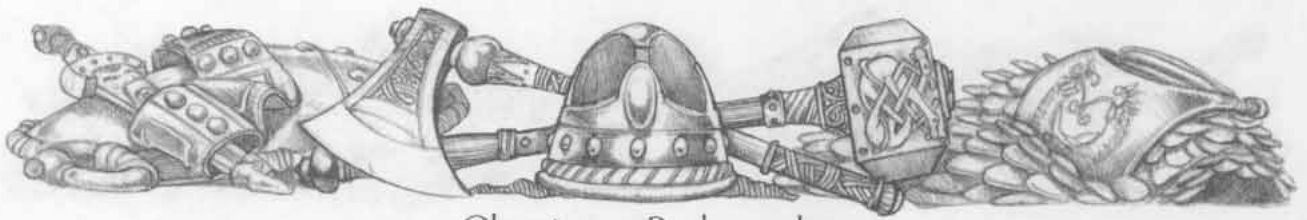
Once thrown, a net must be properly folded so it can be thrown again. A proficient user can accomplish the feat in two rounds, and nonproficient users cannot do it at all. If a net is not properly folded, it can be thrown only with two hands and the maximum range becomes 10 feet. The user suffers a -5 attack penalty, which is cumulative with any nonproficiency penalty the wielder might have.

Neckwinger Garrotes: These weapons consist of a knotted cord or strip of cloth. They are effective only when used in a rear attack. The wielder must make a melee hit vs. the opponent's rear Armor Class (the defender's bonuses for Dexterity and shield don't count). The attacker gains any bonuses appropriate for the attack (Strength bonuses, +2 for a rear attack or +4 for a backstab attack and possibly an additional +1 if the defender is surprised).

If the attack hits, the garrote inflicts 1d4 points of damage against a man-sized or smaller target or 1d3 points of damage against a larger target. The attacker's backstab multiplier and Strength bonuses (if any) apply to damage.

Once the garrote hits, it stays in place and inflicts normal damage each round unless the defender breaks free by winning an opposed combat roll (see sidebar under "Goblins and More Goblins") vs. Armor Class 10. The attacker gets a +2 bonus on the opposed roll for a rear attack. The attack also ceases if the attacker releases the defender or is killed.

The attacker must be able to reach the defender's neck to use the garrote. A goblin could reach a human's neck in most circumstances, but against an opponent like an ogre, the goblin would have to attack from a raised spot (such as a tabletop) or attack while the ogre lies down. If the defender is three more size classes larger than the attacker, the garrote is ineffective, no matter what the defender's condition.



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Level A: West Entrance

The dwarves used this level as a defensive outpost. It also served as a reception area for visitors and a launching point for trade caravans. For the goblins of Radruundar, the level is a backwater, and a dangerous one at that. Map 6: Level A, West Entrance in the Map Book shows the level.

Goblins of the Dwarfcutter tribe occupy the area. The Dwarfcutter goblins halfheartedly watch the main gate (area 1). They fear the lake monster lurking just outside more than any invader. They have little love for Akhil, the ruling goblin king, and a quick-talking party could avoid a fight. See page 59 for a history of the Dwarfcutters. See page 80 for details on Skizaan, the Dwarfcutter chief.

If the party puts the goblins in this level to flight, they fall back to the Great Hall (area 15) for a last stand. If cut off or routed from there, they make for the escape tunnels in areas 9 and 17.

Captured goblins become very cooperative. Unless mistreated in some fashion, they offer the following:

- *Talk to my chief. He hates the king because the king hates him.*
- *No one lives right here except the noble Dwarfcutter tribe. Farther into the mountain live the cowardly but very, very numerous goblins of the Roaringwater tribe, their two-faced king Akhil, and his pet wizard.*
- *We Dwarfcutters are few, but bold. Our enemies suffer, our friends prosper.*

If Skizaan already has been killed, the goblins merely point out how silly the party was not to have made a deal with the Dwarfcutter chief.

The goblins of the Dwarfcutter tribe know this level and Level B well. They originally entered through the East Entrance (see page 87) but don't clearly recall details of the other levels. The leaders have become slightly more familiar with the rest of the stronghold; see page 81 for details.

The goblins of the Dwarfcutter tribe keep their personal wealth hidden in their bedding, which tends to consist of thin piles of straw, rags, leaves, and other loose material. A five-minute search uncovers all the treasure hidden amidst the bedding in an area 10 feet square.

1. Main Entrance

Unless the party flies or takes a boat, they'll have to cross the causeway with its attendant dangers to get here.

A cascade of foaming white water emerges from a tunnel opening high in the mountainside above and plunges down into the lake, creating a mass of froth at the surface and filling the whole area with icy spray. Beyond the wall of water, you can barely make out a passage blocked with a portcullis.

About 40 feet above you, a pair of moss-covered turrets juts from the mountain, one on each side of the waterfall.

The roaring of the water fills your ears, making conversation difficult.

The waterfall once fell about 100 yards south of here, but the dwarves of Radruundar dug a channel that diverted the water. In normal times, a set of sluice gates kept the water flowing along its normal course. In times of danger, the dwarves could open the gates and redirect the water so it fell before the gate. The curtain of water can block any missile (even from siege engines) and most spells. The force of the water will crush or wash away any ram or other siege device brought up over the causeway, even if the attackers manage to fill the gap in the causeway beneath the waterfall.

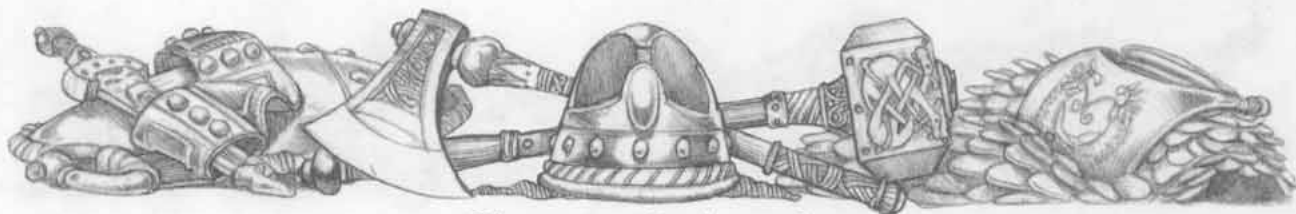
Anyone coming within 40 feet of the waterfall gets soaked to the skin in a matter of moments. Characters foolish enough to try swimming under the waterfall are forced 4d6+4 feet beneath the surface and trapped against the lower portions of the causeway. Characters must make successful Swimming checks at a -5 penalty to escape the current and return to the surface (see Chapter 14: Time and Movement in the *Player's Handbook* or Chapter 5: Underwater Survival in *Of Ships and the Sea*). Characters who receive assistance gain a bonus of +1 for each helper, but any rescuers must attempt Swimming checks of their own to avoid becoming trapped. A rope tied around a trapped character allows any number of helpers to lend assistance safely.

A boat taken under the waterfall fills with water and sinks immediately, forcing all passengers underwater as noted above.

It is possible to swim or maneuver a boat *around* the waterfall. The action requires a successful Swimming or Seamanship check at a -3 penalty to avoid being swept under the surface.

The noise of the water makes conversation between characters impossible unless they stand less than 5 feet apart. If two characters are more distant than that, they—and their players—can communicate only via telepathy or gestures.

As dangerous as it is, the waterfall is the least of the party's worries. The Lake Radruundar Monster, a product of Tairdo's laboratory, lurks under the waterfall, coiled around the piers of the causeway. The creature's sheer mass lets it ignore the deadly currents surrounding the waterfall.



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The moment anyone ventures within the cloud of spray surrounding the waterfall (40-foot radius), the monster rises from the lake's murky depths and attacks. From the surface, the creature looks like a mass of gargantuan water snakes. The monster's 100-foot necks allow it to attack almost anyone in the area, even flying characters.

Within the cloud of mist, characters suffer a -1 penalty to attack rolls, ability checks, and saving throws. All fires are extinguished, just as though the combat was occurring underwater. Characters fighting from the causeway move at only two-thirds their normal rates and suffer a -2 initiative penalty.

DM Note: The Lake Radruundar Monster's heads regenerate when severed (see the creature's statistics, below). The creature regrows two heads for each one slain unless the attacker burns the stumps. Fire, however, does not burn within the cloud of spray. The party can eliminate the cloud by blocking the waterfall with a *wall* spell. For purposes of this encounter, an *airy water* or *part water* spell eliminates the cloud of spray while the spell lasts.

Even if the party clears the cloud of spray, the creature can withdraw the stumps of severed necks into the water as described below.

Lake Radruundar Monster: AC 3; MV 6, Sw 18; HD 18; hp 144; THAC0 3; #AT 18 (bite); Dmg 3d8 per attack; SA extra heads; SD regeneration, attacks on the creature's body have no effect, immune to nonmagical cold; SZ G (140' long); ML fearless (20); Int low (5); AL N; XP 22,000.

Special Abilities: SA/SD—The creature has eighteen heads, each with 8 hit points. Each time the creature suffers 8 points of damage in combat, one head is slain and two new ones grow back in 1d4 rounds unless fire is promptly applied to the stump. The monster can never have more than 24 heads, however.

To prevent a head from growing back into two, a flame of at least torch size must be applied to the stump before the new head appears. This requires a successful called shot (-1 penalty to initiative, -4 attack penalty). Highly directional fire-based attacks, such as *burning hands*, can scorch the stump automatically. A *flametongue* sword can scorch a stump, but the wielder must attempt a separate attack (also a called shot) to do so. The creature instinctively keeps to the water to avoid counterattacks with fire. It withdraws the stump, keeping it submerged until the new heads appear. Unless the party has a means of employing fire underwater (such as an *airy water* spell), an opponent fighting on the surface must scorch the stump on the same round the head was severed—before the creature can submerge the stump.

Area-effect spells that inflict damage slay one head per 8 points of damage inflicted. If the damage number is not evenly divisible by eight, the leftover damage is divided as evenly as possible among all the surviving heads. Heads killed by fire do not form two new heads. The creature rolls only a single

saving throw against an area-effect spell. Spells such as *finger of death*, *slay living*, and *disintegrate* slay the creature outright if they succeed and also prevent any regeneration.

Alert: The Lake Monster might swim out to investigate any noisy activity on the causeway (such as a character falling into the water); it does so on a roll of 1 on 1d6. If the creature investigates, it hides beneath the roadway and sends one head up either side for a look. To the party, it looks like two gargantuan snakes are attacking from either flank. When the party severs a head, the stump sinks into the lake, but the creature sends up one of the two replacement heads when it appears. If the party severs both heads at once, the creature retreats back to the waterfall where it waits to attack again.

The monster always keeps an eye on the Gateway (area 2) and the Parapets and Turrets (areas 1 and 2 on Level B). It attacks any creatures it detects there, though its reach in those areas is limited; see the area descriptions for details.

If the party has entered Radruundar before, the goblins step up their surveillance of the entrances, and the monster makes the occasional snack of a goblin sentry who strays within reach. Roll 1d10 when the party approaches the gate. On a roll of 1-2, the party hears a screech and sees a great serpent head dart up to a turret and return to the lake with a struggling humanoid in its jaws.

2. Gateway

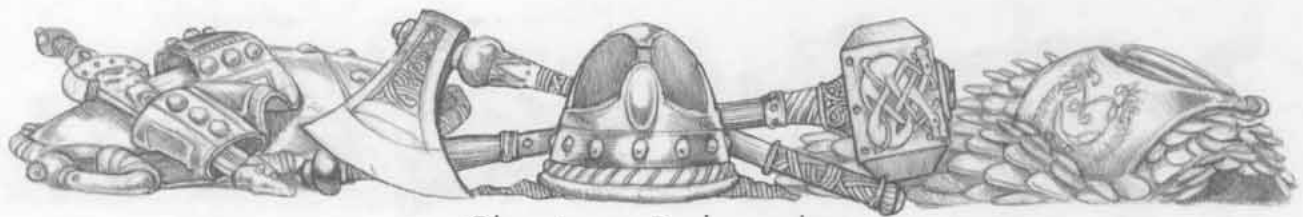
Behind the waterfall, you find a short, moss-covered ramp sloping up to the east. The remains of a portcullis lie at the top of the ramp. The massive bronze bars have been pushed inward and twisted aside like strands of taffy.

Beyond the wreckage lies a second portcullis, which seems mostly intact.

Dim light filters through the waterfall to illuminate the area. The ceiling is nearly 30 feet high. The moss on the ramp is wet, spongy, and slippery, but not dangerous—it's just normal moss.

After the waterfall, the Gateway served as the dwarves' second line of defense. Four sturdy portcullises, each made from a lattice of hardened bronze bars, blocked the passage. These barriers retracted into the floor when not in use. Centuries of debris have fallen into their mechanisms, rendering them permanently closed. Not even a *chime of opening* can open them now.

Six rows of murder holes 40 feet overhead allowed the dwarves to fire crossbows and dump flasks of oil on foes struggling to break through the portcullises. Fortunately, the goblins don't bother to man the murder holes (but see the *Alert* section, below).



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The Radruundar Lake Monster has battered its way through the first portcullis, creating a 20-foot gap. The creature has damaged the second portcullis as well, leaving a hole any man-sized or smaller creature can slip through.

The spaces between the bars in an undamaged portcullis are slightly less than 18 inches square. Tiny creatures can slip right through the openings without difficulty. Small creatures can wiggle through, but must roll successful saving throws vs. breath weapon at a -3 penalty to avoid getting stuck. If the saving throw fails, the creature's body becomes jammed in the opening. A successful Open Doors roll from an associate is sufficient to shove the creature through, but the squeeze inflicts 1d4 points of damage. A *reduce* spell allows the creature to slip free easily. The stuck character cannot help with the Open Doors roll.

Characters in gaseous form can move right through the portcullises. Large, Huge, and Gargantuan creatures cannot pass through them.

A successful Bend Bars roll at a -25% penalty can spread the bars wide enough to allow the creature making the roll to pass through.

A pair of steel doors sheathed in bronze stand at the passage's east end. Each door is 35 feet high and 10 feet wide. The dwarves locked and barred them when they abandoned the stronghold. The lock is completely internal and cannot be picked (it's controlled from area 4). A storm giant or titan could force the doors open with the bar in place, but a smaller and weaker creature cannot (even if it has storm giant strength).

The doors' sheer size foils *knock* spells, but a *chime of opening* would work. The bar, however, is a tempered steel beam 20 feet long, 6 inches wide, and 4 inches thick. It weighs about nine tons and it rings like a cathedral bell if it falls, alerting every creature on Levels A and B. A *silence* spell would deaden the sound, but also would keep the *chime of opening* from working.

Well-placed *passwall* spells allow the party to circumvent the doors, and a *disintegrate* spell blows a 10-foot hole right through them.

Alert: The Lake Radruundar Monster in area 1 can reach into this area and attack anyone west of the second portcullis. If the party moves farther east, it tries to bash through the second portcullis. The creature has a 25% chance of success. If it fails, it tries twice more (to no avail), then retreats back into the lake. If it succeeds, the monster can reach all the way to the third portcullis. Should the party retreat even farther east, the creature tries to smash through the third portcullis, but the barrier holds and the monster retreats after 1d4 tries.

If the party has entered Radruundar before, Tairdo orders his minions to grease the ramp leading up from area 1. Characters must make successful Dexterity checks

at a -4 penalty to ascend the slope on foot; if they fail, they slide into the lake and the waterfall in area 1 forces them underwater. Tairdo also plants russet mold (one patch every 5 feet) on the easternmost portcullis and on the doors. The rust-colored mold is effectively invisible on the bronze surfaces.

Russet Mold (12): AC 9; MV 0; HD 3; hp 12 each; THAC0 n/a; #AT 1 (spore cloud); Dmg 5d4; SA spore infection; SD immune to most spells and attacks; SW *continual light* causes dormancy, killed by acid or salt; SZ L (15' patch); ML n/a; Int non (0); AL N; XP 35 each.

Special Abilities: SA—Continually emits a cloud of spores in a 3-foot radius. In addition to inflicting damage (no saving throw), anyone caught in the spore cloud must attempt a save vs. poison. Creatures who fail are infected with spores and become instantly paralyzed. The infected creature dies in 5d4 rounds unless a *cure disease* is applied. Corpses sprout mold growths shortly after death and become mold men after 1d4+20 hours. If the infection is not removed (with *cure disease*) within 1 hour after death, the victim cannot be *raised* or *resurrected*, though a *wish* can restore the creature.

SD—Immune to all forms of attack except acid, salt, *continual light*, sunlight, and *cure disease*.

SW—A vial of acid or alcohol or a handful of salt inflicts 1d4 points of damage on a patch. A *continual light* or *cure disease* spell cast directly on a patch kills it. Direct sunlight or its magical equivalent (such as the light from a *sunblade* or a *sunray* spell) kills a patch. A magical item that produces dazzling or blinding light such as a *helm of brilliance*, *gem of brightness*, or *wand of illumination* also can kill a patch.

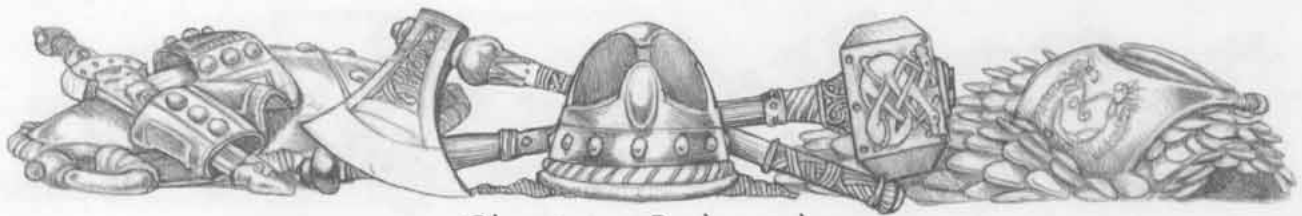
3. Atrium

You've entered a long, narrow chamber. A lofty vault pierced by filthy skylights gives the place an airy feel. Though the grime of the skylights makes the illumination weak, a few scattered beams penetrate to make bright spots on the floor and highlight dust motes adrift overhead.

The towering walls feature arrow slits to the north, south, and east, perhaps four times higher above the floor than a tall human can reach. Single doors provide exits to the north, south, and east.

Blotches of blue-green moss dot the chamber's west side, particularly in the shallow alcove where massive double doors lead west. Every sunny patch of floor also sports a clump of moss. The air carries the faint scent of damp, like a forest.

A hulking statue in the form of a crude parody of a dwarf stands near the east wall. The figure has two brutish faces on the front and back of its too-small head.



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If the party has not already forced open the double doors, they are still barred. See the area 2 description for details.

The vaulting here rises more than 50 feet above the floor. The skylights in the ceiling are actually small, round panes of thick glass (eight of them), about 6 inches across. A series of channels and angled mirrors collects sunlight from the mountain and directs it here throughout the day. The goblins have deliberately splattered them with dirt to keep the place slightly gloomy even on sunny days.

The statue is a dwarf crusher, placed here as a guard. It has instructions to attack anyone the Dwarfcutter chief Skizaan indicates is an enemy or anyone entering from the west. The creature attacks characters entering through the double doors, the west wall, or the secret door. It also attacks teleporting creatures if they first appear in the western half of the chamber.

Goblins man the murder holes in the alcove and the arrow slots. These sentries don't normally pay too much attention to the goings-on in the room unless forewarned. They look to their weapons, though, if the party does anything suspicious (see the *Alert* section, below).

Dwarf Crusher: AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1 (punch); Dmg 3d8; SA +1 attack bonus vs. dwarves,

heat metal; SD +2 or better weapon to hit, traps edged weapons, immune to most spells and weapons, +2 bonus to surprise rolls, opponents cannot make rear attacks; SW *stone to flesh* renders the creature vulnerable to normal weapons for 1 round; SZ L (7' tall); ML fearless (20); Int non (0); AL N; XP 8,000.

Special Abilities: SA—Can send forth a wave of volcanic heat once a turn. The effect is the equivalent of a *heat metal* spell cast at 12th level. The construct can generate heat in addition to making a physical attack.

SD—There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. An attacker using edged weapons should roll 1d4 along with his attack die; if the d4 shows a "1" the edged weapon becomes stuck in the dwarf crusher—even if the attack was a miss. When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder's hand. (A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.) An attempt to recover a stuck weapon takes a whole round if the dwarf crusher has not been destroyed. The character must make a successful attack roll vs. Armor Class 0 to seize the weapon, followed by a successful





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Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). After the dwarf crusher has been destroyed, stuck weapons can be pulled loose after 1 turn of work, with no risk of breaking the weapons.

Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause direct damage. During the round when the dwarf crusher remains vulnerable to normal attacks, weapons cannot become stuck in it, and weapons already trapped fall out.

Alert: Goblin sentries from Level B, areas 7 and 8 keep a casual watch over this room. If the party tangles with the dwarf crusher or stops for an extended discussion of strategy, the goblins at the murder holes drop flasks of oil and *thunderpots* on anyone they can see. The sentries at the arrow slits fire their crossbows in volleys (see page 3). Before the goblins receive any reinforcement or suffer any casualties, a volley covers a 10' × 15' rectangle and inflicts 1d6+5 points of damage. Anyone failing a saving throw vs. a volley must attempt a saving throw against the poison on the bolts.

The sentries in area 15A note any combat in here and alert Skizaan. The goblin chief immediately investigates; see the *Alert* section in the area 17 description for details.

4. North Machinery Room

All over this chamber, bladelike levers of tarnished bronze sprout like weeds growing from a garden walk. Four levers, each roughly the size of a broadsword but thicker, project from the west wall. Two slightly larger levers stick up from the center of the floor. The floor in the southeast corner has a third large lever.

Each lever has a smooth, bulbous handle shaped to fit a human or dwarven hand. These, too, look tarnished.

The levers control access to the level from outside.

a. The four levers on the north wall move up and down. They once controlled the four portcullises in the Gateway (area 2). All remain stuck in the "up" position now, and nothing can move them. If the party tries to force them (perhaps with Bend Bars rolls) the levers bend or snap. When they were working, throwing a lever set a series of gears and weights in motion and the machinery operated the portcullises. Moving a lever up raised a portcullis into place. Moving a lever down caused a portcullis to retract into the floor.

b. The two levers in the center, which move north and south, controlled the sluice gates that divert the waterfall in

area 1. The machinery has long since become jammed in place.

c. The single lever in the southeast corner controls the double doors between areas 2 and 3. The mechanism has grown stiff with long disuse, but it still works. The lever has three settings: left, center, and right. The right setting, the lever's current position, closes and locks the doors. The center setting unlocks the doors, but does not open them. Creatures of any size or strength can open the multiton doors when they're unlocked, provided they aren't barred. The left setting opens the doors.

Changing the lever's setting requires an Open Doors roll. A successful roll shifts the lever one position. The machinery produces a faint grinding sound from beneath the floor as the lever creaks and finally slides into place with a clank.

Moving the lever all the way to the left, however, is more difficult—and dangerous as well—if the doors are still barred (see page 66), because the bar keeps the doors from opening. Moving the lever beyond the center position requires a Bend Bars roll. If the roll fails, the lever simply does not move. If it succeeds, the lever moves left, but the machinery jams and produces a backlash. The person operating the lever feels a tremendous force pushing back and must immediately attempt a second Bend Bars roll to ease the lever back to the center position. If the roll fails, or the person simply lets go, the lever snaps all the way to the right, inflicting 2d10 points of damage to anyone in its path.

5. Armory

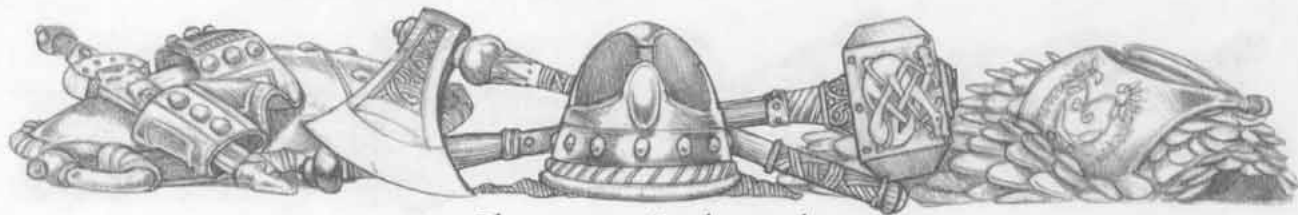
The party can scent the wood smoke in this area from 40 feet away.

You've found a narrow chamber where the east wall bears a vast array of hooks, brackets, and narrow shelves, all empty. An untidy pile of damp-looking firewood lies against the wall. The pile stands as high as a halfling and runs the whole length of the wall.

A low alcove, about 10 feet wide and only about 4 feet high, takes up most of the west wall. Soot-covered bricks line the alcove's walls and a bed of glowing smoky embers covers the floor. The hot coals rest atop a thick layer of ash. A 5-foot opening, about 4 feet high, stands to the left of the alcove, and a pall of acrid wood smoke drifts out. To the alcove's right, a 10-foot passage leads north, and you can see two more alcoves identical to the first.

The dwarves stored their large and bulky personal weapons and armor here—everything from cases of crossbow bolts to spears and shields. The goblins have little use for central armories.

Tairdo had the goblins carve the alcoves out of the west wall when he placed the shambling mounds in area 7. The



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fire burning in the alcoves keeps the shambling mounds' chambers warm. Otherwise, Radruundar would be too chilly for them.

The chamber contains nothing of value. It takes 1 turn to sift through the ash and hot coals in the alcove, and the effort sends clouds of choking ash into the air. Searching a 10-foot section of the woodpile also takes 1 turn.

Alert: The sergeant from area 7 peeks in here every 20 minutes or so. If the party spends a full turn in here, there is a 50% chance the sergeant looks in and sees them. If the party spends 20 minutes or more here, the sergeant will discover them. See the area 7 description for details.

6. Staircase

This looks like a regular staircase, which rises 40 feet to the level above. At the top, several trick steps make the stair collapse into a spiral slide that dumps anyone on the stairs into the covered pit at the landing. The pit cover stays locked until someone triggers the slide.

A permanent antimagic effect (like an *antimagic shell*) exists inside the stairwell. The antimagic suppresses magical effects that might help the party avoid the trap, including *fly* spells. A *find traps* spell reveals the stairs as a mechanical and magical trap, but only if the caster studies the top of the stairs from outside the stairwell. A character using a *find traps* spell on the pit at the base of the stairs finds nothing—the pit remains perfectly safe until someone triggers the slide.

Rogues can locate the trap, but only if they study the top of the stairs. Rogues attempting to disarm the trap suffer a -40% penalty to the roll; failure does not set off the trap. A dwarf looking at the pit cover or any portion of the stairs can tell they're traps if he makes a successful Detect Traps roll, but he cannot tell where the trigger is.

The pit is 50 feet deep. The shaft, 5 feet square at the top, tapers to a finger's width at the bottom. Stone projections, all needle sharp and angled downward, line the shaft like a monster's teeth. A huge black pudding lurks in the pit's depths, waiting for the trap to deliver it a meal.

When a character tumbles into the pit, he falls about 30 feet before becoming wedged in the narrowing shaft. The fall inflicts 7d10 points of damage. A *feather fall* effect used after the character enters the pit reduces the damage to 2d6 (the spikes still tear at the character).

If the character survives, he remains wedged in the pit. If the character slowed his descent in some fashion (*feather fall* is the most obvious way), he can attempt a Bend Bars roll at a +25% bonus to get unstuck. Any roll of 96–100 is a failure. Otherwise, he must make a successful, unmodified Bend Bars roll to work loose. Any failure inflicts an additional 2d6 points of damage and the character cannot free himself without altering his size or shape in some fashion (*diminution*, *gaseous form*, *polymorph*, or similar effects). A rope tied around a trapped character allows anyone

pulling on it to attempt a Bend Bars roll to free the character. An attempt to escape takes 1 round.

If several people fall into the pit, only the first one to fall in becomes trapped, but all the characters suffer damage (a *feather falling* character suffers full damage if someone who isn't *feather falling* falls on top of him). The character trapped at the bottom cannot free himself until the characters piled on top of him get off.

Once free, rogue characters can climb out of the pit, and characters with flying or levitation abilities can use them to escape. Other characters must be pulled out from above.

The moment a character falls into the pit, the black pudding at the bottom moves to attack. Characters in the pit cannot use shields or Dexterity bonuses to Armor Class. The pudding gains a +4 attack bonus vs. a trapped character.

While trapped, a character cannot fight, cast spells, or use a wand, staff, or rod. The trapped character can use other magical items provided he has them ready to use. (A ring worn on a finger is ready to use, a potion stored in a backpack or pouch is not.) A trapped character can use an item someone else hands down, however.

Huge Black Pudding (Pudding, Deadly): AC 6; MV 6; HD 15; hp 108; THAC0 5; #AT 1 (corrosive attack); Dmg 4d8; SA dissolves wood, metal, and flesh; SD immune to acid, cold, and poison, lightning and blows from weapons break the creature in two; SZ L (10' diameter); ML fearless (20); Int non (0); AL N; XP 7,000.

Special Abilities: SA—Touch dissolves a 2-inch thickness of wood, cloth, or leather in 1 round. Chainmail dissolves in 1 round, platemail in 2 rounds. Magical items last one extra round per plus. Weapons striking the pudding must save vs. acid or be destroyed.

SD—A blow from a weapon or a strike from a bolt of lightning divides the creature in two, each with the same Hit Dice, THAC0, and damage rating, but only half the original creature's hit points (round up).

Alert: The top of the staircase, where the trigger lies, is on Level B, area 5.

The sergeant from area 7 peeks into the Armory (area 5) every 20 minutes or so. He can see the pit from there. If the party spends at least 10 minutes extracting someone from the pit, there is a 50% chance the sergeant spots them. If they spend 20 minutes or more dealing with the pit, the sergeant automatically spots them. See the area 7 description for details.

If the party enters Radruundar and leaves any trace of having discovered and dealt with this trap (such as killing the black pudding or disarming the slide), the goblins wall up the staircase at the top and bottom. The project takes a day, and the stairwell retains its antimagic properties.



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7. West Barracks

The dwarves used this area as a guard barracks. Originally, each small chamber contained a basin with hot and cold running water, a commode, and bunks for four dwarves. The bunks were stone slabs set into the wall and slightly recessed. The larger chamber to the north was intended for the sergeants of the guard and contained only two bunks.

The goblins have converted the area into quarters for Tairdo's collection of umplebys and shambling mounds. Tairdo noted that shambling mounds grow when subjected to lightning attacks, so he gathered several shambling mounds and some umplebys to provide electricity to make them grow. At first the shambling mounds attacked the umplebys, but now Tairdo has a group of shambling mounds and umplebys that can work together. He has found that his shambling mounds stop growing when they reach a height of 18 feet (20 Hit Dice) and that any extra mass they gain tends to slough off over time, returning the creature to its normal size within a few days. Tairdo has not determined whether this is because of some natural limitation of shambling mound biology or a side effect of Radruundar's cool climate (the DM is free to decide which). In any case, Tairdo has lost interest in the experiment, at least for now.

7A. Food Storage: These two alcoves contain huge barrels stuffed with rations the goblins have collected for the shambling mounds. Each barrel contains a rotting mixture of leaves, grass, small animal carcasses, and fish. The stench proves strong, even by Radruundar's current standards.

If the characters begin rooting around in the barrels, the umplebys hear the noise and conclude that they have missed a meal. The umplebys don't eat the stuff in the barrels; the goblins store their rations in area 8, and usually feed the umplebys first. The umplebys' hooting alerts the goblins in areas 7E and 8.

7B. Winch: The goblins have erected a steel portcullis to contain their charges. They use this winch to raise and lower it. The mechanism is noisy, and all creatures in the area can hear it when it operates.

7C. Shambling Mound Chambers: These rooms once housed dwarven soldiers. The goblins have removed the furnishings and replaced them with brick-lined pools for the shambling mounds. Each pool shares a common wall with the alcove just to the east, and the fire banked up against it warms the water just enough to keep the shambling mounds comfortable. One shambling mound lives in each chamber, with the largest one (20 Hit Dice) in the southernmost room.

The goblins have also added inner doors made of steel-reinforced wood. These portals are about 4 feet wide and 8 feet high. They open inward, and the goblins keep them

barred on the outside. The chambers' outer doors are standard small doors that the goblins normally keep wedged shut. The party can easily spot and remove the bars and wedges.

The chambers are empty except for the pools. The shambling mounds are messy eaters and shed their "leaves" constantly; a layer of slime and assorted bits of vegetable matter covers the floors and lower walls.

The shambling mounds spend most of their time lounging in their pools. They are aggressive, though they've become accustomed to goblins, who give them a wide berth.

If the party bursts in suddenly, the shambling mounds lie still; the party sees what looks like a mass of weeds floating on the water. If the characters turn their backs on the shambling mounds, the monsters attack and impose a -2 penalty to the party's surprise rolls. Otherwise, the shambling mounds attack if prodded or when the party approaches a pool; normal surprise chances apply in these cases.

The shambling mounds do nothing if a goblin enters their chambers. The presence of umplebys, however, agitates the shamblers. If umplebys open the doors, the shambling mounds lumber out and attack anything that's not a goblin or an umpleby.

7D. Umpleby Chambers: The goblins stripped these rooms of their furnishings and replaced them with piles of brush for the umplebys. Each chamber also contains a substantial pile of bright coins and paste jewels. Each chamber contains about three thousand coins and a dozen jewels. Among these there are 165 cp, 49 sp, and seven bits of jewelry with a base value of 10 gp each. The remaining coins and jewels are worthless gilded brass.

The umplebys spend most of their time fiddling with their coins and jewels. They occasionally weave nets from their hair, but usually do so only when the witch doctor in area 8 coaxes them. Unlike the shambling mounds, the umplebys are free to leave their rooms and pace the corridor outside. At any given time, 0 to 2 umplebys (1d4-2, treat negative results as 0) will be outside their rooms. Any disturbance brings all the umplebys out.

The umplebys have learned two tricks that they perform automatically. If they see anyone opening a door to a shambling mound chamber, they begin opening all the other doors. The umplebys also have been trained to use their electrical attacks on the shambling mounds in a fight (making them grow). If the foe attacks the umplebys, they return the favor and ignore the shamblers until commanded to turn back to the shambling mounds.

The umplebys regard the witch doctor in area 8 as their friend and mentor; they take orders from no other being.

7E. Keeper's Quarters: A goblin sergeant of the Notchaxe clan lives here. The chamber contains a comfortable bunk heaped with filthy linens, a small chest, and a rack for



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weapons. The chest holds personal gear, a sack containing 150 gp, and a second sack holding twenty-five base 10 gp gems (tiger-eye agates). The chest has a fine dwarven padlock (-20% penalty to Open Locks rolls); the sergeant keeps the key on his person. The weapon rack normally holds a repeating crossbow, a case with twenty bolts, and a spare battle-ax.

The sergeant keeps watch over the umplebys and shambling mounds, though the witch doctor in area 8 is actually charged with their care. Most of the time, he keeps his door propped all the way open so he can see and hear what's going on outside.

The sergeant notices the party coming unless they're silent and invisible. If no alarm has sounded, he assumes the party is just a group of mercenaries come to have a look at the creatures. He steps into the corridor and gives a grunt and a brief "how are ya?" in goblin.

The sergeant expects someone in the group to say they've come to see Tairdo's pets. If he doesn't get the correct response, the sergeant excuses himself and slips back into his room, where he asks for help with the winch (area 7B) and opens the portcullis whether he gets help or not. The noise from the portcullis brings all the umplebys out of their chambers and alerts the goblins in area 8, who send one goblin to investigate.

Barring interference from the party, the sergeant and the extra goblin open the doors to the shambling mounds' chambers, then the sergeant commands the shamblers to attack via his *plant control* ability. If even one shambler heeds the order, all of them follow suit.

Goblin Sergeant: AC 3 (chainmail, shield, Dex bonus); HD 2; hp 10; MV 6; THAC0 19; #AT 2 (repeating crossbow) or 1 (spear or battle-ax); Dmg 1d6+1/1d6+1 or 1d6+1 (Str bonus) or 1d8+1 (Str bonus); SA poison; SW -1 to attack rolls when fighting in bright sunlight; SZ M (4 1/2' tall); ML average (10); Int average (8); AL LE; XP 35.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Special Equipment: *potion of plant control*, key.

Umplebys (3): AC 4; MV 9; HD 6; hp 27 each; THAC0 15; #AT 1 (bite); Dmg 1d4; SA electrical shocks; SD immune to electrical attacks; SZ L (8' tall); ML elite (14); Int low (5); AL N; XP 420 each.

Special Abilities: SA—Can discharge up to 50 points of electrical energy before sleeping. All 50 points can be discharged at once, but the typical amount is 1d8+8. Electrical attacks ignore metal armor.

Shambling Mounds (Plant, Intelligent) (4): AC 0; MV 6; HD 11 [20]; hp 50, 49, 49, [90]; THAC0 9 [1]; #AT 2

(punch); Dmg 2d8/2d8; SA suffocation; SD immune to fire, suffers half or no damage from cold, lightning causes the creature to grow; SZ L (9' tall) [H (18' tall)]; ML fanatic (17); Int low (5); AL N; XP 9,000 [18,000].

Notes: Bracketed information refers to the huge specimen in area 7C.

Special Abilities: SA—A creature hit by both arms becomes trapped and suffocates in 2d4 rounds unless it can escape with a successful Bend Bars roll.

SD—Cold attacks inflict half damage or none if the creature makes its saving throw. If struck by lightning, the creature grows; it suffers no damage, gets 1 foot taller, and immediately gains 1 Hit Die.

Alert: The sergeant in area 7 pays a brief visit to areas 5 and 8 every 20 minutes or so. From area 5, the sergeant can see area 6. If the party spends an extended period of time in areas 5 or 6, the sergeant might spot them as explained in the *Alert* sections for those areas. If he does, he surmises that the party doesn't belong there and raises the alarm.

Any disturbance here alerts the goblins in area 8, who come to the sergeant's aid as noted in the *Alert* section for area 8. When the witch doctor from area 8 arrives, the umplebys follow his commands to the best of their ability. They do not check morale while the witch doctor is present, and they fly into a berserk rage (+2 bonus to attack rolls and initiative) if the witch doctor is killed in their presence.

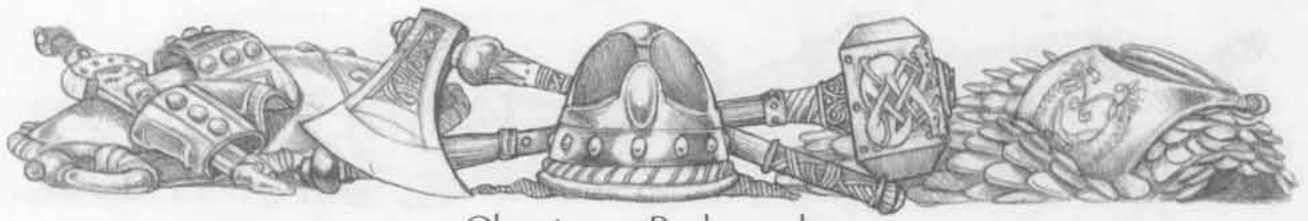
8. Officer's Quarters

The dwarves created this suite of rooms for an officer of the guard. A Notchaxe witch doctor lives here now with his guards, females, and offspring.

The witch doctor has been tasked with maintaining and training the umplebys and shambling mounds in area 7. He doesn't like the job, but has achieved some success anyway. He personally feeds the umplebys from the stock kept in area 8C, and the creatures adore him (see the *Alert* section of the area 7 description for details).

8A. Witch Doctor's Quarters: The witch doctor lives here with four females and their children. A jumbled pile of blankets, straw, and rags serves as one huge bed for the group. A flat-topped chest serves as a writing desk. Inside the desk, the witch doctor keeps a extra *potion of plant control*, a poison potion, a *potion of speed*, two sacks each containing 250 gp, a wooden box containing a jade pendant worth 500 gp, and a bottle of fine brandy (worth 40 gp). The witch doctor has the key to the padlocked chest.

If faced with a fight, the witch doctor uses *stoneskin* on himself at the earliest opportunity, then summons a monster or goes to area 7 to get the umplebys and shambling mounds, or both.



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8B. Guard Posts: Four Notchaxe warriors occupy each of these chambers. They keep doors leading to the surrounding corridors wedged slightly open, but aren't very alert. The guards spend most of their time drinking and playing knucklebones, and they'll let the party walk right by unless the characters are being very noisy.

Each chamber contains four piles of dirty straw for sleeping. Inside the straw, the goblins have hidden four jugs of foul-tasting liquor and four leather pouches; the pouches contain a total of 110 gp and ten base 10 gp gems (obsidian, tiger-eye quartz, and azurite).

8C. Storage: The goblins keep bundles of fodder for the umplebys in area 7 hanging from hooks on the ceiling. The bundles contain grass, twigs, leaves, and some fragrant herbs. Most bundles are about 4 feet long and 2 feet wide. The room is crammed with them, and most characters will have to push them aside to move around. Anyone who does so is likely to get some scratchy twigs and leaves down his back.

The witch doctor has hidden a golden tiara studded with diamonds in one bundle; the piece is worth 5,000 gp. To find it, the party would have to tear apart all the bundles and sift through the debris for at least 4 turns.

Goblin Children (4)

Goblin Females (4)

Goblin Warriors (8): battle-axes, Dmg 1d8+1.

Goblin Witch Doctor: *Special Equipment:* two thunderpots, spellcache ring (*dispel magic*)*, spellcache ring (*monster summoning III*), spellcache ring (*stoneskin*)*, *potion of plant control*.

* Ring normally worn.

Spells (5/5/1): 1st—*bless* (×2), *command* (×2), *shocking grasp**; 2nd—*aid* (×2), *heat metal*, *silence 15-foot radius* (×2); 3rd—*Melf's minute meteors*.

* wizard spell cast as a 3rd-level character.

Alert: Any loud noise (including the portcullis in area 7 operating or someone falling into the pit in area 6) within a 60-foot radius gets the guards' attention, and they alert the witch doctor. If the noise is obviously a combat sound, all the males go to investigate and they send the females and children to the Great Hall (area 15) to give the alarm.

If a sound is merely suspicious, one guard goes to investigate. If this guard does not return in five minutes, the witch doctor assumes the level is under attack and reacts as noted above.

If the party bursts into the suite, the females and children flee as best they can while the guards and the witch doctor mount a defense. If the females can exit to the east, they alert the goblins in areas 9 and 13 as they rush to the Great Hall (area 15) to give the alarm. If forced to exit to the west, they try to slip through area 4 unseen and then along to the Great Hall.

The witch doctor summons a monster while half the guards make coordinated attacks against the party. The remaining guards try to circle around behind the party, alerting the goblins in the Dining Hall (area 9) or the West Barracks (area 7) on the way. As soon as he is able, the witch doctor casts his *dispel magic* spell on the party and follows up with *aid* on as many combatants as possible.

If faced with a fight away from the suite, the guards fire arrows at the foe while the witch doctor goes to area 7 to get the sergeant, umplebys, and shambling mounds. The witch doctor uses his spells as best he can, saving his *thunderpots* for well-armored foes.

The goblin sergeant in area 7 visits the guard posts every 20 minutes or so, occasionally pausing for a drink and a game of knucklebones.

9. Dining Hall

This fairly spacious room has walls decorated with stone lanterns, two on the north wall and two on the south. Each sculpture has a ragged hole in the center.

A long, sturdy wooden table, discolored and warped with age, runs almost the entire length and width of the room.

The chamber once served as a dining hall. The four stone lanterns once held *glowgems*, but the goblins pried them out.

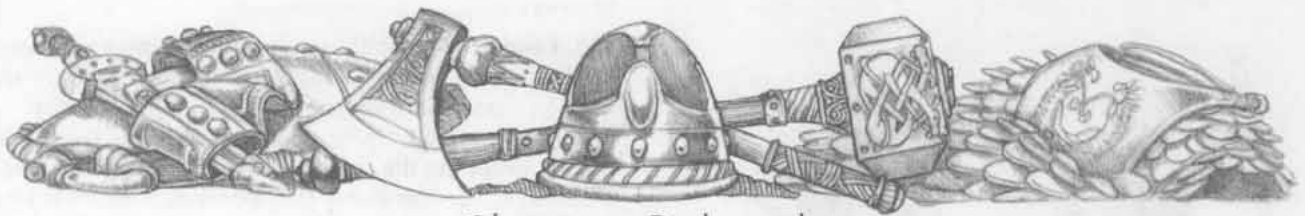
The goblins installed a secret door in the north wall; it opens onto a rough-hewn passage that winds through solid rock about half a mile to another secret door that leads outside. Skizaan ordered the passage and secret doors constructed to provide all the Dwarfcutters with their own escape route. Only the Dwarfcutters know about it.

If someone successfully looks for new construction here, the character notes that the section containing the door is new but does not recognize it as a secret door. If the party subsequently searches the new section for a secret door, they gain a +1 bonus to find it.

Two Dwarfcutter warriors sit out of sight under the table (see area 10 for statistics). They're under Skizaan's orders to keep anyone from blocking off the escape route. If the party approaches from either of the two passages leading into the chamber, they wait with crossbows pointed. They ambush and fire on any nongoblins who enter.

Parties entering through the south secret door don't get ambushed and impose a -1 penalty to the sentries' surprise rolls.

If the sentries don't ambush the party, they become slightly befuddled for a moment, then guess the group has come looking for Tairdo's pets. They tell the characters that the "zoo" lies to the west. If it becomes clear to the goblins



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that the party isn't sightseeing, the goblins point their crossbows and demand to know the party's purpose. If the party convinces them they mean no harm, one sentry leads them to Skizaan's chamber (area 17) while the other stays at his post.

If an alarm has sounded, the sentries just shoot.

Alert: The warriors notice any combat in area 7 unless the party makes sure no goblins escape from there. If the sentries notice anything amiss in area 8, they send one of the females in area 10 to the Great Hall (area 15) to raise the alarm, then join their comrades.

The guards in area 8 react to any loud noises here as described in the *Alert* section for that area.

10. Kitchen

A fireplace big enough to serve as a gate for a small manor dominates this chamber. No fire burns in the hearth, but a heap of ash and charred logs lie there. Soot stains the mantle.

A layer of broken pottery covers the chamber floor, nearly concealing the flagstones beneath. A pile of damp-looking straw rests in the southeast corner.

Two off-duty warriors, four goblin females (mates to the warriors here and in area 9), and five children dwell here. Most of the time, the children play among the broken crockery while the females sit in the straw and the males snooze.

A considerable quantity of clay marbles (discarded by the kids) and old grease lie hidden in the debris on the floor. The combination makes for unsteady footing, and any character who takes any action faster or more violent than normal walking must attempt a Dexterity check each round to keep his feet.

Goblin Children (5)

Goblin Females (4)

Goblin Warriors (4): short swords, Dmg 1d6+1.

10A. Pantries: The dwarves stored foodstuffs and beverages in these chambers. The broken pottery in the kitchen is what remains of the empty containers the dwarves left behind. The goblins use these rooms as sleeping areas. Both are piled thick with straw and old rags.

If the party searches the western chamber thoroughly (which requires 2 turns), they find a half-length sable coat worth 4,000 gp if cleaned and mended. Three sacks lie under the bedding in the east chamber; two hold 250 gp each and the third holds six base 10 gp gems (turquoise and tiger-eye quartz) and a tarnished silver necklace set with malachites worth 400 gp.

Alert: A fight in area 9 means trouble for these goblins. At the first hint of trouble, the females and their children

scurry into the east chamber and wedge the door shut. If the party tries to open it, treat it as a locked portal.

The warriors move to area 9 and join the fight. Should the party reach here without defeating the warriors in area 9, those warriors rush in here to help save their mates and offspring. All the warriors fight to the death.

11. Staircase

The goblins have rigged the stonework in this stairwell to collapse when anyone uses it. Hair-thin wires connected to small wedges of stone trigger the trap. When a creature brushes a wire, the wedges pop out and a moment later the ceiling collapses, bringing the rest of the staircase down with it. Anyone using the staircase, even flying characters, triggers the trap.

A *true seeing* spell reveals the wires. A *find traps* spell reveals the staircase as a mechanical trap. A rogue's or dwarf's Find Traps ability also reveals the danger. The wires are so delicate that any attempt to disarm the trap triggers it.

When triggered, the trap's collapsing stonework blocks the staircase and inflicts 4d10 points of damage on everyone on the stairs and anyone within 10 feet of the foot of the stairs. Characters on the stairs must make successful saving throws vs. death magic or be buried and crushed to death in the collapse. The bodies of slain characters stay buried in the rubble, where it takes a *passwall*, *disintegrate*, or *transmute rock to mud* spell, or a week-long excavation to dig them out. Characters who make successful saving throws fall clear of the debris.

Alert: If the party triggers the trap, the goblins clear away the loose rubble and wall the whole thing off. The project takes two days.

12. Shops

These small alcoves served as temporary working spaces for the dwarves and their visitors. Traveling merchants set up their wares for inspection and sale, and the dwarves of Radruundar did the same.

Each area has a low stone wall (about 2 1/2 feet high) and a swinging door at the front. The interior of each alcove has a stone bench built into the back wall. Four of the alcoves have secret panels leading to storage areas; lifting the benches opens the panels. If the characters fiddle with the benches, they might open the panels inadvertently. Otherwise, the party can locate and open the panels in the normal way.

12A. Neo-Otyugh Chamber: When the Dwarfcutters moved here, they brought along an important ally: a huge neo-otyugh. It squats roughly in the center of its alcove, looking like a dunghill. Its tentacles can reach 15 feet—far enough to attack anyone peering in over the half wall.



12B. Ladder: The goblins have paced a flimsy wooden ladder here to provide access to Level B (a necessity after they converted both staircases to traps). If a creature weighing more than 80 pounds tries to use it, the ladder breaks, dropping the character $1d4 \times 10$ feet. The die roll determines how far above the floor the character is when the ladder breaks, and the character suffers the appropriate falling damage. The weak ladder is not a trap.

Huge Neo-Otyugh: AC -3; MV 6; HD 12+36; hp 90; THAC0 6; #AT 3 (tentacle/tentacle/bite); Dmg $2d6+3/2d6+6/1d3+3$; SA grab, disease; SD never surprised; SZ L (12' diameter); ML fanatic (17); Int average (8); AL N; XP 14,000.

Special Abilities: SA—Tentacles batter opponents for $2d6+3$ points of damage, or grab. A grab attack is effective only against targets of man-size or smaller and must hit a defender's normal Armor Class. Grabbed characters automatically suffer $2d4$ points of constriction damage each round. To free himself, a grabbed character must make a successful Open Doors roll at half his normal Strength rating. Blows to the tentacles harm the neo-otyugh but do not sever the tentacle.

The monster can use a grappled foe as a shield, improving its Armor Class to -4; the creature also can make one attack from a foe hit a grappled opponent instead of itself. To accomplish this feat, the monster must make a successful attack roll against the foe whose blow is being blocked; no matter what the result, the grappled foe suffers no constriction damage that round and the neo-otyugh does not gain any shield bonus from the grappled opponent.

Bite attacks directed at grappled opponents gain a +2 attack bonus. Any successful bite has a 90% chance to infect the target with a wasting disease (see page 53 for the effects).

Alert: No one notices a character falling from the ladder in area 12B unless the party has propped open the secret panel. In that case, the sentries in area 14 hear the noise and one goes to investigate.

A fight with the neo-otyugh draws attention from the sentries at area 14 if it lasts more than 3 rounds or involves any noisy effects. The goblins investigate in force if they hear anything.

The neo-otyugh notes anyone passing down the corridor outside its alcove and keeps its ears open, noting any noise nearby. The creature takes no action when it hears or sees the party, but it speaks Common and might convey information about the party to passing goblins.

13. Foyer

The corridor opens into a rectangular chamber with a ribbed ceiling perhaps twice as high as the corridor's. Large chips have been knocked out of the ribs at regular intervals.

A scum-covered pool about 20 feet square lies in the chamber floor, just slightly off center. The place stinks like an ill-kept barnyard on a humid day.

The dwarves used the chamber as a lounge for socializing with guests. Eight *glowgems* provided illumination, but the goblins knocked them out, hence the chips in the ribbed ceiling.



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Though the goblins have made the chamber dismal enough for their tastes, they use it primarily as a guard post. Three ever-watchful sentries guard the area (see area 14 for their statistics).

The pool, once pleasant and crystal clear, hides the treasure of the Dwarfcutters tribe. Skizaan had it concealed under the pool without Tairdo's or Qamhuul's knowledge. The Dwarfcutters accomplished the task under the guise of turning the pool into a trap. Three covered pits, each 5 feet square and 30 feet deep, lie under 3 feet of black water. The covers are watertight but brittle. When a creature steps on one, the cover breaks and the victim falls into the pit in a cascade of filthy water. A huge bear trap snaps around the victim's legs as he hits bottom. The fall and the trap inflict 5d6 points of damage (only 2d6 if the character can break the fall). Pipes at the lip of the pit bring a gush of frigid water to fill the shaft. Characters trapped in the pits must hold their breath (see the "Holding Your Breath" section in Chapter 14: Time and Movement of the *Player's Handbook*) until they can escape. It takes a successful Bend Bars roll to pry the trap loose, followed by a successful Swimming check to rise to the surface.

A cavity under the center pit holds the Dwarfcutters' treasure. A loose flagstone conceals the cavity (treat as a shifting wall, see page 55). The cavity holds a stack of seventy-six 5-pound metal bars and a small, locked chest (Skizaan has the key).

The bars number twelve gold (250 gp each), forty silver (25 gp each), and twenty-four copper (2.5 gp each). The silver and copper bars have gold plating and look just like the real gold bars. All the bars are roughly the same size: about 8 inches long, 3 inches wide, and 2 inches thick (the gold bars are hollow). The three types are fairly well mixed throughout the pile. Characters who try to sell the whole bunch as gold (either by accident or on purpose) will have disgruntled customers on their hands.

The chest holds a leather sack containing 400 pp, a soft leather pouch that holds six base 500 gp gems (aquamarines), and three golden statuettes. The figures are lions with amber eyes and teeth carved from white jade. Each figurine weighs 45 pounds and is worth 3,000 gp. A secret compartment in one statue holds a scroll case with the following priest spells: *messenger*, *negative plane protection*, *remove curse*, *atonement*, *commune*, *holy word*, and *sunray*. The goblins don't know about the scroll.

Alert: If the sentries detect any suspicious noises, they warn their colleagues in area 14 and go to investigate, moving silently from shadow to shadow. If they hear obvious sounds of combat, a sergeant and three more sentries from area 14 accompany the trio. The sergeant receives an *invisibility 10-foot radius* spell from the witch doctor before the group goes. The seven goblins use the *invisibility* to

approach the enemy unseen and they use their stealth abilities to remain unheard.

No matter what the circumstances, the sentries attempt garrote attacks against anyone they find in battle with the neo-otyugh in area 12.

Should they hear or see anyone approaching the chamber, the sentries hide in shadows and ready their darts for an ambush.

The sentries in area 14 quickly join any fight that starts here.

14. Guest Quarters

The dwarves used this series of small rooms to house visitors. The dwarves furnished the rooms with two free-standing beds, basins with hot and cold running water, and commodes.

Today, the Neckwinger clan calls the area home. The goblins shun dwarven comforts; they sleep on floors piled high with rags, grass, and straw. The goblins have removed the doors between the chambers to create the hivelike atmosphere they prefer. They have also added numerous secret doors and subterranean passages that allow them to move about unseen during an attack. A few new doors in the hallways limit the effects of *fireballs* and other area-effect spells. These additional portals are steel-reinforced wood set in brick walls. They tend to stick and open for the party only with successful Open Doors rolls.

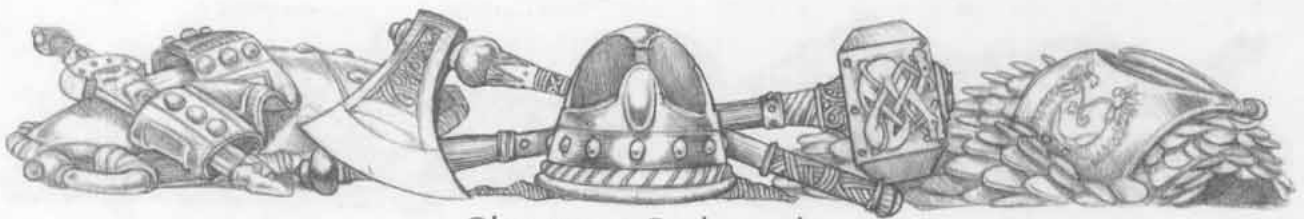
Three sentries always keep watch in area 13. Four more stand guard near the entrances to area 14A.

14A. Sleeping Chambers: Six off-duty sentries sleep in each of these chambers. They have piles of rags and grass for beds. Nine pouches lie hidden in the bedding in the northern chamber. Together, they contain 138 gp, 29 pp, and thirteen base 10 gp gems (blue quartz and moss agates). The bedding in the south chamber holds nine more pouches, which contain 131 gp, 28 pp, and fourteen base 10 gp gems (blue quartz and moss agates). Each chamber also contains six jugs of fiery, foul-tasting liquor.

14B. Communal Chambers: The clan's females and children spend most of their time in these two chambers and the antechambers connecting them to the main corridor. Piles of soiled bedding lie everywhere.

14C. Witch Doctor's Chamber: The clan witch doctor claims this chamber for his own. He spends most of his time squatting in the northeast corner meditating, imparting bit of wisdom to the children, and settling disputes.

The witch doctor has a pile of filthy silks and furs for a bed. The silks are ruined, but the furs have a value of 300 gp if sorted, cleaned, and mended. The witch doctor keeps his real treasure in the room's pool. The pool contains about a foot of warm, silty water. A thick layer of scum and



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sediment at the bottom hides 500 gp, a silver necklace set with onyxes (worth 200 gp) and three garnets (base value 200 gp each), an *elixir of madness*, and a *potion of clairvoyance*.

14D. Larders: The goblins keep these small chambers stuffed with the carcasses of game animals. All hang unskinned and undressed by their necks or feet from cords attached to pegs in the walls. None are any too fresh.

14E. Sergeants' Chambers: A sergeant and two females occupy each of these two chambers. The goblins sleep on piles of dirty cushions, linens, and furs. Each chamber has a small chest locked with padlock. Each chest holds personal gear, a sack containing 150 gp, and a second sack holding twenty-five base 10 gp gems (tiger-eye agates and hematite). The chest has a simple padlock; the sergeants keep the keys on their persons.

14F. Escape Room: This chamber contains a secret trap door that leads to a subterranean escape passage. See area 17 for details.

Goblin Children (22)

Goblin Females (21)

Neckwinger Sentries (18): AC 6 (leather armor and Dex bonus); HD 1–1; hp 4 each; THAC0 20; #AT 3 (darts) or 2 (short swords) or 1 (garrote); Dmg 1d4/1d4/1d4 or 1d6/1d6 or 1d4 + strangulation; SA silent movement, backstab; SZ S (4' tall); Int average (8); XP 15 each.

Notes: 50% chance to move silently or hide in shadows, backstab for double weapon damage, +1 attack bonus for missile attacks.

Special Equipment: Nine darts each.

Neckwinger Sergeants (2): AC 5 (leather armor and Dex bonus); HD 2; (5 with *heroism*) hp 9 each (27 each with *heroism*); THAC0 19 (16 with *heroism*); #AT 3 (darts) or 2 (short swords) or 1 (garrote); Dmg 1d4/1d4/1d4 or 1d6/1d6 or 1d4 + strangulation; SA silent movement, backstab; SZ S (4' tall); Int average (9); XP 35 each.

Notes: 60% chance to move silently or hide in shadows, backstab for double damage, +2 attack bonus for missile attacks.

Special Equipment: one *thunderpot*, one *spellcache ring* (flame arrow), one *potion of heroism*, and nine darts each.

Goblin Witch Doctor: *Special Equipment:* two *thunderpots*, *spellcache ring* (*improved invisibility*), *spellcache ring* (*monster summoning IV*).

Spells (5/5/1): 1st—*cure light wounds* (×3), *phantasmal force** (×2); 2nd—*aid* (×2), *blindness**, *silence 15-foot radius*, *withdraw*; 3rd—*invisibility 10-foot radius**.

* Wizard spell cast as a 3rd-level character.

Alert: The sentries in the main hall pay fairly close attention to what's going on the Foyer (area 13), but they also spend considerable time hanging around with the off-duty sentries in area 14A.

If the sentries in the Foyer signal them or if they notice a fight in the Foyer, the sentries in the main hall rouse their off-duty comrades and alert the witch doctor. They then move to the mouth of the main passage to hurl darts at any visible enemies in the Foyer.

Once awake, the sentries take up positions outside area 14A and send two of their number to alert the sergeants.

When the whole clan is alerted, the females and children make their way to area 14F and the escape passage as quickly as they can, leaving the males to deal with the threat. Several females follow the tunnel to area 17, where they alert Skizaan to the trouble.

After their initial mobilization, the males' actions depend on how near the threat is. As noted in the area 13 description, a sergeant and three sentries join the three sentries from the Foyer (area 13) to investigate any sounds of combat in the vicinity after receiving an *invisibility 10-foot radius* spell from the witch doctor. Then they await the enemy assault or orders from Skizaan.

If assaulted directly, a sergeant lines up six goblins in the main corridor and directs volleys of darts at the attackers. The remaining warriors and the second sergeant (if present) circle through the side passages and subterranean tunnels to try to get behind the foe to make garrote attacks.

Meanwhile, the witch doctor casts *improved invisibility* on himself, then uses *phantasmal force* spells to make iron cages seem to drop silently down over the attackers, trapping them so tightly they can't cast spells or use weapons. If a character tries to shake or bend the bars, they move a little bit, but will not shift, bend, or break. The cages don't even make a sound, which should be a clue for characters to attempt disbelief.

The goblins are well aware of the cage trick and aren't hindered by the illusory cages in the least (another clue for disbelief).

If the party escapes the cages, the witch doctor summons a monster and uses his remaining spells and *thunderpots* as best he can. The witch doctor usually saves his *potion of clairvoyance* to help his chief, Skizaan, locate invaders.

DM Note: Remember that the goblins can run along the surface of the defensive matting without triggering any traps that lie underneath.

Also remember that man-sized or larger creatures walking on a mat leave a visible trail even if invisible. The sentries automatically spot such a trail.

15. Great Hall

The dwarves used this large chamber for receptions, councils, and other affairs of state involving outsiders.



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For the goblins, the spacious room makes a perfect communal living area. They have festooned the walls and ceilings with banners, weapons, and bits of armor captured during the Dwarfcutters' many battles with dwarves. A sizable collection of dwarven skulls adds an element of the macabre to the display. Age and none-too-gentle handling at the hands of the goblins have made most of the trophies worthless, but if the party returns the skulls to Oredeep or some other dwarven settlement where they have befriended the populace, they receive a reward of 1,000 gp.

The chamber also serves as a central rallying point for the goblins on this level. If routed or forced to withdraw, the goblins try to make their way here. Any goblin messenger sent to raise the alarm comes here as well. Tairdo approves of the arrangement and keeps an invisible stalker posted here to monitor things.

The goblins dwell in the eastern half of the room, which they have liberally covered with mounds of dirty bedding. Normally, the resident women, children, and off-duty warriors remain in this portion of the chamber; at any given hour, however, several children are in area 16, roughhousing with the worg puppies.

The goblins' bedding hides forty-two pouches of valuables, which collectively include 693 gp, 147 pp, and 105 base 10 gp gems (blue quartz, moss agates, tiger-eye agates, and hematite).

The chamber's western end is covered with defensive matting, well studded with punji sticks.

A watchful Dwarfcutter warrior mans each of the six murder holes above the matting (see Level B, area 13). The tops of the murder holes lie 40 feet above the chamber floor, but the chamber's ceiling is only 8 feet high, limiting the goblins' field of fire to the 10-foot square immediately below the murder hole.

The dwarves used the row of secret doors and the niches behind them as a way to discreetly post a strong guard in the chamber. The goblins use them in much the same way. A warrior stands guard behind each door, ready to fire his crossbow through a well-concealed arrow slit.

15A. Guard Post: Two Dwarfcutter sergeants keep watch from behind the secret doors in this area. The dwarves worked a set of pipes into the walls here that allow anyone behind the secret doors to hear everything going on in the Atrium (area 3).

No direct connection exists between the guard chambers and the Atrium; however, if a guard speaks loudly, he can be heard as a disembodied voice in area 3.

The sergeants are accustomed to hearing the natural sounds of the Atrium (waves from Lake Radruundar, dripping water, and so on); if anyone casts a *silence* spell in the Atrium, roll 1d6 each round the spell lasts. On a roll of a 1, the sergeants realize something is amiss.

Any character walking directly from one door leading into this area to the other falls into the pit unless he knows the pit is there. Otherwise, a character unaware of the pit has a 50% chance to tumble in when moving through the area.

Instead of the standard punji sticks, the goblins filled this pit with 10 feet of thick oil. A character falling in suffers no damage if he rolls a successful Dexterity check and suffers only 1d6 points of damage if he fails. Thereafter, however, he must make a Swimming check with a +1 bonus to stay at the surface. Certain effects, such as *fly*, *levitate*, and *spider climb*, allows the character to escape without a Swimming check. A rogue character floating on the surface can climb from the pit but suffers a -25% penalty to the climbing roll.

Unfortunately, the oil is volatile. The moment anyone falls in the pit, one of the sergeants pops open his secret door a crack and tosses his *thunderpot* into the pit. The explosion affects only characters in, above, or within 5 feet of the pit (the sergeant remains unaffected unless someone keeps him from closing the secret door again) but the blast ignites the oil, which burns with intense heat. The oil flames for 30 minutes; the flames fill the pit and reach all the way to the ceiling. Anyone within the flames suffers 4d6 points of damage each round.

The whole area becomes clouded with choking smoke. The fumes create an effect similar to a *cloudkill* spell and completely obscure vision, though anyone covering his nose and mouth with a wet cloth escapes its effects for 1 round. The slick, flaming oil prevents anyone from climbing out of the pit, and the intense flames burn any ropes thrown in (roll an item saving throw vs. magical fire).

The sergeant exits the area and escapes to the Great Hall at the first opportunity, wet cloth clamped over his face.

If nobody falls into the pit, the sergeant simply tosses his *thunderpot* out onto the mat when someone enters the area. The blast sets fire to the mat. If anyone falls into the pit while the mat burns, the flaming debris ignites the oil.

Goblin Children (41)

Goblin Females (43)

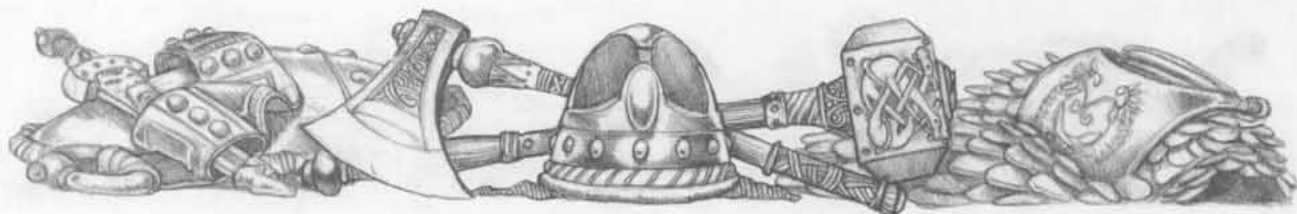
Goblin Warriors (40): short swords, Dmg 1d6+1.

Goblin Sergeants, Dwarfcutter (2)

Invisible Stalker: AC 3; MV 12, Fl 12 (A); HD 8; hp 40; THAC0 13; #AT 1 (buffet); Dmg 4d4; SA -6 penalty to opponents' surprise rolls; SD invisible, opponents who cannot detect invisible creatures suffer a -2 attack penalty; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ L (8' tall); ML elite (13); Int high (14); AL N; XP 13,000.

Notes: Can be killed only on the Elemental Plane of Air. Immediately returns to the plane of Air if reduced to 0 hit points or less.

Alert: If the guards in area 15A hear anything suspicious in the Atrium (including silence), one goes to warn Skizaan



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in area 17. The invisible stalker in area 15 notes the messenger and leaves to notify Tairdo (see page 131).

Should either of the guards in area 15A use his *thunderpot*, the noise (audible as a heavy thump) alerts the goblins in area 15.

If an alarm is raised or the goblins in here become agitated in any fashion, the invisible stalker immediately flies from the room (by the northeast exit if possible) and makes its way down the stairs at area 19 to warn Tairdo of the assault.

The invisible stalker does not fight unless attacked. If the party notices the creature and tries to speak with it, the goblins become agitated and the creature departs—it follows its orders to the letter.

It takes the invisible stalker about 15 minutes to find Tairdo and give its report. This action completes its service, and it departs for the plane of Air when Tairdo finishes questioning it.

At the first hint of trouble, the females and children stream out a clear exit while several warriors blow brass horns. If the goblins in areas 16 and 17 aren't aware of the foe already, the tumult alerts them.

If a fight develops in the Great Hall, the off-duty warriors attempt coordinated attacks while the warriors behind the secret doors and at the murder holes take potshots at any foe not engaged in melee. (The goblins at the murder holes drop their vials of acid first; see page 87.)

The ruckus draws attention from the goblins in all the adjacent areas: 15A, 16, 17, and Level B, area 13. The officers from area 16 arrive after 3 rounds (if the females and children exit to the east, it takes at least 2 rounds before the exits clear). The officers use the time to call reinforcements from area 18. Once the leaders enter the fray, they begin directing volley fire at the enemy.

Skizaan (coming from area 17) and his witch doctor observe the mayhem for a round before deciding to fight, flee, or negotiate.

16. Kitchen

The dwarves used this area for preparing banquets served in the Great Hall. The goblins use it for storage and sleeping. A mated pair of worgs and their pups shares the chamber with four sergeants and a lieutenant. The stench of the worgs and their droppings mingles with the odor of goblin.

The goblins' grimy bedding lies heaped against the east wall. The worgs use the fireplace as a den; the chimney became blocked long ago. The goblins have dragged in piles of rushes and grass to make a snug bed for the pups.

Five leather pouches lie concealed in the bedding. Together, they hold 207 gp, 48 pp, thirty-eight base 10 gp gems (blue quartz, moss agates, tiger-eye agates, and obsidian), and one base 500 gp gem (ruby).

The dwarves left the ceiling studded with loops and hooks for hanging cooking implements. The goblins have

hung all manner of small game from them. Man-sized character moving through the area find their heads swathed in the decaying carcasses and become partially blinded (see the **DM Note** below) until someone clears them away. It takes 1 round to clear an area 10 feet square.

A rack just to the left of the south exit holds thirty-six clay jugs of foul-tasting liquor.

At any given hour, two sergeants stand watch in area 15A and the remaining two rest here. The lieutenant's post is here. He keeps track of the supplies and awaits instructions from Skizaan, who lives next door in area 17.

At any time, 0–8 children (1d10–2, treat a result less than 0 as none) from area 15 are in here, playing with the pups.

DM Note: Partially blinded characters suffer a –2 penalty to saving throws, attack rolls, and ability checks; attacks directed against them gain a +2 bonus. The Blind-fighting proficiency does not reduce the impairment.

Goblin Sergeants, Dwarfcutler (2)

Goblin Lieutenant: AC 2 (chainmail, shield, and Dexterity bonus); HD 4; hp 19; THAC0 17 (15 with Str and specialization bonus, 16 with Dex bonus); #AT 2 (repeating crossbow or short swords); Dmg 1d6+1/1d6+1 or 1d6+3/1d6+3 (Str bonus and specialization bonus); SA poison; Int average (9); AL LE; XP 35.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

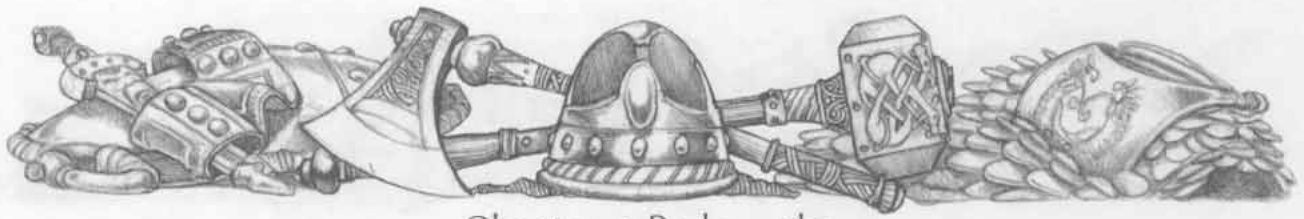
Special Equipment: one *thunderpot*, *spellcache ring (stoneskin)*, *spellcache ring (dispel magic)*.

Worgs (Wolf) (2): AC 6; MV 18; HD 3+3; hp 16 each; THAC0 17; #AT 1 (bite); Dmg 2d4; SZ M (6' long); ML steady (11); Int low (7); AL N; XP 120 each.

Worg Puppies (Wolf) (6): AC 6; MV 18; HD 1; hp 4 each; THAC0 19; #AT 1 (bite); Dmg 1; SZ S (2' long); ML steady (11); Int low (7); AL N; XP 15 each.

Alert: The lieutenant keeps an eye on the goings-on in area 15, but can do little to affect a battle there until the females and children clear out. The goblins in area 18 keep him informed of anything brewing in their corner of the level.

When trouble arises, the lieutenant makes sure Skizaan knows about the incident, then summons help from area 18. Before entering battle he uses his *stoneskin* spell, and then *dispel magic* on the largest group of foes he can manage. Thereafter he tries to pick out spellcasters and shoot them with his repeating crossbow. If heavily armored warriors approach, he hurls his *thunderpot*, then switches to short swords.



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In battle, the sergeants try to establish volley fire as quickly as possible. If one sergeant is struck down or rendered ineffective, another takes over directing the volley. Like the lieutenant, they save their *thunderpots* for heavily armored foes and take potshots at spellcasters when they have nothing better to do.

The worgs remain in the Kitchen unless Skizaan orders them in the fray; even then, the pups remain in the den. If the party attacks the worgs, all the worgs attack, and the parents do not check morale.

17. Pantry

Due to some quirk of nature, this room stays even cooler than the rest of the stronghold, and remains dry as well. The dwarves used it to store foodstuffs.

The Dwarfcutter chief Skizaan lives here, along with his advisor, a witch doctor. Skizaan has a battered four-poster bed with curtains and a canopy. The whole affair is as foul and messy as any other goblin sleeping arrangement. The witch doctor sleeps in a pile of dirty cushions, silks, and furs at the foot of the bed.

A sizable padlocked chest against the east wall holds the pair's possessions. Both have copies of the key. The chest contains sundry personal gear and clothing, all filthy.

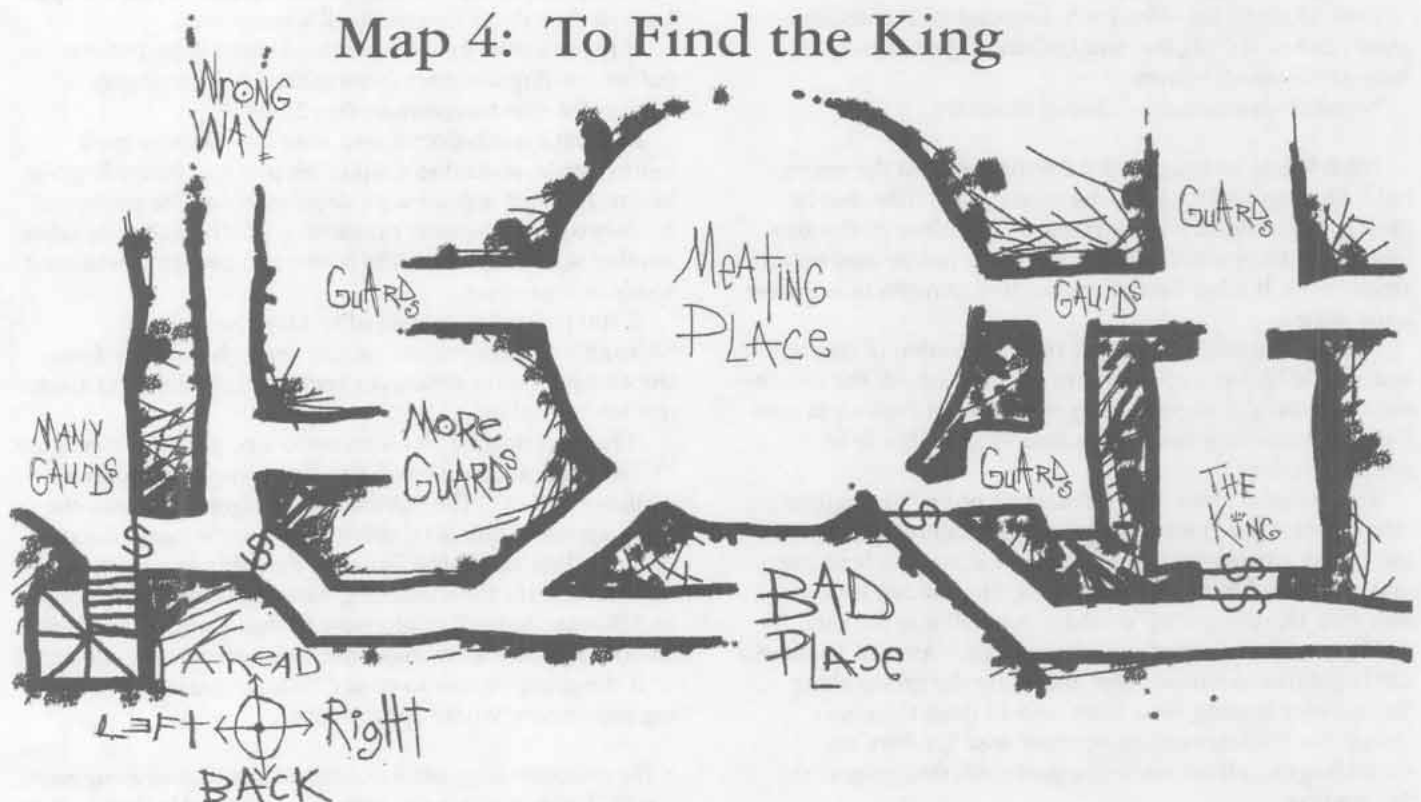
Two locked chests stuffed under the bed hold treasure; each goblin has the key to one chest. The chests are covered in Type N contact poison. (Characters handling the chest without removing the poison must make successful saving throws vs. poison or die. If the saving throw succeeds, the characters still suffer 25 points of damage. The poison's onset time is 1 round.)

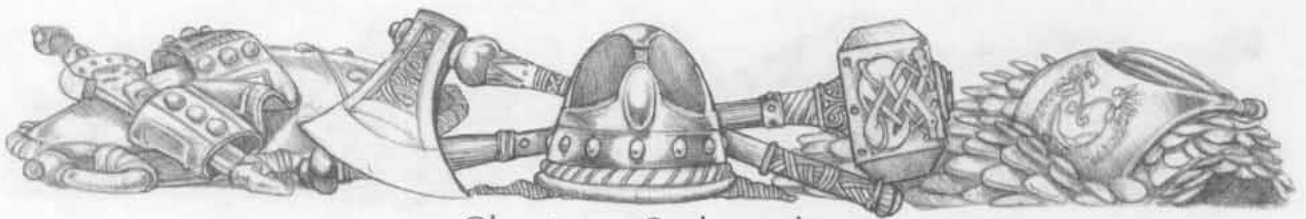
The first chest holds twenty 5-pound bars of gold (worth 250 gp each) just like the ones in area 13, a leather pouch containing a base 500 gp gem (diamond), and a *brass horn of Valhalla*. The horn has a chaotic good alignment, and the warriors it summoned nearly killed Skizaan once.

The second chest holds 248 sp, 345 ep, 235 gp, and 28 pp, all mixed together with two thousand brass-plated lead slugs and a map (Map 4: To Find the King) showing the route from the staircase at area 19 to the Throne Room (Level F, area 29). Skizaan and the witch doctor prepared it to show invaders how to locate Tairdo and Akhil.

Shelves filled with a great mass of goblin equipment, from short swords to chainmail, line the west wall. The equipment includes two casks of Type D poison that the goblins use on their crossbows. Enough remains to coat three hundred crossbow bolts.

A secret trap door near the southeast corner leads to an escape tunnel similar to the one in area 9. Branches connect





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to the tunnels leading from areas 14F and 18C, a third branch leads three miles to a secret exit from the mountain.

Skizaan, male goblin: AC -1 (*splint mail* +2 and Dex bonus) or -3 (with *potion of invulnerability*); MV 6; HD 7; hp 53; THAC0 14 (13 with Str bonus, 10 with Str bonus, *short sword* +2, and weapon specialization, 10 with Dex bonus and *crossbow bolts* +2); #AT 2 (repeating crossbow) or 3 (short swords); Dmg 1d6+3/1d6+3 (*bolts* +2) or 1d6+5/1d6+5/1d6+1 (*short sword* +2, Str bonus, and specialization bonus (×2)/*short sword* and Str bonus); SA poison; SZ M (4 1/2' tall); ML average (10); Str 17, Dex 16, Con 16, Int 12, Wis 12, Cha 11; AL LE; XP 2,000.

Personality: Careful, tough-minded.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Special Equipment: two *thunderpots*, *splint mail* +2, *short sword* +2, twenty *crossbow bolts* +2, *spellcache ring** (*stoneskin*), *spellcache ring* (*antimagic shell*), *potion of invulnerability*, three keys.

* Ring usually worn.

Goblin Witch Doctor: *Special Equipment:* two *thunderpots*, *spellcache ring* (*dispel magic*)*, *spellcache ring* (*monster summoning IV*), *spellcache ring* (*stoneskin*)*, *potion of invisibility*, two keys.

* Rings normally worn.

Spells (5/5/1): 1st—*bleed* (×2), *command* (×2), *shocking grasp**; 2nd—*aid* (×2), *heat metal*, *silence 15-foot radius* (×2); 3rd—*Melf's minute meteors*.

* wizard spell cast as a 3rd-level character.

Alert: When he learns the party has entered the stronghold, Skizaan first looks to the safety of his tribe, but he prefers not to fight. If at all possible, he rallies all the goblins on the level and confronts the party before they enter areas 15–18. It takes Skizaan about five minutes to organize a response.

Skizaan wishes to negotiate from a position of strength and would like to trap the party between one of the level's more powerful denizens (such as the dwarf crusher in area 3 or the shambling mounds in area 7) and a horde of goblin warriors.

The dwarf crusher obeys Skizaan's orders to a certain extent, but it won't leave its post. The shambling mounds can be led anywhere, though Skizaan is loath to lead them into an area with defensive matting. He will not lead them into area 13, where they would surely fall into the pits.

If he must confront the party in or near area 13, Skizaan sends goblins to harass them and draw the group along the corridor leading west from area 13 (past the neotyugh) to the intersection north of area 3, where the shamblers can attack while the party still struggles with the matting.

Skizaan's favorite places for a confrontation include area 3, the intersection north of area 3, or the Stables (area 22). If necessary, he'll meet the party in the Great Hall (area 15). He prefers to send his monster allies into combat, backed up by monsters his witch doctors summon. He deploys crossbowmen to the party's rear and holds his Neckwinger warriors in reserve. If one group of crossbowmen gets killed or becomes demoralized, Skizaan sends another group forward.

Should the party become bogged down in a long fight, Skizaan gathers what forces he can and brings them to bear against the party's rear.

If the party shows any ruthlessness in their assault on the goblins (tormenting captives, going out of their way to destroy fleeing females and children, or haphazardly throwing around destructive spells), Skizaan abandons any hope of negotiation and simply attacks, hoping to drag a few PCs down with him.

The chief uses his *stoneskin* spell and drinks his *potion of invulnerability* before entering battle. Like the lieutenant in area 16, he fires his crossbow at spellcasters and uses his *thunderpot* against armored opponents.

Skizaan gives his *spellcache ring* with the *antimagic shell* to one of his front-line warriors, usually one positioned in a corridor or other narrow space where the *shell* can block enemy spells. This warrior avoids melee combat. If killed, his companions lug the ring-bearer around while the spell lasts so they don't lose the spell's protection.

If the situation gets desperate Skizaan flees, but not before sending a runner (preferably a Neckwinger) to release the rust monsters in area 22A.

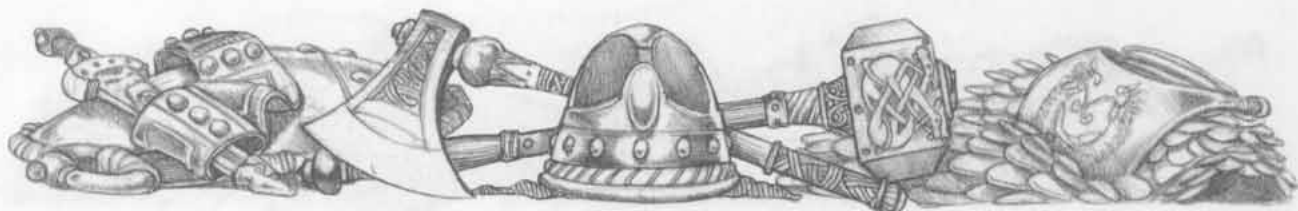
Skizaan's witch doctor also uses his *stoneskin* spell before battle, and takes a sip of his *potion of invisibility*. He begins his spell assault with *dispel magic* on the party and follows up with *monster summoning IV*. Thereafter he takes another sip of his *invisibility potion* and uses his remaining spells to best effect.

If the party has managed to slay the bulk of Skizaan's goblins before he can react, he simply flees the complex with whatever females, officers, and treasure he can collect.

If he feels negotiation is an option, he shouts a challenge: "What are you doing here? You have no quarrel with us. Shall we parley?" The goblins attack vigorously until the party agrees to talk. At a command from Skizaan, the goblins and their allies stop fighting, though a few goblins have to restrain the shambling mounds if they're fighting and Skizaan himself might have to step between the dwarf crusher and its foes to make the automaton cease attacking.

If the group agrees to parley, Skizaan makes the following statements, where appropriate.

- *The traitorous King Akhil and his pet wizard have many enemies. Surely it is they you seek and not the noble Dwarfcutters.*



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- *Fight dwarves? Yes we do, as have our fathers and their fathers, and their fathers back to the beginning of time. We and the dwarves are locked in a dance of battle. One race would be diminished without the other, no?*
- *Ax? We have many axes. Our self-proclaimed king calls himself "Greataxe" and has a fine weapon shaped like a mountain of fire. It came from no goblin smith.*
- *We must make haste, the wizard's dog has long since flown.* Skizaan refers to the invisible stalker in area 15 (he doesn't know about the one in area 19). The moment Skizaan begins rallying his troops, the invisible stalker departs to warn Tairdo.

Skizaan offers the party a simple deal: safe passage through Level A in return for a "small" payment and no attacks (or no further attacks) on the Dwarfcutters. Skizaan would prefer that the party exit the level through area 12B. If they take the stairs at area 19 they'll have to pass through the guard post on Level F, area 1. In Skizaan's (correct) opinion, that would make it fairly obvious the party bargained their way through the Dwarfcutters. Skizaan will provide a climbing rope for the party (he knows the ladder in area 12B won't hold them) and opens up the secret door on Level B, area 11 for the party. The chief won't even mention the area 19 staircase if he can avoid it. If the party asks about it specifically (as in, "What about the staircase leading down in the southeast corner of the level?") Skizaan tries to dissuade them from using it. He doesn't know about the invisible stalker guarding the staircase, but he has encountered the slippery spots (see page 83) and declares the stairs unsafe. He points out that none of the staircases leading off this level are safe.

If the party bargains hard, they can convince Skizaan to give up all the treasure in area 17 (including the map) in return for not fighting. Otherwise, Skizaan demands a payment of 100 gp per character and a bonus of 10 gp for each goblin they have killed. If the party doesn't have that much, Skizaan gladly accepts whatever the party has. Furthermore, he demands that the party recognizes the Dwarfcutters' right to occupy Radruundar or any other currently empty lair within 100 miles of this spot for the next 100 years; the party must pledge to defend this lair if called, and their heirs must answer if they cannot. If the party balks at the deal Skizaan demands a magical item instead, and insists on one a player character (but not a dwarf) currently uses.

The chief gladly outfits the party in goblin equipment (which only fits characters between 3 and 4 feet tall) as part of any deal he strikes.

Skizaan has visited every level in the stronghold, and for a bonus of 1,000 gp he'll answer the party's questions for 10 minutes. He can tell the party what any encounter area on Levels F and H look like, and he can describe

Levels D and E in general. If left to ramble he'll describe the Mines (Level E), the Forum (Level F, area 19), and the Throne room (Level F, area 29). He can describe these areas well enough to allow the party to teleport to them.

If the party reads him Farvak's rhyme, Skizaan shakes his head and says he's not a student of dwarven poetry. However, he does recognize a few clues.

- *"And make your chamber rise or descend?" That must mean the sinking chamber! It's broke, though.* Skizaan refers (correctly) to the elevator room at area 20 on this level. It is indeed broken.
- *"The chamber descends as the one before?" That must mean the west sinking room on the Wizard's Level.* Skizaan refers (correctly again) to the elevator on Level F, at area 16.
- *If you go to the escape level first, you can take the stairs down to the wizard's level and come out maybe 50 feet from the sinking room. Almost nobody will see you.* Skizaan is suggesting that the party go to the Citadel (Level D) and take the stairs from there down to Level F. Skizaan will even draw them a map, for 100 gp (see Map 5: Skizaan's Directions on page 82).

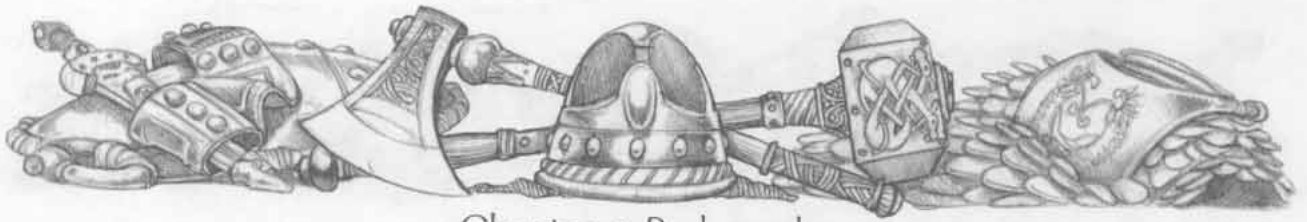
If the party asks about all the goings-on in Chapter 3, Skizaan makes the following observations:

- *It seems to me the wizard, who calls himself Tairdo, is the power behind the throne here in Radruundar.*
- *Akhil and the wizard have some enchanted item or magical whatsit that they believe can bring about the fall of the dwarves.* Skizaan refers to the *Axe of the Dwarvish Lords*, though he doesn't know it. He's actually seen the *Axe* in Akhil's hands, but didn't realize what it was.
- *The wizard can call a huge dwarf-eating beast. It's about the ugliest thing in creation. I've never seen it fight.* Skizaan refers to the Abomination of Diirinka. Skizaan has witnessed it feeding in the Forum (Level F, area 19). Skizaan can give a detailed description of the creature. The party should recognize it from their encounters with it in Chapter 3.

The lieutenant, sergeants, and witch doctors on the level know almost as much as Skizaan does but can't provide as much detail; their descriptions are too vague for teleporting and they offer no maps except the one from the chest in area 17. They know nothing of Tairdo's plan. If intimidated, they reveal the location of the treasure in area 13, something Skizaan would never do.

18. Central Barracks

The dwarves used these two areas to house troops. The original furnishings were identical to those in area 7. The goblins of the Notchaxe clan still use the bunks, usually two adults to a bed. The soiled bedding in each bunk hides a leather pouch; the thirty-two pouches (four per 10-foot chamber) hold



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a grand total of 457 gp, 97 pp, and sixty-nine base 10 gp gems (blue quartz, moss agates, tiger-eye agates, and obsidian).

About half the warriors and one of the sergeants are always awake and on the lookout for trouble. (A female keeps watch over the sleeping sergeant.) The goblins have bored peepholes in the doors leading out of each barracks. The normally keep the holes plugged, but every five minutes or so they take a peek outside.

18A & 18B. Sergeants' Quarters: These two chambers are similar to area 7E. Each is home to a sergeant, two females, and two children.

Each room has a locked chest for personal gear and treasure. Each sergeant keeps the key to his own chest.

The chest in area 18A holds a sack containing 150 gp and a second sack holding fifteen base 10 gp gems (tiger-eye agates). Under the sacks lies a fine steel helmet decorated with gems and gold chasing. It has a value of 300 gp.

The chest in area 18B has a fine dwarven padlock (-20% penalty to Open Locks rolls). Inside is a sack holding 150 gp and a leather-covered box that contains a set of twelve jade figurines worth 100 gp each.

18C. Escape Room: The goblins have added a secret trap door here that allows access to an escape tunnel; see area 17 for details.

Goblin Children (34)

Goblin Females (36)

Goblin Warriors (32): battle-axes, Dmg 1d8+1.

Goblin Sergeants (2): AC 3 (chainmail, shield, and Dex bonus); HD 2; hp 10 each; THAC0 19; #AT 2 (repeating crossbow) or 1 (spear or battle-ax); Dmg 1d6+1/1d6+1 or 1d6+1 (spear and Str bonus) or 1d8+1 (battle-ax and Str bonus); SA poison; SZ M (4 1/2' tall) Int average (10); XP 35.

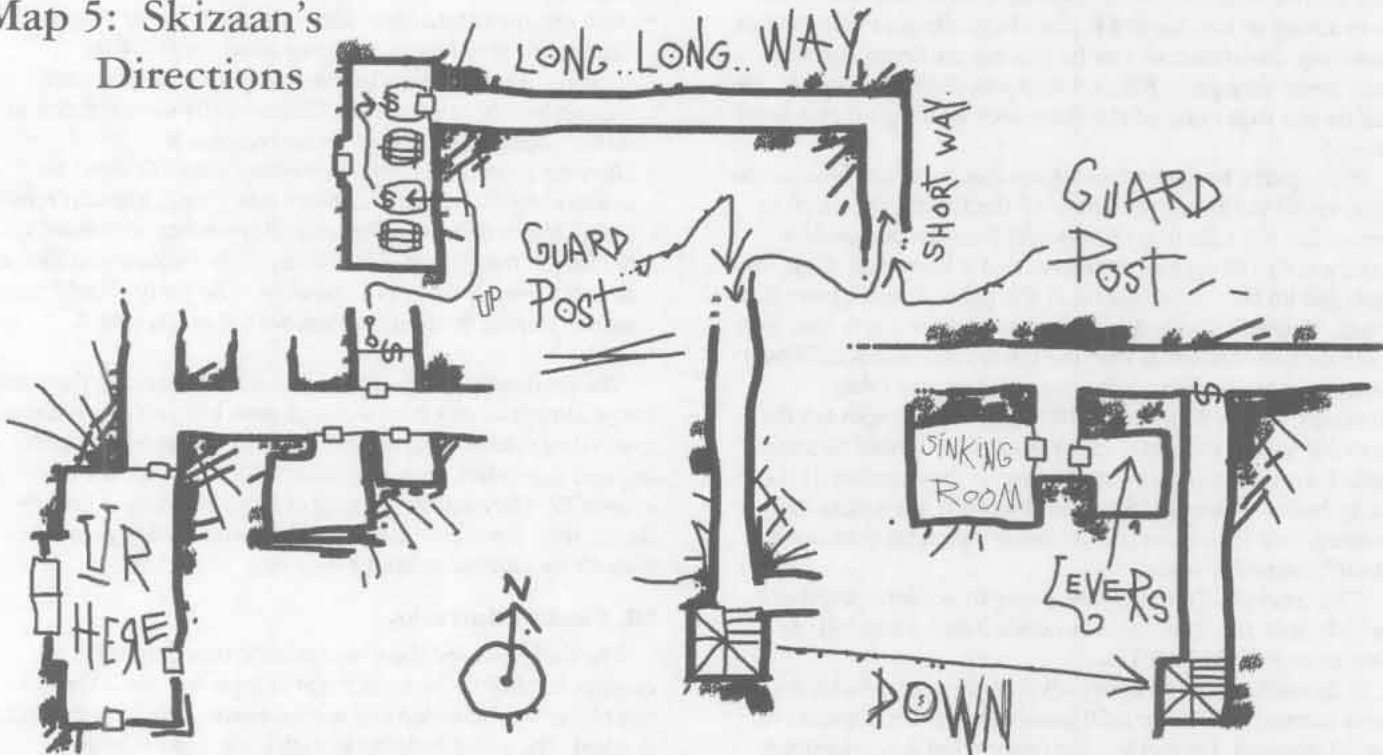
Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

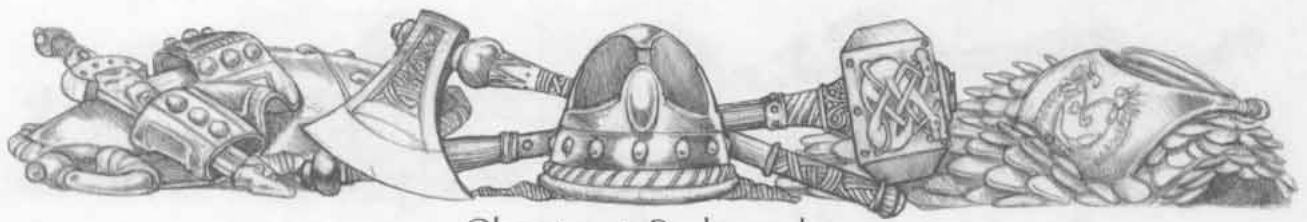
Special Equipment: thunderpot, spellcache ring (flame arrow).

Alert: If the goblins see or hear anything suspicious, they immediately send the females and children out the closest escape tunnel (area 17 or 18C) and prepare for battle themselves. One female is sent to alert the lieutenant in area 16 and another to warn Skizaan in area 17.

If attacked, the goblins in one barracks hold the line while their comrades in the other area move in from

Map 5: Skizaan's Directions





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behind. Both groups fire volleys of missiles or make coordinated melee attacks until routed. They hope to delay the enemy long enough for Skizzaan to bring aid.

19. Staircase

This staircase descends 200 feet to area 3 on Level F. An invisible stalker keeps watch at the top of the stairs. Tairdo has ordered the creature to note anyone using the stairs. The creature has orders to ignore goblins, but to report as quickly as possible if a nongoblin descends the stairs, provided that creature has not ascended the stairs during the past 12 hours. (In this way, Tairdo's nongoblin allies can come and go without sending the invisible stalker off to make a report.)

The invisible stalker immediately flies downstairs to warn Tairdo when the conditions of its orders are met. The party meets those conditions the moment even one character starts down the stairs.

The creature has a literal mind, however, and resents Tairdo assigning it this task. If the party notices the invisible stalker and talks to it (via a *tongues*, *speak with monsters*, or *comprehend languages* spell) the creature gladly introduces itself (its name sounds something like "woosh!"). If the party asks what it's doing here, it relates its orders. It won't reveal where Tairdo is and flatly refuses any bribe or threat the party might make to keep it quiet or look the other way while the group descends the stairs. It has no fear of the party, as its "death" would simply release it to the plane of Air, where it desperately wants to go.

The party could try to sneak by invisibly, but the invisible stalker might see them anyway (see the description for the 2nd-level wizard spell *invisibility*).

One way to get by the invisible stalker, short of killing it, is to make the entire party look like goblins or create an illusion of the whole party climbing the stairs. In either case, the party's descent would not meet the conditions of the creature's orders. In contrast, the invisible stalker in area 15 had orders that were all but impossible to bypass: report whenever the goblins come under attack or become alarmed.

The party finds these stairs slick with moisture and subterranean fungus. The growth is not dangerous in itself, but in three spots it creates slippery patches that could cause a fall. Each character must attempt a Dexterity check at a -4 penalty or tumble down the stairs for $1d4+1 \times 10$ feet, suffering 1d6 points of damage for every 10 feet he or she falls. The slick spots are not traps, just a dangerous natural phenomenon. Dozens of fungus clumps line the stairs, and they all look the same until someone steps on a slippery one. Any number of simple precautions (flying, roping the party together, probing ahead) allows the party to avoid any chance of falling.

Invisible Stalker: AC 3; MV 12, Fl 12 (A); HD 8; hp 40; THAC0 13; #AT 1 (buffet); Dmg 4d4; SA -6 penalty to

opponents' surprise rolls; SD invisible, opponents who cannot detect invisible creatures suffer a -2 attack penalty; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ L (8' tall); ML elite (13); Int high (14); AL N; XP 13,000.

Notes: Can be killed only on the Elemental Plane of Air. Immediately returns to the plane of Air if reduced to 0 hit points or less.

Alert: If the conditions for its orders are met, the invisible stalker immediately flies down the stairs and goes to find Tairdo. It passes through the western guard post on Level F (area 1) by knocking thrice on the secret door.

The creature takes about 15 minutes to find Tairdo and give its report. This action completes its service, and it departs for the plane of Air when Tairdo finishes questioning it.

20. Disabled Elevator

A small chamber here once moved between this level and Level F via a 200-foot shaft. Age and disuse have stranded the chamber at the bottom of the shaft.

The door is locked. The portal has no keyhole; the levers in area 21 can unlock the door. The party can force open the door through sheer strength or magic, but if they succeed they must hold it or wedge it open to prevent it from immediately closing and locking again.

A sheer drop of 190 feet (to the roof of the stuck elevator chamber) lies beyond the door.

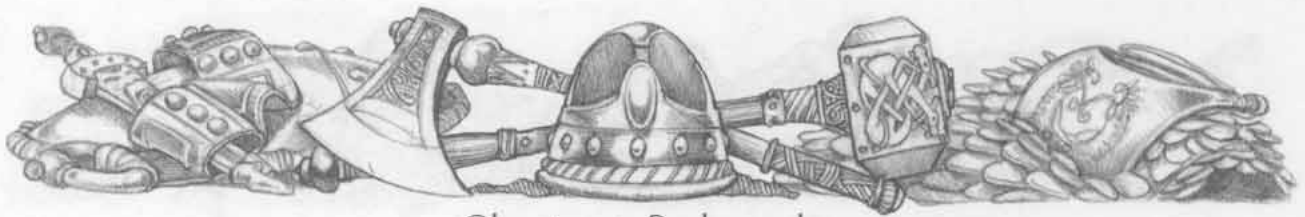
21. Elevator Control Room

A pair of tarnished bronze levers as thick as human forearms and perhaps 3 feet long rise from long slots, which run north and south in the center of this room's floor. Each lever ends in a paddle-shaped handle perhaps 4 inches long and fitted with a curved trigger that springs from the handle's main shaft. The whole arrangement looks like an elongated mitten.

The levers once controlled the disabled elevator at area 20. During normal operation, the levers had three settings: north, middle, and south. Throwing both levers to the north or to the south stopped the elevator if it was in motion and made it return to its starting point. If the elevator was already stopped, this action had no effect.

Throwing the levers so one was north and the other south caused the elevator to move up (if it was at the bottom of the shaft) or down (if it was at the top of the shaft). It made no difference which lever was where, as long as they were in opposite positions.

The door leading to the elevator chamber automatically locked whenever the elevator moved. Once the elevator stopped, moving either lever to the middle setting unlocked the door. If the chamber was at the opposite end of the shaft



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(as it is now) the door immediately locked again. Moving both levers to the center had no additional effect.

The elevator mechanism is completely out of commission, and both levers rest in the north position.

The party can throw either lever to the middle position and unlock the door at area 20. Moving the lever requires a successful Open Doors roll, and the door stays unlocked only as long as someone holds the lever in the center position. The moment the holder lets go, the lever snaps back to its original position and the door locks again. The levers will not move to the south position.

22. Stables

The dwarves used this area to house mules and ponies. The walls in the 10-foot alcoves contain rusty iron rings once used to tether the animals in place. The walls also contain shallow basins filled with scummy water. Pressing down in a basin causes fresh, cold water to flow from a pipe leading to area 12 on Level B (see page 87). The arrangement made a steady supply of water available to any beast smart enough to place its muzzle in the basin. The dwarves piled fodder and bedding for the animals right on the floor.

The chambers behind the alcoves served to store goods on their way in or out of the stronghold. Each door has a keyhole with an excellent lock grown stiff from disuse. The keys for these locks are long lost, and any Open Locks attempts suffer a -30% penalty.

The goblins haven't put this area to much use, and it remains much the way it was when the dwarves abandoned it.

22A. Rust Monster Den: The goblins have trapped three rust monsters and keep them in here. Though trial and error, the goblins fashioned a crude key brass key for the door which rests in the water basin, out of sight beneath the scum on the surface.

The goblins also have hacked a hole about 6 inches square through the door, at their eye level (a little less than 3 feet). They've covered the hole with a wooden shutter.

An assortment of junk metal lies in the alcove: broken short swords, dented helmets, old spikes and nails, and the like. The goblins come by about once a day and toss a few items through the hole to keep the rust monsters fed.

If the party searches the pile, the rust monsters hear the noise and crowd under the hole—they expect a feeding. After a round or two, they begin tapping at the shutter with their antennae; if not fed, they become so impatient they butt the door with their heads.

If the party opens the door, the rust monsters rush out. They're hungry, but prefer any enchanted metal the party carries to the plain fare piled in the alcove.

If someone opens the shutter, one rust monster sticks out an antenna and attacks the character with it. The character can escape out of range by taking just a few steps back as long as the door stays closed.

Rust Monsters (3): AC 2; MV 18; HD 5; hp 23 each; THAC0 15; #AT 2; Dmg nil; SA hit corrodes metal objects; SZ M (5' long); ML average (9); Int animal (1); AL N; XP 270 each.

Special Abilities: SA—Melee hit destroys one metal object. Nonmagical objects are destroyed automatically. Enchanted items have a chance to resist equal to 10% times their magical bonus; for example, a *longsword* +2 has 20% chance to avoid destruction. Magic items that have no pluses have a flat 20% chance to resist.

For purposes of this adventure, a rust monster has a chance to touch the metal a character carries if it hits Armor Class 10, modified by the character's Dexterity score and any magical bonuses, including those for magical armor. *Bracers of defense* count for their full Armor Class value. Shields count their full value if they aren't made of metal. If the target character carries no metal items larger than a dagger, the rust monster must attempt a called shot to touch an item and suffers a -4 attack penalty and a -2 initiative penalty.

If the rust monster makes a successful attack it touches and corrodes one metal object, usually a weapon or armor, as determined randomly by the DM.

Alert: If the goblins decide to release the rust monsters, they pick up the metallic junk and lay down a trail of small bits leading from the alcove to whatever locale they want the creatures to enter. The rust monsters greedily eat up the crumbs at first, but ignore them and rush to attack the moment they scent enchanted metal.





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Level B: West Defenses

The dwarves built this level to help defend the causeway across Lake Radruundar and the main gate. Among the goblins, the place has an even worse reputation than the West Entrance. Map 7: Level B, West Defenses in the Map Book shows the level.

A few goblins of the Dwarfcutter tribe live here. They avoid the western end and spend most of their time either sleeping or keeping an eye on Level A.

1. Parapets

These two areas are open on their west sides, with a waterfall cascading down less than 5 feet beyond the battlements. The stone wall dividing the areas is only a few inches thick, just enough to limit the extent of area-affecting spells (such as *fireballs*).

Spray from the waterfall makes the parapets damp all the time, and a thick, slippery layer of harmless moss covers everything. Normal fires will not burn here, and any fire-based magical effect has a 50% chance to fail.

Alert: The Lake Radruundar Monster (see page 65) constantly watches the parapets for prey. Any activity in the area, even from invisible characters, brings an attack after 1 round.

2. Turrets

You see a semicircular battlement overlooking the lake to the west. Mist from the waterfall nearby floats over the stones like fog. Two ballistae, their metal fittings corroded and their wooden parts moss-covered and rotten, point out over the water.

The ballistae became nonfunctional long ago; they're too far gone to be salvaged.

Alert: The Lake Radruundar Monster watches the turrets, too. Any activity in the area, even from invisible characters, brings an attack after 1 round.

If the party enters Radruundar and leaves again, the goblins keep sentries posted in the turrets. (These are *Busthed* warriors. See the *Alert* section in the area 7 description for statistics.) The sentries huddle in front of the east doors, trying to keep out of the spray from the waterfall and escape the Lake Monster's notice. The monster regularly snatches up sentries, and there is only a 10% chance one is present when the party arrives. The goblins persist for several days (1d6+1) before giving up the effort.

3. Magazines

Shards of moldy wood carpet the floor in this narrow chamber. The smell of rot hangs heavy in the air.

The dwarves used these chambers to store ballista ammunition and many other items used for defending the Parapets and Turrets (areas 1 and 2). The dwarves carried off the most valuable contents when they abandoned the stronghold and the goblins have looted the rest.

The wood shards are a mixture of headless ballista bolts, smashed barrels, and other broken wooden items.

4. Barracks

This area is similar to the other former dwarf barracks in the stronghold (see page 70 for details on the original furnishings).

A contingent of clan Dwarfcutter goblins and their mates and offspring occupy the place now. Six to eight goblins occupy each small room, with the bulk living in the larger central area.

Four leather sacks lie hidden under the filthy bedding in each small chamber, and ten more are hidden in the central area. In total, the pouches contain 554 gp, 117 pp, and eighty-four base 10 gp gems (blue quartz, moss agates, tiger-eye agates, and lapis lazuli).

4A. Sergeant's Quarters: This area is similar to area 7E on Level A (page 70), except that two sergeants share it. There are two bunks and two locked chests. All together, the chests contain two leather sacks (each holding 150 gp), one small sack that holds twenty-two base 10 gp gems (tiger-eye agates), and a human-sized breastplate made of gold and studded with small black opals. The breastplate is worth 2,000 gp and weighs about 30 pounds.

Goblin Children (15)

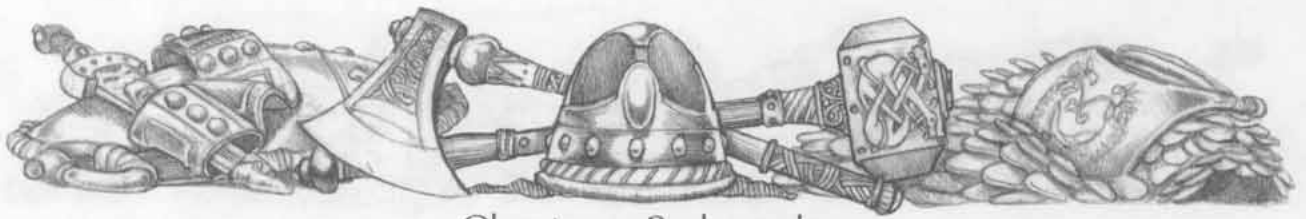
Goblin Females (15)

Goblin Warriors (34): short swords, Dmg 1d6+1.

Special Equipment: see area 7.

Goblin Sergeants, Dwarfcutter (2): *Special Equipment:* one *thunderpot* and one key each.

Alert: Only about half the warriors and one of the sergeants are here at any given time. Eight warriors and one sergeant man the arrow slits (area 8), one stands by near area 8 as a runner, three man entryway murder holes (area 7), and six man Great Hall murder holes (area 13). A disturbance in any of these areas sends the runner back here to bring reinforcements, who either take up positions in area 8 or go to meet whatever threat has appeared.



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5. Staircase

This 40-foot spiral staircase is an antimagic trap; see Level A, area 6 (page 69) for details.

6. Antechambers

These small rooms serve as entryways into the complex of murder holes at area 7. The dwarves kept them stocked with extra flasks of oil and crossbow bolts; the walls still have some shelves and hooks. The goblins have left the rooms empty.

7. Entryway Murder Holes

The 10-foot cubicles have thin stone walls and holes in the floor to allow the occupants to attack creatures passing below. The three easternmost cubicles overlook the Atrium on Level A (area 3). The other eighteen cubicles overlook the gateway (area 2).

A Dwarfcutter warrior stands watch at each the easternmost cubicles (see area 4 for statistics). The goblins find the duty boring and they're not very attentive. It takes a loud noise or other event to startle them out of their lethargy.

In addition to their personal weapons, each has two *thunderpots* and three flasks of oil.

Alert: If the party fights the dwarf crusher in the Atrium or stops there for an extended discussion, the goblins take notice and attack with their flasks of oil and *thunderpots*.

If the party has entered Radruundar before, nine Busthed warriors armed with light crossbows instead of shortbows man the central murder holes (the DM decides which ones). In addition to personal weapons, they also have two *thunderpots* and three flasks of oil each.

The Bustheds attack anything they see passing under them. They remain oblivious to most activity going on elsewhere. Very loud and obvious disturbances, such as *fireballs* or *thunderpots* detonating in the Atrium, draw them from their posts to investigate. Otherwise, they stay put.

Goblin Guards (9): light crossbows, Dmg 1d6+1.

Special Equipment: two *thunderpots* and three flasks of oil each.

8. Arrow Slits

These areas allow crossbowmen to attack targets in the Atrium on Level A (area 3). The dwarves seldom used them, but they form the goblins' main line of defense.

Eight Dwarfcutter warriors man the arrow slits, filling the northern and eastern chambers. A sergeant occupies the chamber in the southeast corner, and a runner lounges in the corridor to the east, ready to carry an alarm.

Alert: The goblins can see anyone entering the Atrium on Level A (barring invisibility or some other form of concealment) but are bored enough not to do anything about it immediately.

If the party fights the dwarf crusher or stops for a lengthy discussion, the sentries spring to action. The crossbowmen fire volleys of bolts under the sergeant's direction while the runner warns the goblins in area 13, then dashes off to area 4.

The goblins do what they can to defend the tribe. If they hear a fight raging nearby or receive a call for aid from another goblin, they abandon this post and join the fray.

9. Staircase

This 40-foot staircase is a mechanical trap. See Level A, area 11 (page 73) for details.

10. Blocked Staircases

These two staircases once rose nearly 150 feet to secret doors on the mountainside. The dwarves used them as sally ports to counter any attempt to redirect the waterfall that covers the stronghold's entrance.

The goblins permanently walled off the secret doors with 20 feet of stonework, and the staircases now end in blank ceilings.

11. Buttery

Four massive tuns, all laying on their sides, nearly fill this narrow room. The giant barrels have seen better days but have no obvious leaks or holes.

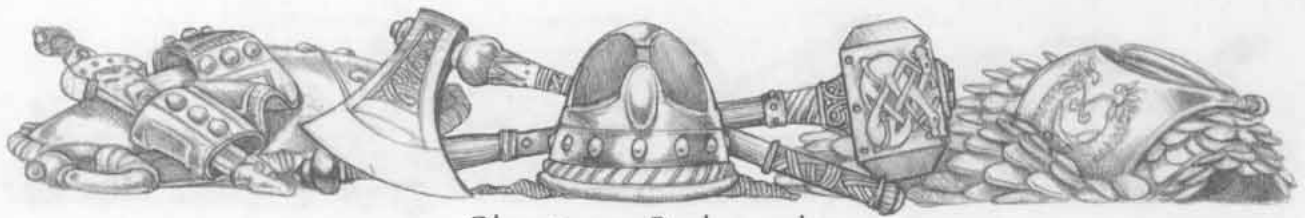
Dozens of crude clay jugs, some broken, lie heaped between the center barrels. The whole place reeks of strong liquor.

The dwarves used this chamber to store beverages. Two of the tuns served as secret doors. The southern portal provides a secret route between this level and Level A. The northern portal leads to a sloping passage that runs about 890 feet east and climbs about 60 feet to the Citadel (Level D). The passage seems dead level, and even dwarves won't notice the grade unless they actively attempt to detect the slope and succeed.

The goblins still use the secret doors, and the Dwarfcutters have pressed the remaining tuns back into service. Each is about a third full of a nasty liquor the Bigguts make on Level H. The jugs are empties the goblins have left here to refill some day.

The beverage is flammable. A full jug burns for 1 round, covering a 5-foot radius and inflicting 2d4 points of damage. A whole barrel creates a ball of fire with a 15-foot radius (about 14,000 cubic feet or seventy-five 5' × 5' × 7 1/2 "cubes"). A barrel exposed to magical fire must make a successful item saving throw as thin wood or it explodes, inflicting 10d4 points of damage to everyone in the blast.

Each barrel has a working spigot. Turning the spigot either way has no effect (in the case of the barrels that hide secret doors) or looses a stream of strong drink. The



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dwarves constructed all the barrels with extra thick walls. Thumping on a barrel produces a dull thud as though the container was full, even if it isn't.

The party has the normal chances to locate and open the secret doors, which operate via hidden studs that look like nail heads.

Alert: If the party has entered Radruundar before, Tairdo *ensnares* a mezzoloth (promising it a magical weapon and shield in return for its service) and places it behind the north secret door to guard the passage to the Citadel.

The creature waits quietly and patiently for someone to come through the secret door. If it hears characters thumping on the barrels, the party cannot surprise it, and the mezzoloth ambushes them when they open the secret door. If the party opens the secret door without announcing themselves, both groups have normal chances for surprise. If the party enters the chamber from the east (coming from Citadel), the characters gain a +1 to their surprise roll and impose a -2 penalty on the mezzoloth's roll—it failed to consider the possibility that someone might come up behind it.

Mezzoloth (Yugoloth, Lesser): AC -1; MV 15; HD 10+20; hp 65; THAC0 11; #AT 2 (claw/claw); Dmg 1d6+1/1d6+6; SA spell-like abilities; SD affected only by silver or +2 or better magical weapons, immunities, infravision 120-foot range; SW holy water, turned as a special undead by priests, hedged out by *protection from evil*; MR 50%; SZ M (7' tall); ML elite (14); Int low (6); AL NE; XP 21,000.

Special Abilities: SD—Immune to fire, poison, and iron weapons; suffers half damage from gas.

SW—Holy water inflicts 1d4+1 points of damage per vial that strikes.

Spell-like Abilities (at 10th level): at will—*alter self*, *animate dead*, *burning hands*, *cause disease*, *cause serious wounds*, *charm person*, *darkness* 15-foot radius, *detect magic*, *hold person*, *improved phantasmal force*, *mirror image*, *produce flame*, *sleep*, *teleport without error*, *trip*; twice a day—*dispel magic*; once a day—*cloudkill*, *flame strike*; always active—*detect invisibility*.

Notes: In battle, the mezzoloth begins with *mirror image*, then follows with *burning hands* or physical attacks, depending on how close the enemy is. When the foe destroys the last image, the creature *teleports* to safety, renews the *mirror image*, then returns and casts *cloudkill*, followed by *flame strike*.

The creature has no fear of including itself in the *cloudkill* or *flame strike* effect; it depends on its Magic Resistance and immunities to protect it. Don't forget to roll an item saving throw for the barrels if the *flame strike* hits them. A failure might be spectacular (see above).

12. Cistern

This area has a stone ladder leading up 20 feet to a short walkway with a pool beyond. Pipes above the pool collect

rain and snow melt from the mountain slopes. Drains at the pool's lip keep it from overflowing. The arrangement still works perfectly, even after centuries of neglect.

The 12-foot deep pool supplies all the cold running water on Levels A and B. Sediment has collected at the bottom, but the pool contains nothing of interest to the party.

13. Great Hall Murder Holes

These cubicles have murder holes overlooking the Great Hall on Level A (area 15). The dwarves constructed them to remind visitors they were in a fortress, and that dwarves take no chances.

Six Dwarfcutter warriors keep watch at the murder holes (see area 4 for statistics). In addition to their personal weapons, each has a *thunderpot* and three vials of normal acid.

Alert: The guards note any disturbance in the Great Hall. They send one of their number to warn the goblins in area 8 while the rest attack the intruders as best they can. The runner is absent for only 1 round before he returns to his cubicle and joins the fight.

If the warriors find they cannot contribute to a battle (perhaps because all their foes have moved out from under the murder holes), they quit their posts and join the fray.

Level C: East Entrance

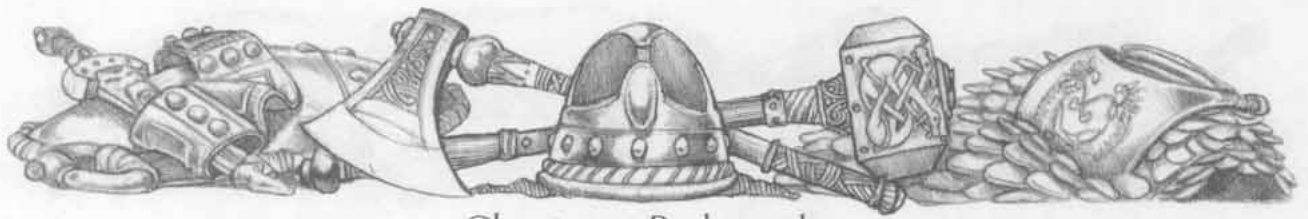
The dwarves used this level to give them easy access to the alpine meadow that lies to the east. The stronghold's farmers and herders lived here along with their livestock. Map 8: Level C, East Entrance in the Map Book shows the level.

The level is not as heavily defended as the western entrance because attackers would find it difficult to move siege equipment and large bodies of troops over the rugged mountain trails leading to it. The goblins use the level as a base for excursions into the countryside and as their sole entrance to the stronghold.

Roaringwater goblins of the Forestrunner and Yellow-eye clans occupy the level, which they share with several of the tribe's allies, including worgs, winged owlbears, bugbears, and a few ogres. The Roaringwater goblins have only average wealth as goblins go. The adult males (who hold all the wealth) carry their meager collections of coins on their persons all the time.

The goblins keep a close watch on the entrance (area 2A) but can be overpowered fairly easily, or even fooled. If hard pressed, the goblins fall back to the Family Quarters (area 11). If routed from there, they try to exit the level via the tunnel at 11H.

Captured goblins prove very stubborn and give mostly the same information as prisoners taken from the goblin patrol (see page 50). If the party asks how to get off the level, the goblins direct them to the elevator at area 14. They know



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how to stop the elevator and hope to delay the party long enough to somehow get a warning to the goblins on Level F.

The goblins know this level well but have no clear knowledge of the rest of the stronghold. They can recite which clans live where (see page 60) but can't clearly recall how to reach them (although they're sure the elevator can take the party there). Most goblins have visited the West Barracks on Level A (area 7), the Forum on Level F (area 19), and the Tavern on Level H (area 27). They can describe these places in vague detail, but not clearly enough to allow teleporting.

The other residents don't know the stronghold well. Tiikag Yikahiro, the ogre mage in area 9, is an exception.

1. Boulder Field

A boulder-strewn field dotted with stunted evergreens covers the mountain's lower slope, forming a rugged belt perhaps a half-mile wide between the flat, grassy meadow and the sheer rock face above. A group of cave openings lie at the top of the boulder field.

The boulders consist of natural debris fallen from the mountain and a fair number of boulders the dwarves placed deliberately. The debris offers fairly good cover and concealment for small groups of creatures (such as the party). The dwarves were more concerned with discouraging attacking armies.

For the goblins, the boulder field is an excellent place to hunt small game, and members of the Forestrunner clan have lain out numerous deadfalls and snares. The deadfalls are too small to harm player characters, but the snares can be a nuisance. If the party crosses the boulder field on foot, they encounter three patches of traps. For each incident, the characters must roll saving throws vs. paralysis at a -4 penalty.

Anyone who fails a saving throw stumbles into a snare. The character's hand or foot is caught; roll 1d6. On a roll of 1-3 it's a foot, otherwise it's a hand.

A snared foot dumps the character on his back, foot in the air. The mishap inflicts 1d4 points of damage and might crush fragile equipment (equipment must attempt item saving throws vs. a fall). The snare's loop remains on the character's foot or ankle until cut or broken.

A snared hand sprains the character's wrist. The character suffers a -1 attack penalty if his weapon hand is injured (50% chance), a -1 penalty to proficiency checks involving manual Dexterity (but not balance or dodging), and a -5% penalty to Open Locks or Remove Traps rolls until the injury heals in 2d4 days. A *cure light wounds* spell or a successful use of the Healing proficiency negates the penalty.

A simple precaution such as probing ahead allows the group to avoid the snares, as does a *find traps* or *detect*

snares and pits spell. A rogue could locate the snares with a successful Find Traps roll, but the group must slow to a crawl, moving no faster than 30 feet a round to allow an effective search. That pace increases a 10-minute walk to a two-hour trek.

2. Gate Houses

The "cave" openings you saw earlier actually feature archways fitted with sturdy-looking portcullises, all down. You can see fairly small chambers with walls made from stone blocks beyond the archways.

The dwarves used these chambers as temporary pens for their livestock and to keep invaders guessing about which one actually led into the stronghold. They depended on dwarves working in the fields outside to give the first warning of an intrusion.

The goblins keep three Yelloweye guards posted in area 2A, the actual entrance. Other than the guards, the area offers no clues about where the entrance actually lies—a Tracking attempt reveals goblin and worg tracks crisscrossing the whole area in no discernible pattern.

The goblins replaced the dwarven portcullises, which had begun to succumb to the elements. The new constructions consist of heavy timbers with steel fittings. The spaces between the beams are slightly less than 6 inches square, too small for even most Tiny creatures to squeeze through.

A *warp wood* spell cast on a portcullis can create a hole large enough for a Small creature to wiggle through. A character's sheer muscle can't spread the beams apart, but a successful Bend Bars roll at a -20% penalty allows a character to lift one.

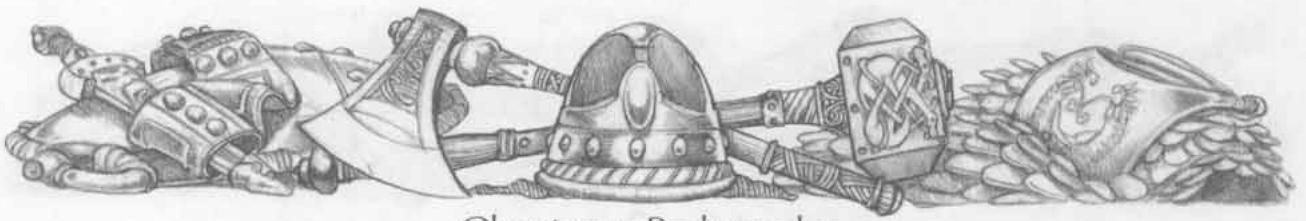
The guards pay little attention to what's going on outside, especially during clear days when they huddle in the shadows to avoid the sun. The guards notice the party, however, if they hear the characters talking or if someone begins fiddling with a portcullis.

The guards wear crudely made goblin chainmail and battered pot helms. Between them they have 63 sp.

Goblin Guards (3): *Special Equipment:* One thunderpot each.

Alert: When the guards notice anyone, they give a shout in Common, "who's there?" or "who are you?" If they don't get a reply, one dashes to area 5 and gives warning. If the guards can see the foe, they stay and poke at the enemy through the portcullis with their spears. Treat the portcullis as an arrow slit if the party returns the attack (see page 56).

If the party answers, the goblins parley. A party disguised as goblins might bluff their way past the guards as noted on page 62.



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If the party fails to bluff their way into the stronghold, the guards direct the party to one of the two central gatehouses; they tell the group the portcullis will be up shortly and that a guide will show them in. If the party complies, one guard runs to area 6 and raises the portcullis, then lowers it again, trapping the group inside. The guard then gives the alarm, and every goblin and ally on the level converges on the gatehouse to attack the party. It takes about 10 minutes to arrange the attack.

Creatures on this level become vigilant if a goblin escapes from an encounter with the party outside the stronghold and returns here. When the party arrives here, the guards raise the alarm first and ask questions later, though they still try to trap the group in a gatehouse.

Unusual activity out in the boulder field, such as a flashy spell or a bugbear fleeing from area 3, has a 50% chance of drawing the guards' attention (100% if they were already alert).

If the party has entered Radruundar and left again, the goblins double the guard on the gate and add an ogre from area 9. The augmented guard keeps close watch for about two weeks before settling back into their normal routine.

3. Stable

The dwarves kept their mules and other large livestock here. It has fixtures just like the ones in the area 22 on

Level A (see page 84). The place has a 20-foot ceiling, except in the lofts (see below).

The goblins use the chamber as an aviary for their winged owlbears. The tribe keeps ten owlbears, though there are only four present here at any given time; the other six accompany patrols outside the stronghold.

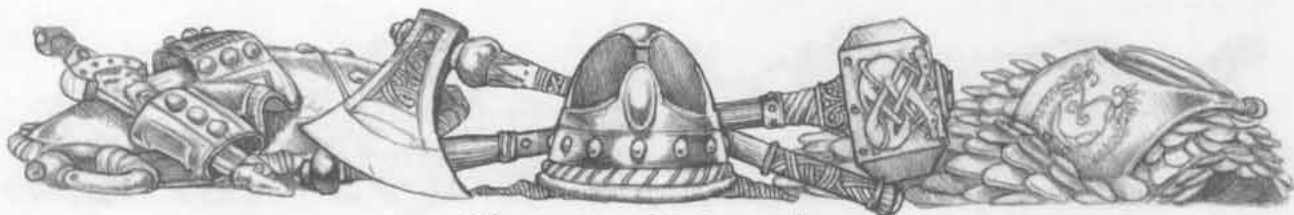
Tairdo and Qamhuul built up the flock by stealing eggs and hatching them. Though half domesticated, the winged owlbears remain bad tempered and attack any creature that comes to their notice unless their bugbear keepers restrain them. (Tairdo and Qamhuul's goblins just don't have enough body mass to handle the large, pugnacious creatures.)

3A. Harness Room: The dwarves kept harnesses for their draft animals here. These days, it serves as quarters for a pair of bugbear owlbear keepers. It contains a pair of crude beds made from saplings lashed together and ticks stuffed with dry grass.

At least one of the bugbears keeps busy in the stable at any given time, grooming or feeding his charges. The other is here, resting or seeing to his own equipment. Any disturbance in the stable brings him running.

The bugbears have hidden their personal treasures beneath a loose flagstone they pried up and put back into place under one of the beds (treat as a secret door,





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but the party has to look under the beds to find it). The cavity under the loose stone contains 22 cp, 18 sp, 15 ep, and 9 gp.

3B. Lofts: These alcoves are about 10 feet above the main floor and have 10-foot ceilings. The dwarves used them to store fodder for their animals. These days the three northern alcoves serve as winged owlbear nests. Each contains a pile of clean twigs and leaves and 1d4 winged owlbear eggs. Every egg is a dud (which is not apparent from the outside), and a few of them have grown rotten.

The western alcove is free of nesting material. The goblins have added a secret door here to provide access to area 7.

Winged Owlbears (4): AC 5; MV 12, Fl 18 (E); HD 5+2; hp 32 each; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d6; SA hug, -2 penalty to opponents' surprise rolls in daylight, -6 penalty to opponents' surprise rolls in poor light; SZ L (8' long); ML steady (12); Int low (5); AL N; XP 975 each.

Special Abilities: SA—Claw hit on an attack roll of 18 or better allows a hug for an extra 2d4 points of damage.

Bugbears (2): AC 5; MV 9; HD 3+1; hp 15 each; THAC0 17; #AT 2 (longbow) or 1 (morningstar); Dmg 1d8/1d8 (sheaf arrow) or 2d4+2 (racial bonus); SA -3 to opponents' surprise rolls; SZ L (7' tall); ML steady (11); Int average (10); AL CE; XP 120 each.

Alert: Unless the party wedges open the secret doors, not even the loudest sounds here are audible anywhere else. Should the guards in area 2A or the bugbears in area 7 hear anything, they raise the alarm.

The bugbears flee if they fail a morale check or if all the winged owlbears are slain. They try to exit out the closest secret door. If a bugbear escapes to the west, it makes enough noise to alert the whole level. A bugbear escaping to the east flees into the boulder field, where the guards in area 2A might see it (see the *Alert* section in the area 2 description).

If unable to escape, the bugbears surrender and beg for mercy, claiming to have been enslaved (a lie; they're paid mercenaries).

4. Animal Pens

The dwarves kept their herd of goats penned in here during inclement weather. Like the Stable (area 3), it has a 20-foot ceiling except for the lofts. A basin in the chamber's south end still brings water to the chamber via pipes from area 13.

The goblins transformed the chamber into a vast kennel for their worg allies. Nearly sixty worgs live here, though only twenty-six are here at any given time. The remainder accompanies patrols outside the stronghold.

Two Forestrunner goblins work here around the clock, tending the worgs. They have 22 sp between the two of them.

With no ready escape from the area, both worgs and goblins tend to fight to the death if attacked. On a failed morale check, a goblin or worg is 50% likely to keep fighting and 50% likely to play dead in hopes of escaping later. A simple kick, prod, or just a close look reveals the deception.

4A. Lofts: The dwarves stored fodder for their goats up here. Most of the alcoves now contain nothing but thick layers of dust; the one in the northwest corner contains about two dozen leather backpacks designed to fit worgs. None of the packs hold anything but a few tufts of bloodstained fur.

Goblin Hunters (2)

Worgs (Wolf) (26): AC 6; MV 18; HD 3+3; hp 16 each; THAC0 17; #AT 1 (bite); Dmg 2d4; SZ M (6' long); ML steady (11); Int low (7); AL N; XP 120 each.

Alert: Not even the loudest sounds in here can be heard elsewhere in the stronghold, even if the party props open the secret door.

5. Guard Post

The dwarves constructed this area to serve as a choke point for stopping intruders. The goblins use it the same way.

Six Yelloweye warriors always stand guard here. One stands at each arrow slit; the remaining three wait just to the west, ready to lend a hand or spread the alarm. The goblins have a total of 126 sp among them.

Covered pits form the main defense. These mechanical traps are 60 feet deep, with 20 feet of water at the bottom. The shafts are 5 feet square at the tops and about 8 feet square at the bottoms, forming a smooth, negative slope that proves impossible to climb by most nonmagical means (suction cups strong enough to support a climber on a ceiling are one exception).

Anyone falling into a pit suffers 4d6 points of damage and can attempt a Dexterity check to reduce that by half. Unless a falling character has some way to break the fall (such as a *feather fall* spell), the character plunges all the way to the pit's bottom and must make a successful Swimming check to regain the surface. If the check fails, the character begins drowning as detailed in Chapter 14: Time and Movement of the *Player's Handbook*. Magical effects such as *fly*, *levitate*, and *spider climb* allow the character to return to the surface without a Swimming check.

The dwarves made the five doors in this area exceptionally strong. They are locked but have no keyholes (a lever on the back operates the lock). Lockpicking has no effect, but *knock* spells and *chimes of opening* work. The doors have Armor Classes of -1 and can sustain 95 points of damage before collapsing (see page 55 for details on battering down doors).



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While the party deals with the pits and doors, the goblins attack with their shortbows and spears.

In addition to the goblin guards, Tairdo has posted an invisible stalker here. It has orders to report any disturbances.

DM Note: Only one goblin can attack through an arrow slit at a time. See page 56 for more details.

Goblin Guards (6): spears, Dmg 1d6.

Invisible Stalker: AC 3; MV 12, Fl 12 (A); HD 8; hp 40; THAC0 13; #AT 1 (buffet); Dmg 4d4; SA -6 penalty to opponents' surprise rolls; SD invisible, opponents who cannot detect invisible creatures suffer a -2 attack penalty; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ L (8' tall); ML elite (13); Int high (14); AL N; XP 13,000.

Notes: Can be killed only on the Elemental Plane of Air. Immediately returns to the plane of Air if reduced to 0 hit points or less.

Alert: If the party successfully bluffed their way through the guards at area 2A, they can approach the guard post freely. They'll have to do some more fast talking to get by if they approach from the east, but the guards open the doors without so much as a harsh word if the characters successfully fool them. The goblins tend to assume anyone approaching from the west actually belongs here unless they've heard something suspicious (such as *thunderpots* or *fireballs* detonating in areas 8 or 11), or word of intruders on another level has reached them.

The guards have instructions to send visitors to area 15; legitimate visitors to the stronghold receive basic instructions on getting around when they receive their invitations to come here. If the party asks too many questions about the stronghold's layout or defenses, the guards raise the alarm and attack.

One of the levers in area 6 locks the pit covers. When the guards see someone they don't recognize approaching, they call for the newcomer to halt, then send someone to unlock the pit covers. If the party ignores the command they'll probably fall into one of the pits. The guards consider the characters enemies in any case if they don't halt.

The guards here also operate the levers in area 6 whenever someone wishes have a portcullis in area 2 raised or lowered.

Runners from here can carry the alarm to the bugbears in area 7 in one round, the ogres in area 9 two rounds after that, and the goblins in areas 11 and 12 three rounds after that. Once the ogres know trouble is afoot, they warn the ogre mage in area 10. See the *Alert* sections for those areas for the resident's actions upon hearing the alarm.

The invisible stalker departs to make its report if the party tries to fight its way through the doors. It does not fight unless attacked. It flies down the sloping corridor at area 15 and goes to warn Tairdo. It takes the creature about a half-hour to find Tairdo and give its report. This action completes its service, and it departs for the plane of Air when Tairdo finishes questioning it. The invisible stalker also reports any violence it notices in areas 7 or 8.

6. Machinery Room

This chamber looks something like area 4 on Level A (see page 68). It has five large levers set in the floor and a smaller lever in the south wall.

The large levers control the portcullises in area 2. The small lever controls the pit covers in area 5.

The goblins use the levers here often, and anyone can move them with ease; they have two settings, "up" (north) and "down" (south). The small lever also has two settings: up (which locks the pit covers in area 5, and down (which unlocks the pit covers).

Alert: The extra guards from area 5 operate the levers as needed.

7. Barracks

This once was a standard dwarven barracks like the ones on Level A (see area 7, page 70). The goblins have converted it into quarters for their bugbear allies. The area now has 12-foot-high ceilings, and the small chambers each have two large sleeping niches 8 feet long and 4 feet wide, roomy enough for bugbears to sleep in comfort.

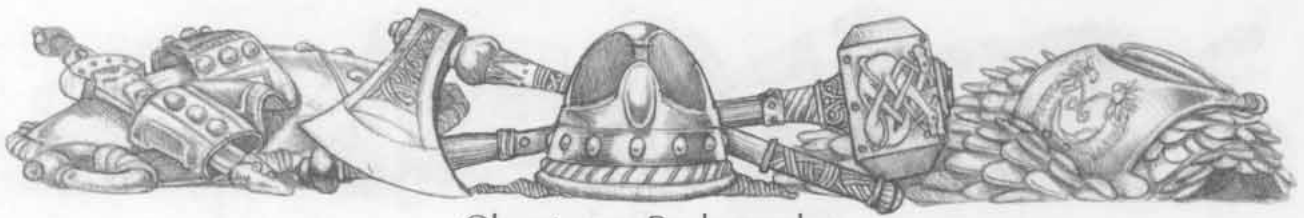
Though eighteen bugbear warriors and their two leaders live here permanently, only the leaders and eight warriors are here at any given time. The remainder accompanies patrols outside the stronghold.

The warriors carry leather purses containing their personal treasures, totalling 26 cp, 24 sp, 15 ep, and 10 gp.

7A. Common Area: The bugbears spend most of their time here, playing knucklebones and swapping tall tales at a crude and battered table. A weapons rack here stores the creature's longbows, sheaf arrows, and halberds. They keep their morningstars close at hand.

7B. Leaders' Chambers: These rooms have crude, free-standing beds similar to the ones in area 3A. A double-locked chest shoved under the bed in the south chamber holds ten 5-pound gold bars (worth 250 gp each), a sack containing 200 pp, and a white gold torc with jade studs (worth 2,500 gp). Each leader has one key. The leaders also have personal treasure totaling 18 cp, 14 sp, and 32 gp.

Bugbears (18): AC varies; MV 9; HD varies; hp varies each; THAC0 varies; #AT varies; Dmg varies; SA -3 to



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opponents' surprise rolls; SZ L (7' tall; ML steady (11); Int average (10); AL CE; XP varies.

- Warriors (16): AC 5; HD 3+1; hp 15 each; THACO 17; #AT 2 (longbow) or 1 (morningstar or halberd); Dmg 1d8/1d8 (sheaf arrow) or 2d4+2 (racial bonus) or 1d10+2 (racial bonus); XP 120 each.
- Leaders (2): AC 4; HD 4; hp 24 each; THACO 17; #AT 2 (longbow) or 1 (morningstar or halberd); Dmg 1d8/1d8 (sheaf arrow) or 2d4+3 (racial bonus), or 1d10+3 (racial bonus); XP 175 each.

Alert: At the first sign of trouble in area 5, the two leaders take up positions at the western end of area 7 (at the locations marked with Xs) and cover the entrance with their longbows. Six warriors grab longbows and halberds and rush to area 8. The two remaining warriors hide in the two small chambers west of the entrance, ready to step out behind any foes that rush to attack the leaders.

Any commotion at the entrance alerts the guards and the invisible stalker at area 5 if they're not already slain or alerted. However, if the party can slip into the area and close the door quietly, no one but the unfortunate bugbears here will be any the wiser.

8. Strong Point

Intruders who overcome the barriers in area 5 must deal with the defenses here. Once, dwarven warriors armed with heavy crossbows, spears, and mancatchers manned the arrow slits and attacked their foes, who had to deal with pits and other traps.

The goblins use bugbear mercenaries to man the defenses and keep the dwarven traps in good repair. The goblins have increased the ceiling height in the arrow slits and the corridor connecting them to 12 feet to better accommodate the bugbears.

8A. Corridor Defenses: Four bugbears armed with longbows and four with halberds man the arrow slits. They alternate the weapons between arrow slits, starting with a longbow at the eastern end.

The halberds are long enough to reach all the way across the corridor. The halberd-armed bugbears receive free attacks against anyone moving past the arrow slits (but each bugbear can make no more than three free attacks each round).

Characters who hug the south wall to evade the bugbears' attacks fall afoul of the pits there. These traps are identical to the pits in area 4, except that their covers are always unlocked.

In addition to the pits, a series of fine wires stretches from floor to ceiling along the south side of the corridor. Most characters cannot see them without the aid of a *true seeing* or *find traps* spell, though a successful Find Traps roll from a rogue reveals them. Anyone touching a wire

(including characters flying down the corridor) triggers the bolt thrower in area 17, which automatically strikes the invaders for 2d6 points of damage. The bolt thrower fires only once a round.

8B. Secret Door: The characters can search for this portal in the normal manner, but three of the bugbears in area 8 can attack them from behind while they do so.

The door is locked with a mechanism controlled by a lever in area 8B. The lock has no keyhole and cannot be picked, though a *knock* spell or *chime of opening* can open it. The door has an Armor Class of -3 and can sustain 100 points of damage before collapsing.

Alert: The goblins usually keep the door unlocked, but a guard spreading the alarm from area 5 slams down the lever and locks the door on his way to points north.

If the guards at area 5 have raised the alarm, one ogre from area 9 waits here to intercept anyone coming through the secret door.

If the party gets this far without alerting the guards and the invisible stalker in area 5, they take notice if the party fall afoul of the traps.

9. Shrine

You've found a pair of monumental double doors cast from bronze, now turned green with age. The twin portals bear a motif of hearth fires and sheaves of flourishing wheat. The doors show quite a few nicks and dents, and bright metal gleams in a few of these.

The doors were once so delicately balanced they would swing open at a touch. They have taken enough abuse from goblins over the years to become slightly askew, and they now open only with an Open Doors roll at a -1 penalty.

The farmers (and most of the women) of Radruundar worshiped Berronar, goddess of the home, here. The chamber has a vaulted ceiling 40 feet high and a 2-foot dais in the northeast corner where the goddess's statue once stood.

Glowgems in the idol's eyes once lit the room, rows of comfortable stone pews sat before the dais, and floor-to-ceiling shelves holding records of harvests and family histories ran along the east wall. The dwarves deconsecrated the shrine before abandoning Radruundar. They removed the *glowgems* and other valuables and records, but left the chamber otherwise intact. The goblins pulled down the shelves and smashed the statue to bits when they moved in, leaving only a pile of rubble and a pedestal bearing the figure's booted feet atop the dais.

Today, the room serves as a den for six ogres. The goblins hauled out the pews and most of the wreckage of the statue to make room for their guests. The ogres have kept the statue's head and right arm to use as archery targets



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and exercise weights. The statue's ruined pedestal remains affixed to the dais. The ogres' possessions consist of low cots similar to the beds in area 3A, a crude table and chairs made from logs, and a barrel of foul-tasting liquor.

The ogres serve as bodyguards to the ogre mage in area 10 and spend their days lounging about and engaging in the occasional wrestling match to relieve their boredom. They've been to the Forum on Level F (area 19, see page 118) but don't clearly recall the route.

As bored as they are, the ogres keep a close watch on both entrances to the chamber. Their employer has a habit of bursting in at one place or the other periodically, just to keep them on their toes. Because of their vigilance, the ogres receive a +1 bonus to their surprise rolls.

Each ogre has a small belt pouch with assorted items (everything from rusty knife blades to weighted dice) and a few gold coins. Between them, they have 40 gp.

Ogres (6): AC 5; MV 9; hp 19 each; THAC0 17; #AT 2 (composite longbow) or 1 (morningstar); Dmg 1d8+6/1d8+6 (sheaf arrows, Str bonus) or 2d4+6 (Str bonus); SZ L (9' tall); ML steady (11); Int low (8); AL CE; XP 270 each.

Alert: If the guards at area 5 raise the alarm, one ogre goes to area 5 to lend assistance, and one guards the secret door at area 8B. The remaining ogres join the ogre mage in area 10.

If the party bursts in here unexpectedly, the ogres try to send one of their number to area 10 to warn Tiikag Yikahiro.

10. Dormitory

The priestesses who tended the shrine in area 9 once lived here. Today, it is the temporary quarters of Tiikag Yikahiro, an ogre mage Tairdo hopes to recruit for his crusade to stamp out all dwarves. The ogre mage has little interest in the venture, but is willing to live for a while off Tairdo's largess. He thinks Tairdo is something of a fool and hopes to swindle the wizard out of a good deal of treasure before he takes his leave.

10A. Priestesses' Cells: These chambers feature dwarf-sized sleeping niches, hot and cold running water, and commodes. They're too cramped for ogres, and lie empty.

10B. Sitting Room: The high priestess used this chamber for socializing and instruction. A basin on the east wall was once used to create holy water, but it has long since been despoiled. Bas reliefs on the walls, now mostly destroyed, depict dwarven tales featuring Berronar.

The goblins have raised the ceiling in here to a height of 15 feet.

10C. High Priestess's Quarters: This chamber once contained a dwarf-sized sleeping niche and a private altar. The goblins have gutted it completely, removing all vestiges of the altar

except for a few white marble blocks set into the wall in the northwest corner. The chamber now has a 15-foot-high ceiling. The goblins have provided Tiikag Yikahiro with a comfortable bed lashed together out of hardwood logs.

Tairdo lent the ogre mage a stout, ironbound chest to hold his valuables. Tiikag Yikahiro rigged the chest with a vial of poison gas and locked it tight, but it contains nothing but masonry shards from the shrine (area 9). The ogre mage suspects Tairdo of planning to steal the box, just as he would do. The trap is crude and rogues gain a +5% bonus to Find and Remove Traps rolls when dealing with it (any roll of 96-00 is still a failure).

Tiikag Yikahiro hides his real treasure behind a loose stone in the northwest corner. The party can locate it as though it were a shifting wall, but the loose block weighs nearly 500 pounds and it takes a successful Bend Bars roll or the application of at least 36 points of Strength to open it. Behind the stone, Tiikag Yikahiro has placed a cache of gems worth 9,000 gp.

Tiikag Yikahiro, male ogre mage (Ogre): AC 4; MV 9, Fl 15 (B); hp 27; THAC0 15; #AT 2 (composite longbow) or 1 (morningstar); Dmg 1d8+6/1d8+6 (sheaf arrows, Str bonus) or 2d4+6 (Str bonus); SA spell-like abilities; SD regenerates 1 hp/round; SZ L (10 1/2' tall); ML steady (11); Int exceptional (16); AL CE; XP 975.

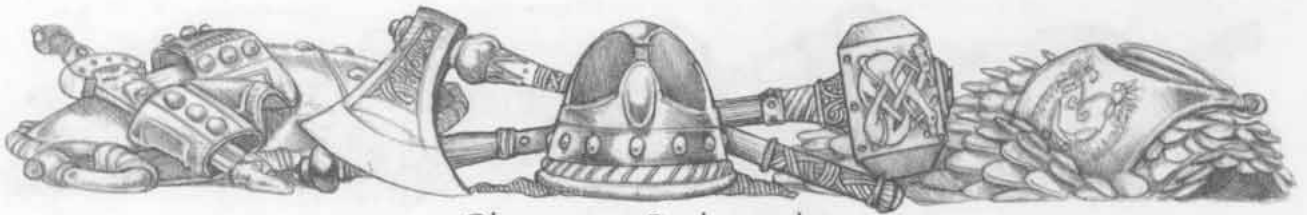
Spell-like Abilities (at 8th level): at will—*fly* (for 12 turns), *invisibility*, *darkness 10-foot radius*, *polymorph self* (human or other bipedal forms between 4 and 10 feet tall only); once a day—*charm person*, *sleep*, *assume gaseous form*, *cone of cold* (8d8 points of damage).

Alert: If the guards in area 5 raised the alarm, Tiikag Yikahiro goes to investigate; he hopes a successful defense of the stronghold will put Tairdo in his debt.

Tiikag Yikahiro invisibly flies to the scene of the action, his ogre guards tagging along about 20 feet behind. If the ogre mage finds a tightly bunched group of foes, he blasts them with his *cone of cold*. After that, he becomes *invisible* again and retreats, only to return and cast *charm person* on a warrior. He tells the target not to let anyone come any farther into the complex, as to do so would expose them to "deadly radiations." (The charmed character then must do his utmost to keep anyone from moving past area 5.) That done, the ogre mage becomes *invisible* again and waits for a chance to strike a lone victim from behind.

If attacked in his room, Yikahiro tries to make a stand behind his ogres in area 10B. He seeks to keep opponents outside the chamber, where the low ceilings hinder them (see page 54). He and his ogres, fighting where there is a high ceiling, suffer no penalties.

Tiikag Yikahiro has no fear of capture, as he is confident his ability to assume gaseous form will get him away. If the party slays his ogres, he retreats to area 10C, *polymorphs*



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into a dwarf, and hides under the bed. If the party finds him, he explains that his name is Tol, and he was a gift from the “evil wizard” to the “horrible magical ogre.” When he heard the commotion that heralded the party’s arrival, he broke his bonds (pointing to some frayed rope he keeps just for this scheme) and hid as best he could.

If questioned in either his dwarf or true form, Tiikag Yikahiro reveals much the same information as Skizaaan, the Dwarfcutter chief (see page 81), except that he cannot assist the party in deciphering Farvak’s riddle. Unlike Skizaaan, Yikahiro *knows* Tairdo is the real power in Radruundar.

As a dwarf, the ogre mage explains his partial knowledge of the stronghold as things he’s observed while working as a slave. He claims he has been living better than usual since he came to the ogre’s chamber (true). He also assures the party that no other members of his people are currently being held in Radruundar (also true, since his “people” are ogre mages). If the party does not detect the deception, Yikahiro gladly agrees to tag along if invited, provided the party gives him a weapon (his own weapons have melded into his *polymorphed* form).

Yikahiro accompanies the party out of a desire to get his claws on some of Tairdo’s treasure. He plans to either seize some loot and escape via gaseous form once the party slays the wizard, or betray the party to Tairdo in hopes of some reward. Which option he takes depends on what opportunities present themselves.

DM Note: The ogre magi’s *polymorph self* effect lasts only 16 turns (2 hours and 40 minutes) per use. If he tags along with the party as a dwarf, he’ll have to find a way to renew the effect periodically without being observed.

He only needs to concentrate for a moment when evoking the power, but he can do nothing else the round he does so except minor movement (10 feet or so). Using the power isn’t as obvious as spellcasting, but it won’t do for him to renew the effect in the middle of a conversation or during a sprint down a corridor.

Sharp players might also note that their “dwarf” isn’t too adept at spotting analyzing stonework; however, Yikahiro has seen most of the secret doors in the main (10-foot) corridors on Level F and can find them after only 1 round of looking.

11. Family Quarters

Four families of dwarves once lived in these apartments. Each apartment had a parlor, kitchen, workshop, master bedroom, and several smaller sleeping rooms. Each family had a private bathing chamber with hot and cold running water and a commode.

Today, the Yelloweye clan occupies the four apartments. The goblins ignore the dwarven amenities and have removed most of the doors between the chambers to create large living areas thickly carpeted with bedding.

More than eighty goblin warriors and even more females and children call this area home. Only forty-two warriors are here at any given time. The bulk of the females and children share quarters with the warriors in area 11B, with the remainder crowding into the unlabeled rooms.

11A. Guard Posts: Three warriors always stand watch at each of these locations, keeping a wary eye to the east and south. They shoot first and ask questions later if nongoblins enter the corridors. If the party masquerades as goblins, the guard assumes they’re some rival clan come to push them out of their quarters and give a sharp warning before attacking 1 round later.

11B. Sleeping Chambers: Nine off-duty warriors sleep in each of these four chambers, along with about thirty females and children. Each group of warriors has 189 sp between them.

The warriors keep their outer doors wedged slightly open so they can hear what’s going on outside.

11C. Larders: Except for their larger size, these chambers are just like area 14D on Level A (page 76).

11D. Cleric’s Chamber: The clan cleric, two females, and three children live here. The chamber’s most obvious furnishing is a huge chopping block with a double-bitted battle-ax stuck in it. The axe is smeared with grease and blood, and the gory coating gleams wetly if the party shines a light in here. A pile of assorted skulls lies heaped against one side of the block.

The chopping block and ax is a combination idol/altar dedicated to the goblin deity Maglubiyet. The deity has been watching the Roaringwater goblins lately, and the idol fairly crackles with malignant power.

Dwarves and characters with good or neutral alignments cannot bear to look at the idol unless they make successful saving throws vs. magic (Wisdom adjustments apply). Characters failing their saving throws *must* avert their eyes.

A good dose of holy water strips the idol of power, as does destroying it outright or separating the ax from the block by a distance of at least 60 feet. In these cases, however, the character performing the desecration is *cursed* with the loss of 5 points from his prime requisite; if the character has more than one prime requisite, each is reduced by 5 points. For 36 hours, the curse cannot be removed by any means short of the direct intervention of a greater or intermediate power. Thereafter a *remove curse* spell from a priest of at least 15th level can nullify it.

The chamber also contains a crude bed like one in area 3A, but slightly larger. A locked chest (the cleric has the key) sits beside the bed, hidden under a pile of rank bedding.

The chest contains a sack with 100 gp, ten 5-pound



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silver bars (worth 25 gp each), four *potions of giant strength*, five *potions of climbing*, and four *potions of heroism*.

11E. Sergeants' Chambers: Three sergeants and their females and children occupy each of these six chambers, though only one sergeant is present at any given time. The females and children spend most of their time with the goblins in area 11B.

The chambers are similar to area 14E on Level A (page 76), except there are no locked chests. The sergeants carry their treasures on their persons. In total the six sergeants have 64 sp, 15 gp, and six base 10 gp gems (tiger-eye quartz).

11F. Lieutenants' Chambers: A lieutenant and his females and children live in each of these four rooms, though only two lieutenants are here at any given time (the rooms marked with Xs are occupied when the party arrives). The chamber's have log beds similar to the ones in area 3A, and contain unlocked chests stuffed with soiled clothing and assorted gear (ropes, leather sacks, spare weapons) in various stages of disrepair.

Like the sergeants, the lieutenants carry their treasure with them. Between the two of them, they have 44 sp, 12 gp, and eight base 10 gp gems (tiger-eye quartz).

11G. Armory: The Yelloweyes store an assortment of spare arms and armor here.

Currently there are eight suits of chainmail and forty suits of studded leather armor, all goblin-sized. The studded leather reeks of goblin and is worthless on the open market. The chainmail, however, has been fashioned from fine dwarven mail. With some alterations, it could fit halflings or gnomes. The suits have a market value of about 40 gp each before alterations.

There also are several dozen goblin-sized helmets and small shields, about twenty shortbows, and more than two hundred flight arrows (stored in ten bundles of twenty). One arrow in each bundle bears a *Nystul's magic aura*; Tairdo placed the spells to delay foes.

11H. Escape Tunnel: This tunnel runs nearly 3,000 feet to Level D. It imperceptibly turns due west while descending 100 feet. It ends in a staircase that rises 50 feet due west to area 12 on Level D. Dwarves can detect the grade in the passage if they actively check for a slope and succeed. Even dwarves, however, won't notice the twist in the passage, though a halfling or character with the *Direction Sense* proficiency could note the change in direction.

Goblin Children (128)

Goblin Females (48)

Goblin Warriors (42): AC 7 (studded leather); HD 1-1 (4 with *potions of heroism*); hp 4 each (26 each with *potions of*

heroism); THAC0 20 (17 with *potions of heroism*); #AT 2 (shortbow) or 1 (footman's mace); Dmg 1d6/1d6 or 1d6+1; SZ S (4' tall); Int low (7); XP 15 each.

Goblin Sergeants (6)

Goblin Lieutenants (2): *Special Equipment:* two *thunderpots* each, *spellcache rings (mirror image)*, *potions of giant strength*.

Goblin Cleric: *Special Equipment:* two *thunderpots*, *spellcache ring (improved invisibility)*, *spellcache ring (dispel magic)*, *potions of heroism (four)*.

Spells (5/5/2): 1st—*bles*, *command*, *cure light wounds* (×3); 2nd—*aid*, *heat metal*, *hold person* (×2), *silence 15-foot radius*; 3rd—*animate dead*, *prayer*.

Goblin Zombies (6): AC 7 (studded leather); HD 2; hp 9 each; THAC0 19; #AT 1; Dmg 1d8; SD immune to *sleep*, *charm*, *hold*, *death magic*, *poison*, and *cold*; SW always attack last, susceptible to turning and holy water; SZ S (4' tall); Int non (0); XP 65 each.

Alert: As noted earlier, the guards in the main hall usually shoot first and ask questions later. The off-duty guards in area 11B note the commotion and shut their doors. They immediately send females to warn the sergeants, lieutenants, and the cleric.

When the whole clan is alerted, the females and children cower in the smaller (10-foot) chambers. If the males are defeated, they try to make a break for area 11H by the most direct route available.

One round after the alarm is given, the sergeants slip out the one-way doors closest to their chambers and hurl their *thunderpots* at any foes they see. Afterward they carry the fight to the foe or direct volley fire at the party, depending on which opportunity presents itself.

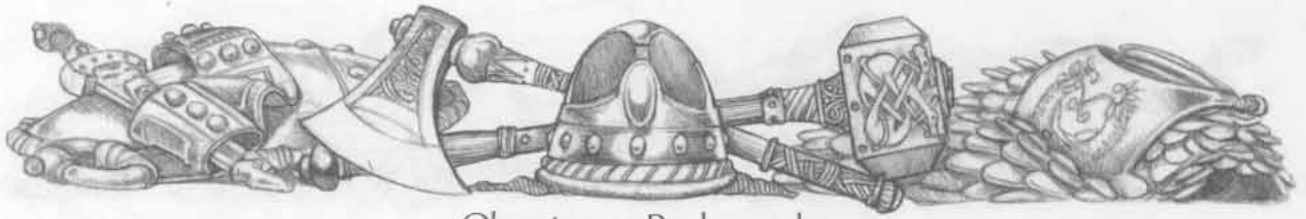
One round after the sergeants appear, the lieutenants emerge under *mirror image* and hurl their *thunderpots*.

Except for the nine warriors in the chamber closest to area 11D (where the cleric resides), the warriors troop into the main hallway in close order, with six goblins in the front line and three behind. The warriors in the first rank fire their bows or attack with spears, while their fellows step in to replace casualties.

The cleric gives four of the nine warriors nearest him *potions of heroism*. One round later, the whole group receives a *bles* spell. That done, the warriors join the fray.

Once the cleric *bles* the warriors, he casts *aid* on himself, followed by *improved invisibility*. He then joins the fray, casting *dispel magic* on the party, followed by *prayer*, or *hold person* spells at the party's warriors. When goblin corpses pile up, he uses *animate dead* to create six zombies.

If called to assist at area 5, the cleric distributes his *potions* and *spells* as described above and positions six archers near the entrance to area 7 and six more behind the secret door at area 8. He leaves the rest of the warriors guarding the residence, including the four with *potions of heroism* (they drink the *potions* only when attacked



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themselves). The cleric then takes up a position at one of the arrow slits in area 5 and begins a spell assault, starting with *dispel magic* and working through his *command*, *silence*, and *hold person* spells.

Meanwhile, the sergeants and lieutenants exit the complex through area 3 and enter again through area 2A. The lieutenants use their *mirror image* spells before leaving area 2A. Once they sight the party, the goblins hurl their *thunderpots*, then attack with arrows.

12. Storehouse

The dwarves kept some of their agricultural products here before processing or longterm storage on Level F.

The ceiling here is about 16 feet high. Four glowgems once provided light, but the goblins have pried them out. Each of the chamber's five bays contains a loft or mezzanine 8 feet high; these have floors made of flat stones.

The Forestrunner clan has settled in here. There are about forty Forestrunner warriors, though only half are present at any given time. The twenty warriors present when the party arrives have 110 sp between them.

The Forestrunners use the lofts and bays as living space. They have carved long slits on the loft floors and can attack with bows or spears through them; treat the slits as horizontal arrow slits.

A flimsy wooden ladder leads up to each loft; a ladder breaks if anyone heavier than a goblin (80 pounds) tries to use it.

Goblin Children (64)
Goblin Females (24)
Goblin Hunters (20)

Alert: During a general alarm, six Forestrunner warriors form a line just to the east of the entrance to this chamber, with six more waiting just south of the secret door leading to area 17. The remainder wait here.

If attacked here, six warriors form up on the main level of the south bay and fire arrows while the remaining warriors attack with nets, spears, and arrows from the lofts.

The females and children retreat as far from the conflict as they can get and cower. Some may flee to area 13 and hide in the Cistern.

13. Cistern

Other than its larger reservoir, this area is identical to area 12 on Level B (page 87). The cistern supplies water to the entire level.

14. Elevator

This chamber moves along a sloping passage to area 2B on Level F. The chamber is similar to the elevator on Level A, area 20, except that it works (usually). Levers in area 15 control it.

The chamber usually rests here; the trip to Level F takes 20 minutes. When it functions properly, passengers can't detect the chamber's motion. Each time the chamber moves, however, roll 1d10. On the roll of a 1, the elevator jams somewhere along the way. The sudden stop forces a Dexterity check for each passenger. Failure means they're thrown off their feet.

The chamber remains stuck for 6d6 hours before the mechanism works itself free and returns to its starting point.

Alert: If the party uses the elevator but does not eliminate all the goblin warriors on this level, the survivors stop the chamber and make it return (assuming it doesn't get stuck). The goblins clear out before the party arrives if they've taken a beating; otherwise they lay an ambush for the party when they arrive. The party cannot tell that the elevator changed direction.

The aborted trip takes about 15 minutes.

15. Passage to Level F

The dwarves used this sloping passage as their main access to Level F, leaving the elevator at area 14 for hauling heavy loads.

The passage is about 3,000 feet long, descending 320 feet to area 4 on Level F. To nondwarves, the passage seems level. Dwarves, however, have an automatic chance to detect the slope.

Tairdo has placed an invisible stalker here to report any intruders using the passage. It behaves in much the same manner as the invisible stalker at area 19 on Level A (page 83).

Invisible Stalker: AC 3; MV 12, Fl 12 (A); HD 8; hp 40; THAC0 13; #AT 1 (buffet); Dmg 4d4; SA -6 penalty to opponents' surprise rolls; SD invisible, opponents who cannot detect invisible creatures suffer a -2 attack penalty; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ L (8' tall); ML elite (13); Int high (14); AL N; XP 13,000.

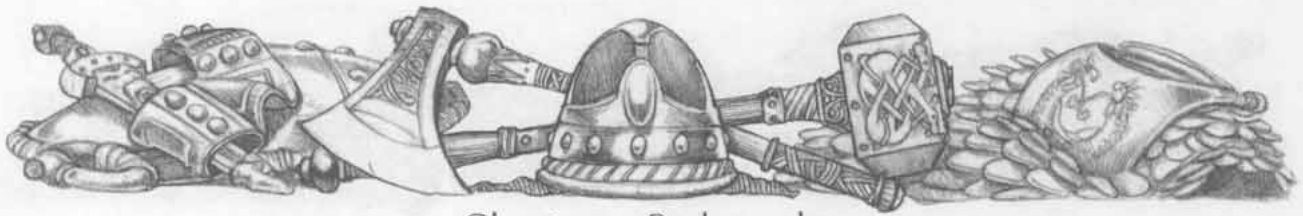
Notes: Can be killed only on the Elemental Plane of Air. Immediately returns to the plane of Air if reduced to 0 hit points or less.

16. Elevator Control Room

The levers in this room look just like the levers in area 21 on Level A (page 83), but the mechanism they control still works.

The levers have three settings: north, middle, and south. Throwing both levers to the north or to the south stops the elevator if it is in motion, and returns it to its starting point. If the elevator is already stopped (or stuck), this action has no effect.

Throwing the levers so one points north and the other south causes the elevator to move up (if it was at the bottom of the shaft) or down (if it was at the top of the



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shaft. It makes no difference which lever is where, as long as they rest in opposite positions.

The door leading to the elevator chamber automatically locks whenever the elevator moves. Once the elevator stops at its destination, moving either lever to the middle setting unlocks the door. If the elevator chamber is at the opposite end of the shaft, the door immediately locks again. Moving both levers to the center has no additional effect.

Moving a lever requires a successful Open Doors roll.

17. Bolt Thrower

This chamber is the source of the bolts for the trap in area 8. The actual bolt-throwing mechanism lies beyond the north wall, but a magazine holding twelve bolts is affixed to the north wall. Two barrels, each holding twelve more bolts, stand in the southwest corner.

Level D: Citadel

The dwarves used this level as a central rallying point in the event that any of the levels fell to invaders. The dwarves could fall back to the level and make a last stand or regroup and attack again. If completely overmatched, a group of warriors could make a last stand while their comrades escaped through area 8.

Map 9: Level D, The Citadel in the Map Book shows the level. The walls and doors on this level contain layers of lead, brass, and iron sheeting that defeat *passwall* and *phase door* spells and any divination effect that extends the senses beyond physical barriers, such as rings of *x-ray vision*, *crystal balls*, *clairvoyance*, and *clairaudience*.

A *glowgem* with 25 charges lies embedded in the wall above each door, always on the outside (the same side as the corridor leading to the portal). All the *glowgems* burn at the torch setting.

Tairdo has recruited a group of derro exiles to man the level's defenses. The wizard sees the derro as deliciously corrupt parodies of dwarves and derives a perverse joy from having them as servants. For their part, the derro are biding their time until their association with Tairdo allows them to capture enough slaves to start a colony of their own. They have received a *mirror of life trapping* as a down payment on their services, and they expect to earn a few more magical items. In the meantime, they enjoy menacing the few goblins who pass by on their daily business.

The derro know little about the stronghold. They entered through Level C and don't recall many details. If captured and questioned, they can give the party only minimal information.





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- This place contains “hundreds” of goblins. A wizard who lives on one of the lower levels runs the place through a goblin king.
- The wizard’s name is Tairdo.
- Tairdo has some bizarre scam to eradicate all dwarves, but not the derro, it seems. He seems to like derro a lot.
- This place functions as Tairdo’s base. He keeps some goblins busy mining iron in the upper levels. Whatever the wizard does there, it doesn’t produce results that are visible here.

The derro remain uncooperative even if roughly handled. If *charmed* or bribed with a permanent magical item, they’ll conduct the party to the elevator at area 6, which leads down to the Level F, where Tairdo dwells.

Though the derro have orders to report any intrusion immediately, they don’t do so (they’re not as reliable as Tairdo thinks they are). If they win an encounter, or at least survive an assault, they send a runner to Level F to carry the news to Tairdo afterward. If defeated, they either die fighting or escape without so much as a look back.

1. Passage to Level B

The passage runs about 890 feet west and descends about 60 feet to area 11 on Level B (see page 86 for details).

2. Guard Posts

These areas have locked doors and water-filled pits similar to the defenses in area 5 on Level C (page 90).

Eight derro warriors man the arrow slits here, and an undersergeant watches from the arrow slit just east of area 5. See area 9 for statistics.

Alert: The levers at area 4 lock and unlock the pits. The derro keep the pits unlocked all the time. They expect people with legitimate business on this level to know the pits are there and to stop and ask for permission to pass before stumbling into a pit. The derro relish the chance to torment passersby and never allow anyone but Tairdo, Akhil, or goblin leaders to pass without some kind of hassle.

The derro feel particularly hostile toward humans and demihumans, even though there are a few in the stronghold. When the party approaches a guard post, the derro fire a warning shot from a crossbow over their heads unless they’re disguised as goblins. If the party returns the attack, the derro cheerfully join battle.

Otherwise, the guards call the savant from area 9A, who uses his *ESP* spell to question the party. If the savant discovers the party’s true nature or intentions, he orders an attack.

Even if the party passes the *ESP* test, the savant demands a password and a toll to allow the party to pass. There is no password, and Tairdo doesn’t allow the derro to charge tolls. If the party tries to comply with either request, the derro attack.

In a fight, the guards fire their crossbows at the closest targets until someone comes within fauchard range. Derro not directly involved in battle carry the word to areas 5 and 9, then return to their posts.

The savant and his two students move toward the fighting, along with half of the off-duty warriors from area 9. The leader, lieutenant, and one sergeant from area 5 also investigate. The remaining derro stay put, ready to lend assistance if the fight goes against the derro or if a new threat appears from another direction.

When the savant and his students from area 9A arrive, they take over the arrow slits and launch a spell assault, starting with *paralyzation* from a student. If anyone becomes paralyzed, the savant uses *wall of force* (or a *wall of ice* from his *wand of frost*) to isolate the victim from his friends, and warriors sally forth to capture the paralyzed character. The derro quickly strip the prisoner of equipment and bind him. That done, the derro drag their prize to area 9 and give him a good look at the *mirror of life* trapping there.

If the party breaks through a door, the savant walls them off with *wall of force* or *wall of ice*. The student savants then cast a few *lightning bolts* through the arrow slits at any foes they can detect.

If a guard post becomes untenable, the derro fall back toward area 9, firing crossbows and using their spells and magical items to whittle down the opposition. If they get a breather, the derro lower their Magic Resistance and the savant throws a *haste* spell on the group.

If the party has put the goblins from area 11 on Level C to flight (see page 94), the fugitives come in a wave up the staircase at area 12 (assuming the party lets them get this far). When they approach the northern guard post, the derro make them stop. They refuse to lock the pit covers and even slay a few goblins with their crossbows. They wickedly and correctly conclude that dozens of panicked goblins provide a barrier that most attackers would have a hard time getting through.

Most of the trapped goblins ascend the stairs at area 11 to Level E, but several dozen cower here. A party approaching the guard post will have to clear them out somehow before they can approach. If the party attacks, the goblins likely will attempt massed overbearing attacks and try to escape to Level E.

Fugitive goblins from Level F have similar difficulties, except that they arrive via the stairs at area 3 and have no ready access to Level E while the guard post remains secure.

DM Note: Only 5-foot lightning bolts work in the corridors. All the corridors prove too short for the bolts, which are 80 feet long. The derro cast them so they originate just beyond the arrow slits.

The derro casting the spell receives his normal Magic Resistance roll. If the roll succeeds, the derro suffers no effect from the bolt, but the bolt is not negated for anyone



Chapter 4: Radruundar

else. If the Magic Resistance roll fails, the derro still receives a saving throw with a +10 bonus and suffers no damage from the lighting bolt if the saving throw succeeds (see page 100).

DM Note: Lowering Magic Resistance is a free action, just like dropping a weapon and drawing a new one (see "What You Can Do in One Round," in Chapter 9: Combat of the *Player's Handbook*). The action occurs *prior* to initiative and stays in effect for the whole round.

3. Stairway to Level F

This staircase descends 260 feet to area 18 on Level F.

4. Levers

These areas contain broadsword-sized bronze levers similar to the small levers in area 4 on Level A (page 68). Throwing a lever up locks the pit covers in the guard post closest to the lever. Throwing the lever down unlocks the same set of pit covers. The levers get considerable use and they work smoothly and easily.

5. Dining Hall

The dwarves once used this chamber as a dining hall and recreation area for the guards assigned to this level.

The derro have converted the room into a barracks for the sergeants, lieutenant, and leader (see area 9 for statistics). The room contains four wrought-iron bedsteads; the mattresses and pillows are stuffed with winged owlbear feathers and the covers are bear hides (worth 25 gp each). An unlocked chest contains assorted adventuring equipment: rope, spikes, candles, pouches, a tinderbox, and similar items.

Alert: If a fight breaks out in area 2, the leader, lieutenant, and one sergeant go to investigate, leaving a sergeant to deal with any other developments.

6. Elevator

This chamber is similar to the elevators on Level A, area 20 and Level C, area 14. The chamber can move upward 120 feet to area 5 on Level E or downward 260 feet to area 22 on Level F. Unlike the elevator on Level C, this one works perfectly, with no chance to get stuck.

The trip to Level E takes five minutes. The trip to Level F takes 10 minutes. The levers in area 7 control the elevator.

Alert: The elevator chamber is almost never here; the goblins in the mines (Level E) use it to transport ore. Roll 1d6 when the party arrives. On a roll of 1–3, the chamber is on Level F, having delivered a load of ore. Otherwise it's on Level E, having returned an empty ore cart.

Because the chamber isn't here, the door to the elevator shaft is locked. The party can force it open or use the levers in area 7.

7. Elevator Control Room

The levers in this room look just like the levers in area 21 on Level A (page 83), but there are two sets of them, and the mechanisms they control still work.

Each lever has three settings: north, center, and south. The western pair of levers controls the mechanism that moves the elevator between here and Level E. The eastern levers control the mechanism that moves the elevator between here and Level F. Only one mechanism works at a time. When a mechanism moves the elevator, the other mechanism becomes disconnected from the chamber and the levers controlling it snap to the center position, indicating that the mechanism is inactive. If a character tries to move an inactive lever, it springs back to the center position when the character lets go.

Throwing both levers in the active pair to the north or to the south stops the elevator if it is in motion, and makes it return to its starting point. If the elevator is already stopped this action has no effect.

Throwing the active pair of levers so one points north and the other south causes the elevator to move away from this level (if it already was on this level) or back to this level (if the chamber is on Level E or Level F). It makes no difference which lever is where, as long as they rest in opposite positions. Whenever the chamber returns to this level, the inactive levers automatically snap north and south, indicating that the mechanism they control has reengaged.

In any case, there is a 2-round delay before the elevator moves; a character who throws the levers and sprints to the elevator can join the other passengers for the trip.

The door leading to the elevator chamber automatically locks whenever the elevator moves. Once the elevator stops at its destination, moving either active lever to the center setting unlocks the door. If the elevator chamber is not at this level, moving both active levers to the center has no additional effect.

Moving a lever requires a successful Open Doors roll.

8. Escape Room

The dwarves built this chamber to provide a last-resort escape route for stronghold residents. The six chutes leading east take characters on a twisting slide more than a mile long to area 1 on Level I (page 169). The slide descends 1,500 feet along the way.

To use the chutes, the dwarves simply jumped into one of the chutes and sped away like a kid on a playground slide; the trip takes only five minutes.

One-way doors placed every 500 feet discourage invaders from climbing the slide. Characters can try to ascend if they wish, but they have to deal with twelve one-way doors (see page 56). Soapstone blocks as smooth as the dwarven hand could make them line the slides, and ascent by nonmagical means short of suction cups isn't possible.



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The chutes are 5 feet high and 5 feet wide; a dwarf can make the descent sitting up. The one-way doors, however, are slightly less than 3 feet high. The doors open automatically when a creature approaches. Creatures more than 5 feet tall must lie flat or hunker down to get through them (assuming they see the doorway looming in the darkness). If they don't keep low, their heads smack the transoms and they suffer 10d6 points of damage. Each time a creature goes low, however, it speeds up a little, adding 1d6 to the damage potential at the next one-way door, to a maximum of 20d6. Excess speed can cause problems at the bottom of the slide, too (see page 169).

9. Barracks

This old dwarven barracks looks much as it did when the dwarves were still in residence. Each small (10-foot) chamber has four dwarf-sized sleeping niches covered with owlbear feather mattresses, a sink with hot and cold running water, and a commode. The derro put all the amenities to good use. Each bed has a bear hide cover worth 25 gp. Four derro warriors live in each chamber, but half of them are on guard in area 2 at any given time.

The areas marked with Ts in the main corridor indicate one-way teleporters leading from Level F; see areas 33 and 36D (pages 128 and 131) for details.

9A. Savants' Quarters: This curtained area is home to a derro savant and his two students. The area has three wrought-iron beds and a chest full of adventuring gear just like the ones in area 5.

A mirror 4 feet high and 2 feet wide hangs on the north wall, directly opposite the entrance. This is a *mirror of life trapping* set to operate automatically. When the party first enters the room, make a surprise roll. If the party is surprised, the lead characters automatically gaze into the mirror and become trapped. The remaining characters can attempt saving throws vs. spell to avoid entrapment. If the party is not surprised, all characters viewing the mirror can attempt saving throws. If the party is forewarned about the mirror (through interrogating a captured derro or peeking past the curtain with a Divination spell) they don't have to roll for surprise and gain a +4 bonus to their saving throws.

The *mirror* contains one occupant, the render, when the party arrives on the level. Tairdo created the beast some time ago and trapped it in the *mirror*. The party can release any characters trapped in the *mirror* by shattering it, but doing so frees the render, too. The ferocious creature attacks the closest being the moment it gets free.

The savant and his students know the command word for the *mirror* but won't willingly reveal it, not even if charmed. If the party demands the command word from a charmed derro, the creature gets a new saving throw vs. the spell. A successful *suggestion*, *domination*, or *ESP* spell can reveal the command word, however.

9B. Under-Sergeant's Quarters: This chamber looks just like the other small chambers, but four under-sergeants live here. One is always on duty in area 2.

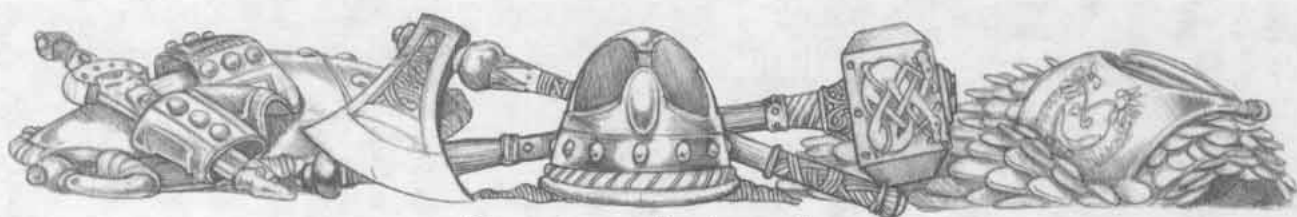
Derro: AC varies; MV 9; HD varies; hp varies; THAC0 varies; #AT 2 (repeating hand crossbow) or 1 (secari or hook fauchard); Dmg 1d3/1d3 or 1d4 or 1d6; SA poison, hook fauchard hits have a 25% chance to pull opponents off balance; SD sharp hearing allows Blind-fighting (only a -2 penalty to attack roll vs. unseen opponents; SW killed by long-term exposure to sunlight; MR 30%; SZ S (4' tall; ML steady (12); Int varies; AL CE; XP varies.

Notes: A derro secari resembles a dagger.

Special Abilities: SA—Type D poison on the crossbow bolts has an onset time of 1d2 rounds. The target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

If a derro hits an opponent with a hook fauchard, roll 1d4. On a roll of 4, the opponent loses his balance and must lose 1 round's worth of actions recovering. If the off-balance opponent stands near a pit, he falls in. The weapon can reach opponents up to 5 feet away (one or two squares on Map 9).

- Warriors (16): AC 3 (derro armor, Dex bonus); HD 3; hp 13 each; THAC0 17 (16 with Dex bonus); Int average (10); XP 420 each.
- Under Sergeants (4): AC 3 (derro armor, Dex bonus); HD 4; hp 18 each; THAC0 17 (16 with Dex bonus); Int very (11); XP 650 each.
- Sergeants (2): AC 2 (derro armor, Dex bonus); HD 5; hp 22 each; THAC0 15 (13 with Dex bonus); Int very (12); XP 975 each.
- Lieutenant: AC 1 (medium derro armor, Dex bonus); HD 6; hp 27; THAC0 15 (13 with Dex bonus); Int high (13); XP 2,000.
- Leader: AC 0 (medium derro armor, Dex bonus); HD 7; hp 32; THAC0 13 (11 with Dex bonus); Int high (13); XP 3,000.
- Student Savants (2): AC 2 (medium derro armor, Dex bonus); HD 6; hp 18 each; THAC0 17 (15 with Dex bonus); Int high (13); XP 2,000 each.
Special Equipment: One *wand of magic missiles* each (charges 45, 30); wands used as wizards (no attack rolls needed).
Spells: First student (6th-level caster)—*lightning bolt*, *paralyzation*; Second student (6th-level caster)—*lightning bolt*, *repulsion*.
- Savant: AC 0 (medium derro armor, Dex bonus); HD 8; hp 36; THAC0 13 (11 with Dex bonus); Int genius (18); XP 5,000.
Special Equipment: *wand of frost* (38 charges), *brooch of shielding* (85 points remaining), *iron flask* (containing a wind walker), *mirror of life trapping*, *spellcache ring (reduce)*, *spellcache ring (haste)*.
Spells: (9th-level caster)—*anti-magic shell*, *blink*, *ESP*, *lightning bolt*, *paralyzation*, *repulsion*, *wall of force*.



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Render: AC -3; MV 24; HD 13; hp 104; THAC0 7; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d10; SA rending, berserk fury, surprise, fear gaze; SD immune to poison, charms, and holds, no damage from weapons of less than +1 enchantment, 1 point of damage per hit from silver or cold iron weapons, regeneration, infravision 60'; MR 30%; SZ L (9' tall); ML fearless (20); Int high (14); AL CE; XP 19,000.

Special Abilities: SA—If all three attacks (claw/claw/bite) hit a single opponent in 1 round, the creature suffers an additional 2d10 points of damage. If the render inflicts 40 or more points of damage on a single opponent in 1 round, the foe must successfully save vs. death magic or die immediately, ripped to bits by the render's attacks (assuming that the damage alone is insufficient to kill the opponent).

If reduced to 51 hit points or less, the render flies into a berserk fury, gaining double attacks, an Armor Class of -4, and regenerating 8 points of damage a round.

Imposes a -2 penalty to opponent's surprise rolls when not encountered on open ground.

Gaze causes *fear*. Opponents looking into the creature's eyes must save vs. paralyzation or become fear struck and unable to act for 1d3 rounds.

SD—Regenerates 4 hit points a round. Only electrical damage can kill the render; the creature must be brought below -10 hit points with at least half that being electrical damage before the render dies.

Wind Walker: AC 7; MV Fl 30 (A); HD 6+3; hp 30; THAC0 13; #AT 1 per creature within 10 feet (whirlwind); Dmg 3d6; SA whirlwind; SD immunities, no damage from weapons of less than +1 enchantment; SW hedged out by *protection from evil*; SZ L (11' long); ML elite (14); Int very (12); AL CN; XP 2,000.

Notes: Communicates telepathically and can detect thoughts within 100 yards.

Special Abilities: SA—Creates a whirlwind that damages all creatures in a 10-foot radius, no attack roll required, no saving throw allowed, inflicts double damage to creatures in gaseous form.

SD—Immune to most spells, with exceptions listed as follows: *Control weather* kills the creature if it fails a save vs. spell. *Slow* inflicts 1d6 points of damage per caster level, maximum 10d6, and the creature is allowed a save vs. spell to reduce damage by half. *Haste* inflicts 1d6 points of damage per two caster levels, maximum 5d6, and the creature is allowed a save vs. spell to reduce damage by half; however, the creature also inflicts double damage for 1 round. *Protection from evil* and solid barriers such as *wall of force* and *prismatic sphere* keep the creature out, but *blade barrier* is ineffective.

Alert: If a battle starts at area 2, the derro remain ready to reinforce their fellows or ambush anyone who

penetrates this far. If at all possible, they coordinate their efforts with the sergeants in area 5.

If forced from here, the derro loose the wind walker from their *iron flask* and try to grab their *mirror of life trapping* from area 9A, reduce it, and escape the stronghold through area 8.

They release the render from the *mirror of life trapping* only as a last resort, as they know the creature is just as likely to attack them as the foe. If hard pressed, they hurl the *mirror* toward the enemy and beat a hasty retreat.

10. Cistern

This area is identical to area 12 on Level B (page 87). The cistern supplies water to the barracks.

11. Stairway to Level E

The staircase ascends 120 feet to area 1 on Level E.

12. Stairway to Level C

The stairs descend 50 feet to a sloping, curving tunnel that leads to area 11H on Level C. See page 95 for details.

Levels E1 and E2: Mines

From here, the dwarves mined a rich lode of iron ore and extracted most of the stone used to line the walls of the stronghold. Large quantities of prime building stone and high-grade iron ore remain.

The mine has two sublevels, as detailed on page 102. Map 10: Level E1, Lower Mines includes areas 1-8. Map 11: Level E2, Upper Mines includes areas 9-17.

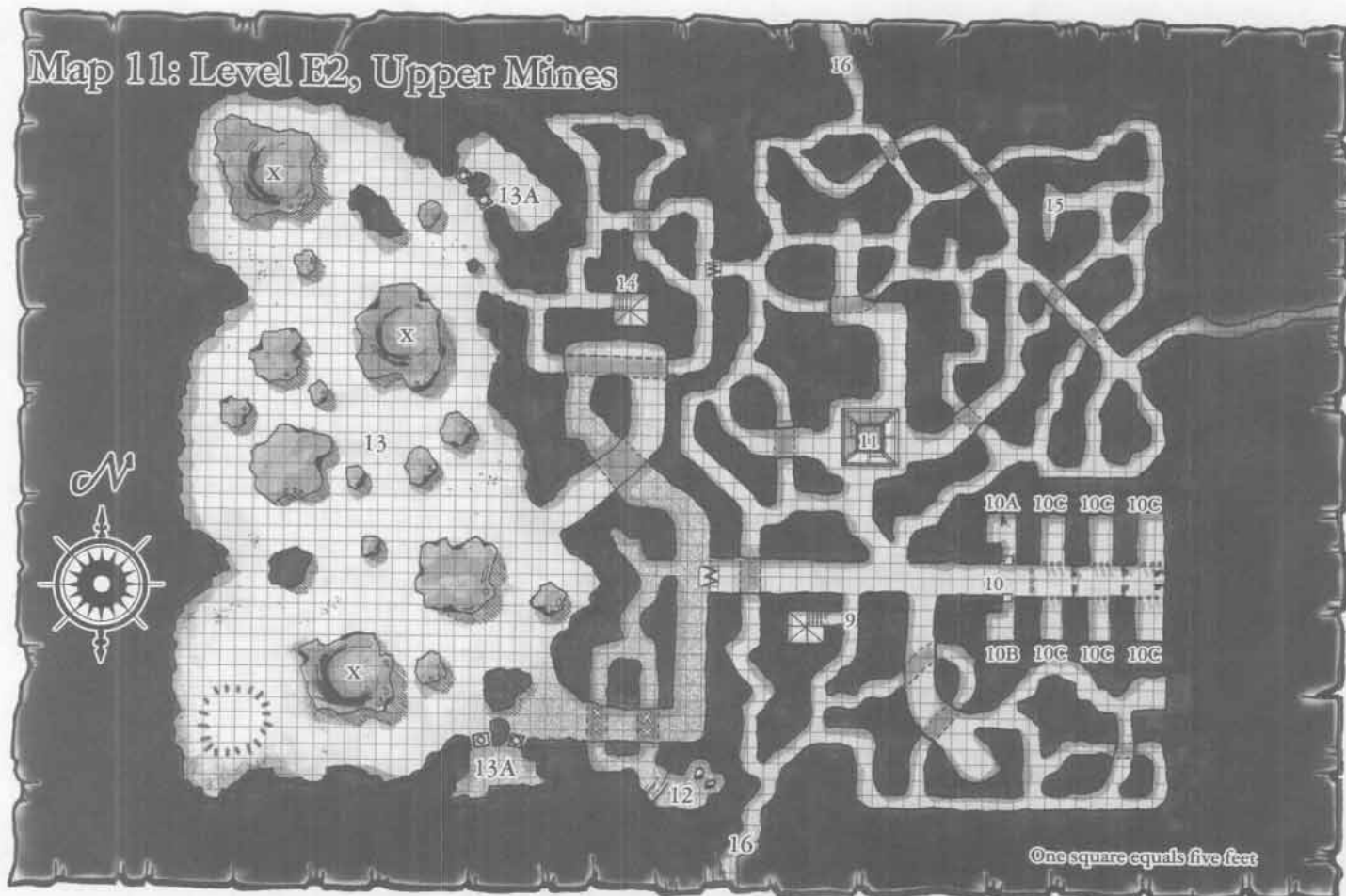
The mines provide a permanent home for a small herd of domestic lizards the dwarves once kept as beasts of burden. Centuries of living wild have made the once-docile creatures bad-tempered and feral—perfect companions for the goblins.

Tairdo also induced three orphaned red dragons to take up residence here. The creatures have become somewhat restless in their shared lair, but regular payments of treasure and a steady supply of lizards for meals keep them fairly happy.

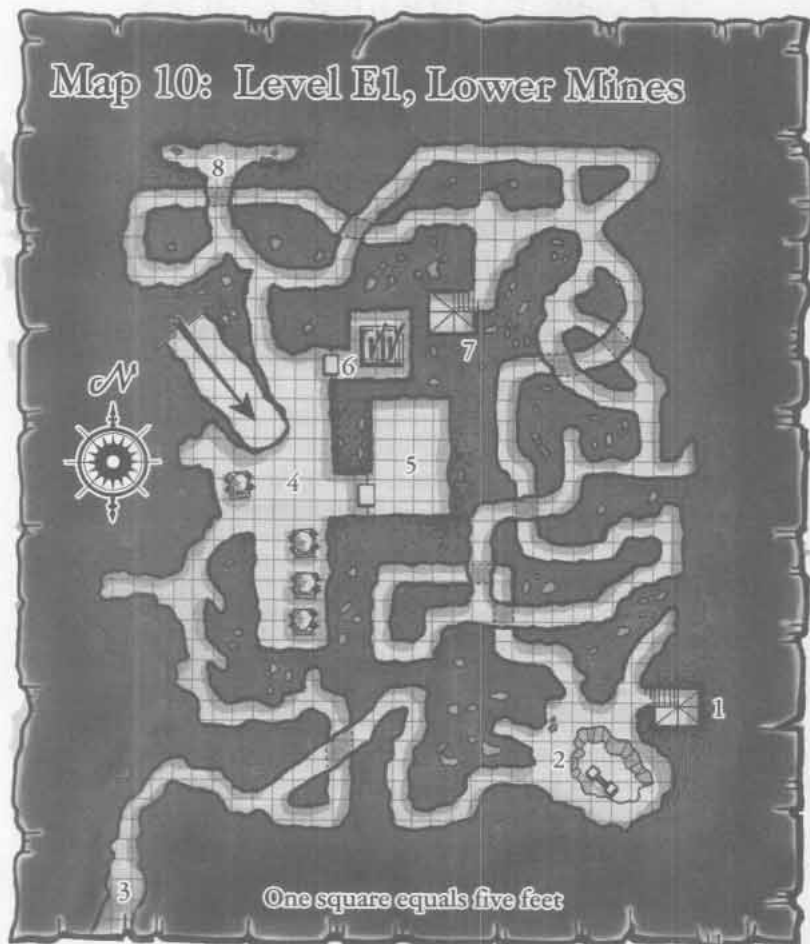
Finally, a lone galeb duhr has recently moved in. The creature bedevils the goblins working the mine, but Tairdo hopes to recruit it for his war against the dwarves, and has not slain it or driven it off. See page 106 for a description of the galeb duhr's campaign against the miners.

Goblins of Redclaw clan (who live on Level F) busy themselves working the mines and hauling the ore down to Level F. The Redclaw miners have declared war on the galeb duhr, and go about armed and armored in hopes of fending it off. So far, they've had no luck with their attacks on the creature (see area 2 for details). They have managed to secure a few *thunderpots* to use against the creature.















Map 11: Level E2, Upper Mines

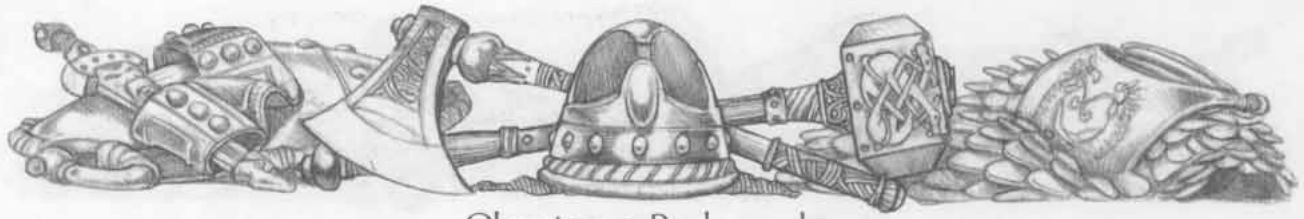


Map 10: Level E1, Lower Mines



Key

-  Boulder
-  Creature Starting Area
-  Door
-  Ladder
-  Levers
-  Mine Car
-  Murder Hole (Floor)
-  Natural Chimney
-  Portcullis
-  Raised Passage
-  Ramp/Chute
-  Spiral Stairs
-  Subterranean Passage
-  Well-Hidden Secret Door



Chapter 4: Radruundar

Goblins and lizards can be found in small groups throughout the mines. Their statistics are presented here.

Goblin Miners (28): *Special Equipment:* thunderpots, see area descriptions.

Large Rockhome Lizards (12): AC 5; MV 15; HD 3+9; hp 21 each; THAC0 17 (14 with +3 attack bonus for size and toughness); #AT 1 (bite); Dmg 1d6+3; SZ L (9' tall); ML average (10); Int semi (2); AL N; XP 175 each.

The goblins can give detailed information about the mines and the Foundry on Level F (area 21) if properly questioned. Beyond that they know little more than which goblins live where, just like the goblins on Level C (see page 88). They have a shallow understanding of the general situation in the stronghold, just as the members of the goblin patrol do (see page 50). Like other goblins of the Roaringwater tribe, the miners carry their meager collections of coins on their persons all the time.

If put to flight, the goblins try to fall back to area 4, where they either escape via the elevator at area 5 or run for the exit tunnel at area 3.

Unless there has been an alarm, any goblins the party meet in the mine are likely to assume the party is a group of mercenaries out wandering around. The goblins demand to know if the party has come to deal with the "boulder monster" (their term for the galeb duhr).

If the party replies in the negative, the goblins command the group to keep out of the way and then return to their work with a grumble.

If the party replies in the affirmative, one goblin leaves his work and conducts the party to area 12, where the galeb duhr was last sighted.

The guide proves extremely talkative and relates everything he knows at the slightest prompting. If the party begins asking questions about Tairdo or Akhil, the goblin realizes they're intruders, and leads them to the dragon lair (area 13) instead.

Most of the tunnels and chambers in the mine are roughhewn stone—the dwarves bent their efforts toward extracting stone and ore, not creating art. All the surfaces are natural stone, mostly gray-blue granite unless noted otherwise.

The 5-foot tunnels are only 5 feet high. The 10-foot tunnels are about 8 feet high. Chambers, unless otherwise noted, are half as high as they are wide. A 20-foot by 30-foot chamber, for example, is 15 feet high.

Characters who are at least 5 feet tall must stoop to pass through the low areas. Stooping characters move at half rate and suffer a -2 penalty to attack and initiative rolls. If they employ thrusting (type P) or small (size S) weapons, the penalty falls to -1.

All the passages twist and turn quite a bit—the dwarves carved them to follow veins of ore. In many cases, two tunnels cross each other. The lower tunnel (indicated by a shaded area) dips slightly while the upper tunnel climbs a bit. In both tunnels, the areas within 40 feet of the crossing have a slope that dwarves can notice if they actively look for slopes and make successful checks. In the upper passage, the grade goes up toward the center of the crossing; the opposite holds true in the lower passage.

1. Staircase

These stairs lead down 120 to area 11 on Level D and up 40 feet to area 9 on Level E2.

2. Pit

You emerge from the cramped tunnel into a fairly lofty (at least by the standards of this place) chamber hewn from the living rock. A ragged hole in the floor seems to be the chamber's only feature beyond a few other low tunnel openings. A flimsy-looking wooden ladder lies propped against the cavity's southwestern lip. An irregular chorus of pings and thumps rises from the depths of the hole.

Not far from the ladder, several filthy leather backpacks, a few fairly bursting at the seams, stand in a crooked row like drunken soldiers after a night on the town.

The pinging comes from a team of ten goblin miners working in the depths of the pit, 50 feet below the chamber. They have two *thunderpots* with them.

The ladder is about 55 feet long and drops almost vertically to the bottom of the pit. The ladder proves every bit as unreliable as it looks; it can support only about 100 pounds of weight. If overloaded it snaps, leaving the climber to plunge 50 feet to the bottom of the pit (5d6 points of damage).

The backpacks contain ore the goblins have dug out of the pit. Three packs are full and hold 30 pounds of raw ore each. Five more contain just a few lumps of rock each. The collection of ore has a negligible value.

The miners have 188 sp between them.

Alert: If no alarm has been raised, the goblins have one sentry in the depths of the pit who looks around for the galeb duhr or the occasional rogue lizard while his nine companions dig.

If the party uses a particularly bright light such as a *continual light* spell, the sentry notices the glow (perhaps even before the party enters the chamber if they keep it out all the time) and warns his fellows. In this case, three goblins keep working while the others stand ready with cocked crossbows and a *thunderpot*. Otherwise, the goblins stay at their work until someone stops to look in the pit. The sentry gives a "who are you?" in goblin.



Chapter 4: Radruundar

If the alarm has sounded—and especially if refugees from Level C have reached the mines—the goblins leave three miners at work in the pit and take up stations in the tunnels leading into the chamber. Two each go to the north, northeast, and west. The remaining goblin stands watch in the dead-end tunnel to the northeast. One goblin in each pair keeps an eye peeled for foes and a cocked and loaded crossbow ready. The other keeps a *thunderpot* ready. The lone goblin in the dead-end tunnel has a crossbow.

All the goblins try to stay out of sight as much as possible. When they note intruders they fire 1 round of missiles, then make a break for the elevator at area 5. If pursued, they make a stand with their fellows in area 4.

3. Exit Tunnel

This tunnel twists, turns, and dips for more than a quarter mile before emerging in the snowfield near Mount Radruundar's summit. About 6 feet of packed snow blocks the opening. A character can clear the blockage in 1d3 rounds.

Alert: Most fugitives from Level C wind up here if they survive long enough. Once outside, they make their way down the mountain and either flee the area or reenter the stronghold through the east entrance.

4. Ore Collection Area

This chamber features a big stone chute connected to the hopper in area 11. Ore dumped in the hopper rattles down the chute, arriving here about a minute later.

The chamber has finished walls and a ceiling 7 1/2 feet high. Near the chute, the ceiling slopes sharply up to a height of 20 feet. The chute, which in cross-section is 10 feet wide and 1 foot high, emerges from the ceiling and runs sharply down; its tip is 8 feet off the floor.

The dwarves used the chute to move ore mined on the upper level down here quickly, and the goblins are doing the same thing, catching the falling ore in steel ore carts of dwarven manufacture. The carts have become a little rusty over the years, but they still work fine.

Each cart has an open-topped steel box 6 feet square and 3 feet deep. A steerable wheel at each corner makes the cart very maneuverable. One man-sized creature or two small creatures can move a loaded cart over smooth, level ground at half speed.

Six goblins are always at work here, collecting ore in the carts, sorting and grading the material, and wheeling loads of ore into the elevator and down to Level F. They make the trip about once an hour. They keep two lizards here to haul the carts; see page 103 for statistics.

The workers have two *thunderpots* and 62 sp between them.

Alert: Once every 10 minutes or so, the goblins in area 11 dump a load of ore in the hopper and the rock clatters

down the chute, making a racket audible in a 100-foot radius from the mouth of the chute.

The goblins concentrate on their work and tend to ignore what's going on around them. They even ignore *fireball* blasts and the like, dismissing the tumult as either an attempt to blast out stubborn ore or a response to a *galeb duhr* attack.

The lizards, however, are wary and note intruders approaching, even if silent. The workers therefore gain a +2 bonus to surprise rolls.

If the workers have received warning of intruders on the level, the goblins make sure the elevator is on this level—they send a runner down to Level D to send the chamber here if necessary. They form a barricade from the ore carts, like wagons forming a defensive circle, and hide behind and in the carts. The goblins gain 75% cover against missiles (–7 attack penalty on incoming missile attacks) and 75% concealment against spell attacks (+3 saving throw modifier). There's room in each cart for three goblins and room behind each cart for three more. The lizards remain outside the barrier and attack any creature that threatens the goblins.

Goblins driven from other areas in the mines try to rally here. If utterly demoralized but not immediately threatened, the goblins take the elevator down to Level F and spread the alarm. If the enemy snaps at their heels, the goblins flee to area 3.

5. Elevator

This chamber is similar to the elevators on Level A, area 20 and Level C, area 14. The chamber can move downward 120 feet to area 6 on Level E (and from there on down to Level F. Unlike the elevator on Level C, this one works perfectly, with no chance to get stuck.

The trip to Level E takes 5 minutes. The levers in area 6 control the elevator.

6. Elevator Control Room

A pair of tarnished bronze levers as thick as human forearms and perhaps 3 feet long rise from long slots, which run north and south in the center of this room's floor. Each lever ends in a paddle-shaped handle perhaps 4 inches long and fitted with a curved trigger that springs from the handle's main shaft. The whole arrangement looks like an elongated mitten.

The levers work just as described in area 7 on Level D (page 99), except that there is only one set.

DM Note: If the goblins on this level try to escape using the elevator (see the *Alert* section in the area 4 text), the party can recall the elevator by working the levers, but they can no longer do so if the chamber descends beyond Level D.



Chapter 4: Radruundar

7. Stairs to Level E2

The stairs ascend 40 feet to area 14 on Level E2.

8. Mine Face

Eight goblins are hard at work here digging out a rich lode of ore. The whole north wall of the chamber contains high-quality ore. A lizard stands by to carry the ore to area 4. The goblins have two *thunderpots* and 80 sp between them.

In a fight, the miners can swing at the ceiling instead of the foe. The attack dislodges loose stone in a 5- by 10-foot area starting in front of the goblin and extending directly away from him. Creatures caught in the rockfall suffer 1d8 points of damage. A successful saving throw vs. breath weapon reduces the damage by half. The goblins can make three such attacks before they shear away all the loose rock in the area.

Alert: The miners tend to ignore goings-on elsewhere in the mine. The lizard notes any approach to the area, as described in the *Alert* section of the area 4 description. If they hear an alarm, the miners make their way to area 4.

9. Staircase

The stairs descend 40 feet to area 1 on Level E1.

10. Stable

The dwarves built this area to house their herd of lizards. The goblins use it for the same purpose. The area has walls of dressed stone and ceilings 10 feet high.

10A. Mechanism Room: This chamber has a small lever in the north wall that raises and lowers the portcullis to the east.

10B. Storage Room: This room's west wall is draped with a tangle of harnesses and packs for the lizards. The whole mass hangs from a few overloaded hooks. The slightest touch brings it tumbling down.

A mixed pile of fungi and animal carcasses (lizard feed) lies heaped against the east wall. The mass reeks of decay; a search or vigorous prod releases a toxic mass of dust and spores. Everyone within 5 feet must attempt saving throws vs. poison. Failure results in 2d4 points of damage and the loss of 1 point of Dexterity and Constitution for 8 hours (or until cured). The goblins are immune to the effect.

Neither the harnesses nor the feed is a trap.

10C. Stalls: Each of these areas has a floor covered with clean sand. Levers in the walls outside the chambers raise and lower the portcullises fronting the chambers.

A mated pair of lizards occupies each of the northern chambers. The three southern chambers stand empty.

The resident lizards are accustomed to either a feeding or a temporary release from their chambers for exercise

when anyone visits the area. If neither service is forthcoming within 1 round, the lizards hiss and snap. Their long necks can reach through the bars and attack people standing next to the portcullises.

In any case, the lizards are accustomed to goblins and attack any other creatures they see if they get the chance.

The female lizard in the center north chamber has laid a clutch of three eggs and buried them in the sand. These eggs have a market value of 400 gp each. If captured and cared for, the female will lay four more eggs during the next week.

Alert: The goblins at areas 11 and 15 investigate any disturbances here.

If an alarm has sounded, the goblins at 11 open all the portcullises. The lizards (including the two from area 11) tend to stay in this area but attack any nongoblin they see or scent.

11. Ore Chute

The dwarves devised this area to move ore to the lower level quickly. It still serves that purpose. The chamber contains a hopper about 15 feet square at the top. The hopper narrows into a chute that winds its way down to area 4 on the lower level. Almost anything thrown into the hopper emerges in area 4 about a minute later.

Creatures no bigger than size Large can descend the chute, suffering 3d6 points of damage when they fly off the end of the chute and hit the floor (or a cart full of ore). Bigger creatures get stuck in the bottom of the hopper, about 15 feet below floor level, and suffer 1d6 points of damage.

Two goblins are always on duty here along with two lizards. When miners from other areas arrive with loads of ore, these goblins take charge of the lizards carrying the load and send an unburdened lizard back. A new load arrives every 10 minutes or so.

The goblins have one *thunderpot* and 20 sp between them.

Alert: The goblins investigate any disturbance in area 10. They don't look kindly on anyone who "disturbs" the lizards and threaten all manner of dire retributions on characters who attacked them. If the party has removed the eggs and left visible evidence of the deed, the goblins realize they are looters and pitch their *thunderpot* at the group before fleeing to area 4.

If an alarm sounds, the goblins raise all the portcullises in area 10, then run to area 4, leaving their two lizards in area 10.

12. Galeb Duhr Chamber

The galeb duhr mentioned in the introduction to this section has stopped here to rest a bit. It leans against the chamber's south wall, singing to itself. The sound sounds something like a soft, melodious landslide. The characters



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can hear the song when they approach within 60 feet of the chamber.

The ledge at the chamber's western end rises 40 feet above the level of the tunnel. Rogues can scale the ledge automatically. Other characters must make climbing checks if they can't ascend by magical means. The ledge offers abundant handholds (see the "Climbing" section in Chapter 14: Time and Movement of the *Player's Handbook*). The chamber has 15-foot-high ceiling.

The galeb duhr has become annoyed with the goblins because they dump their waste rock on the mountainside, spoiling the beauty of the place. It is also disturbed by the snowcap on the summit, which it knows is not natural.

Whenever the goblins dump a new load of rock onto the mountain, the galeb duhr spends a day or three erasing the damage as best it can, then moves into the mine to harass the goblins.

The creature is too large to move through the 5-foot passages, but its controlled boulders usually can. The galeb duhr also occasionally uses its *stone shape* ability to temporarily widen passages, narrowing them again as it passes. It moves through the mine at a glacial pace, blocking off the passage it occupies. It uses its boulders and spell-like abilities to keep the goblins at a distance. During these trips, the galeb duhr sometimes reroutes whole tunnels using *stone shape*, *wall of stone*, and *transmute rock to mud*. The creature hopes the pranks will induce the goblins to abandon the mine.

When the PCs meet it, the galeb duhr stops its song and mumbles something about the party not belonging here. It speaks Common, but only very slowly. It wishes to be left alone but offers the party a "fortune" in gems if they roust out all the goblins. If the party asks how much a "fortune" is, the galeb duhr doesn't rightly know—money is a foreign concept to it.

The galeb duhr carries seven gems within its body, but won't admit it. The trove includes two base 10 gp gems (malachites), one base gp gem (jasper), two base 100 gp gems (chrysoberyls), one base 1,000 gp gem (opal), and one base 5,000 gp gem (star sapphire).

If the party refuses the galeb duhr's offer, it dismisses the characters with an angry hiss that sounds like gravel rattling in a barrel. If the party doesn't leave, the creature attacks (see below).

If the party accepts, the galeb duhr agrees to leave payment on the east side of the summit at sunrise within one week after the job is done. The creature considers the job done if all goblins vanish from the mines and do not reappear for at least a week. The galeb duhr refuses to alter the conditions of the deal—the party must take it or leave it.

If the party agrees to the deal and fulfills the bargain, the galeb duhr leaves the gems on the summit one night, in a spot where the rising sun can strike the trove. The sun makes the gems blaze, even on an overcast day.

The galeb duhr will answer a few questions if the party agrees to remove the goblins; however, it knows next to nothing about the stronghold. It relates:

- *When I was a little galeb duhr, dwarves lived in this place. They were careful miners. The ugly runts and the crazy wizard live here now.*

In a fight the galeb duhr uses its boulders to deal with party warriors while it casts *transmute rock to mud* over the party's heads. The spell converts a column of rock in the ceiling 20 feet square at the base and 400 feet high. Anyone standing underneath is showered with tons of mud.

Characters struck by the mud must save vs. breath weapon at a -4 penalty. If the saving throw succeeds the character suffers 2d10 points of damage. If the roll fails, the character suffers 4d10 points of damage and is carried 15 to 25 feet north of the chamber and over the ledge, to one of the points marked with hollow Xs (these spots mark low points where the 5-foot tunnels pass under the 10-passage). The entire shaded area on Map 11 fills with mud from floor to ceiling.

Characters swept away with the mud find themselves immobilized and must hold their breath until rescued. A rescue by any means short of a *wish* proves impossible unless the party removes the mud somehow. A *move earth* spell, for example, could push the mud out of the way. The party also could drain off the mud by driving a new tunnel from the face of the ledge to the tunnel at area 16, perhaps with multiple *passwall* spells.

In any case, the galeb duhr uses *wall of stone* next, placing the barrier between itself and the party. If that's not possible, it attacks physically instead, waiting for an opportunity to *wall* itself off. Once it does so, it uses *passwall* to escape to area 16 and exits the mine.

DM Note: A successful *dispel magic* turns the mud into sandstone, which traps buried characters even more securely; however, spells such as *passwall* and *stone to flesh* can then penetrate the stone. *Part water* and *lower water* don't affect the mud. *Transmute water to dust* converts the wet mud to dry dust, but that doesn't free trapped characters.

Galeb Duhr: AC -2; MV 6; HD 10; hp 50; THAC0 11; #AT 1 (bite); Dmg 4d6; SA spell-like abilities, boulder control; SD immune to lightning and normal fire, +4 saving throw bonus vs. magical fire; SW -4 saving throw penalty against cold-based attacks and double damage from those attack; MR 20%; SZ L (11' tall); ML fanatic (17); Int very (12); AL N; XP 10,000.

Special Abilities: SA—Boulder control has a range of 60 yards. Controlled boulders can fight: AC 0, MV 3; HD 9; hp 45 each; THAC0 11; #AT 1; Dmg 4d6.

Spell-like Abilities (at 20th level): at will—*stone shape*; once a day—*move earth*, *passwall*, *transmute rock to mud*, and *wall of stone*.

Alert: The galeb duhr ignores most activity outside its chamber. If the party spends more than 1 round scaling the ledge, the creature hears them coming and cannot be surprised.

13. Dragon Lair

This chamber seems enormous after the confining tunnels you crawled through to get here. In fact, the space is so large you can't see all of it. The ceiling looks to be maybe four or five times the height of a tall man. The walls, floor, and ceiling look fairly rough, but the cuts in the stone seem more square than what you've seen elsewhere in this area.

A veritable forest of mushrooms, some smaller than a halfling's thumb and others as big as dwarves, carpet the floor. Numerous freestanding pedestals of fissured stone reach up through the fungi and rise two-thirds of the way to the ceiling. Most are small, no bigger around than modest tree trunks, but a few loom larger than cottages.

The dwarves quarried most of their building stone here. Later, they transplanted the mushrooms here to provide a paddock for their lizards.

The shafts consist of stone too badly cracked for use in building. At one time, these columns ran all the way to the ceiling, which is 25 feet high. Tairdo ordered them cut down to a height of 18 feet to serve as perches for the chamber's current tenants, a trio of very young red dragons. Tairdo killed their mother soon after moving in, but subdued the youngsters. He has since persuaded the three to stick around by giving them substantial payments of treasure and regular meals of live lizards and freshly killed game.

The dragons spend their most of their time snoozing atop the larger pedestals, one dragon at each location marked with an X. Each dragon has a small, comfortable (for a dragon) bed of treasure. The pedestal tops are slightly concave, rendering the dragons invisible to anyone looking up at the top.

The northern pedestal (where the 52-hit-point dragon lies) has 1,200 cp, 1,200 sp, 1,200 gp, 100 pp, three base 50 gp gems (carnelians), a gold ring set with a ruby (value 8,000 gp), a *potion of heroism*, a *potion of healing*, and a *potion of climbing*.

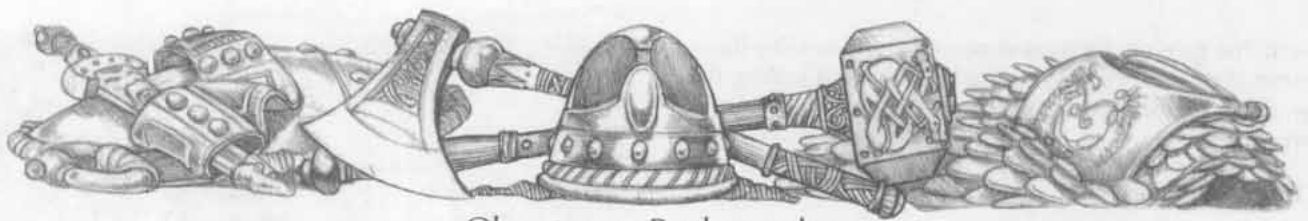
The center pedestal has 1,000 cp, 1,000 sp, 1,000 gp, 50 pp, three base 10 gp gems (banded agates), and a *potion of clairvoyance*.

The south pedestal has 1,000 cp, 1,000 sp, 1,000 gp, 50 pp, three base 10 gp gems (banded agates), and a *potion of longevity*.

In a fight, the dragons take wing and try to smother foes with their breath weapons. When not using breath weapons, they prefer to make swoop attacks or reach down from the tops of the pedestals to deliver bite attacks. They use their jumping to spring between pedestals if flight proves impractical. They avoid melee combat.

DM Note: Dragons can perform a wingover maneuver to make a single turn of 120 to 240 degrees. They cannot gain altitude during a round when they make a wingover, but they can dive. Otherwise they can turn only 90 degrees in a round. When flying, they must move at a rate of at least 15 to stay airborne.





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A swoop attack is a diving charge made with the claws. The dragon gains a +2 attack bonus, but suffers no defensive penalty.

The dragons can traverse up to 30 feet with a single jump.

13A. Lizard Pens: The dwarves built these areas as holding areas for young lizards. The barred doors are squeaky but still open with successful Open Doors rolls.

A peek through the bars in either reveals what looks like a low mound of golden coins. Each mound actually consists of 8,000 gold-plated copper coins. A colony of yellow mold grows among the coins. Both colonies are large enough to be sentient, but have learned not to harass the fire-breathing red dragons with their *suggestion* abilities. They bide their time until they can lure other prey to its doom.

Their favorite tactic with *suggestion* is to wait until an intruder gets into battle with the red dragons. The colony then *suggests* that the beleaguered creature slide into the pen and hide under the coins. This very reasonable *suggestion* carries a saving throw penalty of -3. Anyone actually hiding in the coins must make saving throws against the mold's spores each round until rescued.

Young Red Dragons (Dragon, Chromatic, Red) (3): AC -1; MV 9, Fl 30 (C), Jp 3; HD 11; hp 52, 50, 50; THAC0 9; #AT 3 (claw/claw/bite); Dmg 1d10+2/1d10+2/3d10+2; SA breath weapon; SD detect invisible objects and creatures within a 20-foot radius, immune to fire; SZ H (20' bodies); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

Special Abilities: SA—Breath weapon once every 3 rounds: cone of fire 5 feet wide at the dragon's mouth, 90 feet long, and 30 feet wide at the far end (creatures within the cone suffer 4d10+2 points of damage, save vs. breath weapon for half).

Spell-like Ability (at 11th level): three times a day—*affect normal fires*.

Yellow Molds (2): AC 9; MV 0; HD N/A; hp n/a; THAC0 n/a; #AT n/a; Dmg n/a; SA poison, *suggestion*; SD affected only by fire; SW killed by sunlight, *continual light* causes dormancy for 2d6 turns; SZ H (20' diameter); ML n/a; Int not ratable (0); AL N; XP 175 each.

Special Abilities: SA—Spore cloud can be projected at will up to 60 feet from the mold colony and requires a save vs. poison to avoid instant death. Characters killed by the spores must receive a *cure disease* and a *resurrection* spell within 24 hours to restore life.

Can sense intelligent creatures within 60 feet and issue a *suggestion* twice a day at the same range. Characters subjected to the *suggestion* must attempt an Intelligence check in addition to the saving throw; failure results in the permanent loss of 1 point of Intelligence.

Alert: The dragons usually ignore any activity outside this chamber (though if mud from a *transmute rock to mud* spell cast in area 12 flows in here they get hopping mad).

Though they spend most of their time sleeping, the dragons keep their ears open and note any entry into their chamber, even if the intruder is invisible and silent. In the latter case, the dragons will not know exactly where the intruder is until they can get the creature within range of at least one dragon's *detect invisibility* power.

If not angry, the dragons try to extort treasure from any visitors. They speak in deepest voice they can and demand a mound of treasure placed at each large pillar in the room. If a visitor does not comply, the dragons attack.

If angry, the dragons simply attack.

Note that a mudslide from area 12 buries the yellow mold colony in southern lizard pen, rendering it harmless unless the party digs it out.

14. Staircase

The stairs descend 40 feet to area 7 on Level E1.

15. Mine Faces

This area is just like area 8. As in area 8, a team of eight goblins works here digging out ore, with a lizard standing by to carry the ore to area 4 on the lower level. The goblins have two *thunderpots* and 83 sp between them.

In a fight, the miners can swing at the ceiling instead of the foe. The attack dislodges loose stone in a 5- by 10-foot area starting in front of the goblin and extending directly away from him. Creatures caught in the rock fall suffer 1d8 points of damage. A successful saving throw vs. breath weapon reduces the damage by half. The goblins can make three such attacks before they shear away all the loose rock in the area.

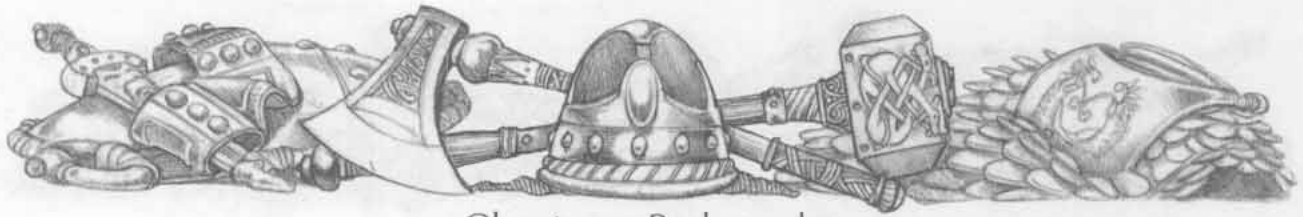
Alert: The miners tend to ignore goings-on elsewhere in the mine. The lizard notes any approach to the area, as described in the *Alert* section of the area 4 description. The lizard also notes anything amiss in area 10, prompting miners to investigate.

If they hear an alarm, the miners make their way to area 4.

16. Exit Tunnel

These areas are similar to area 3.





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Level F: Main Level

This level was the heart of the dwarven community; the bulk of the population lived and worked here. The area also served as the seat of government and storehouse for the stronghold. Map 12: Level F, Main Level in the Map Book shows the area.

Tairdo and Qamhuul have claimed the former dwarven palace (areas 26–39) as their own. Three clans of Roaring-water goblins—the Bustedhs, the Stonefingers, and the Redclaws—make their homes on the level as well.

The Bustedhs and Stonefingers keep a close watch over everything, and they allow no strangers to pass without checking their credentials. They quickly attack if any threat looms.

The goblins do their utmost to halt intruders before they can reach the level's interior. They try to bring reinforcements if a battle goes against them. Guards are not easily fooled into letting invaders pass without a fight. If an alarm has been raised, all guards shoot first and ask questions later.

If the party can get slip onto the level unnoticed, they can move about in reasonable freedom if they pose as goblins. They merely have to look like they're on some important errand—loiterers are challenged. Even after an alarm has been raised, a group posing as a unit of guards marching off to an assignment won't draw much notice.

If defeated in battle, the goblins fall back toward the palace and make a stand in areas 26 or 27. If forced from there, they try to use the teleporter in area 33 to escape.

The Redclaws aren't as enthusiastic when it comes to defending the level. They jealously guard their home but don't look for trouble; see the *Alert* section in the area 15 description for details.

Captured goblins prove very stubborn and give mostly the same information as prisoners taken from the goblin patrol (see page 50). If the party asks how to escape the level, the goblins direct them to the elevator at area 22B. They know how to stop the elevator and hope to delay the party long enough to send word to the palace.

The Bustedhs and Stonefingers know the stronghold well, but they pretend not to. If pressed for information, they recite which clans live where (see page 61) but seem to have difficulty recalling how to reach them (although they're *sure* the elevator can take the party there).

The Redclaws know this level and the Mines (Level E) reasonably well, but don't know much about the rest of the complex. Most Redclaws have visited the West Barracks on Level A (area 7), the Forum on this level (area 19), and the Tavern on Level H (area 27). They can describe these places in vague detail, but not clearly enough to allow teleporting.

All of the goblins living on this level have been warned to stay well away from the Vault (area 8); the goblins know that only King Akhil or his wizard can enter the chamber

without meeting a dire fate. All the foregoing is part of a ruse Tairdo and Qamhuul have devised.

1. Guard Posts

The dwarves created these areas as backup defensive positions to be used in case the defenses at the east and west entrances failed. They never had occasion to use them.

The goblins use the areas as internal checkpoints. A dozen archers, six skirmishers, three sergeants, a lieutenant, and a messenger of the Bustedhs clan remain on duty at each guard post all the time.

Every goblin carries his personal treasure with him. The warriors have 12 sp each. The sergeants have 12 sp, 4 gp, and two base 10 gp gems (turquoise) each. The lieutenants have 15 sp, 6 gp, and two base 50 gp gems (moonstones) each. The skirmishers have 8 sp each. The messengers carry no treasure.

The two areas have vaulted ceilings 20 feet high. Portions of the main floor are covered with defensive matting, which conceals other traps as indicated on Map 12.

The pits are 20 feet deep and have spiked bottoms. A fall into a pit inflicts 4d6 points of damage (2d6 from the fall and 2d6 from the spikes). The spikes have been treated with type C poison (onset time 1d4+1 rounds, the recipient suffers 25 points of damage if he fails a saving throw vs. poison or 2d6 points if the saving throw succeeds). If the victim can break his fall (with a *feather fall* effect or similar method), he still strikes the poisoned spikes and suffers 1d6 points of damage plus the effects of the venom.

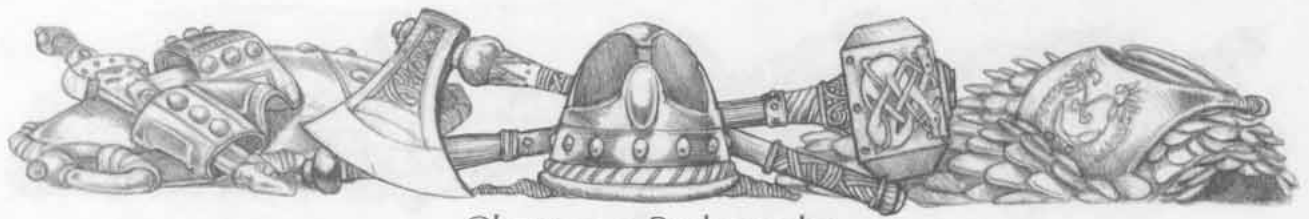
1A. Arrow Slits: The bottoms of the arrow slits are about 10 feet from the main floor. The twelve goblin archers and their sergeants (who occupy the corner arrow slits) stand ready to fire on intruders. The lieutenant and the messenger wait with one of the sergeants.

1B. Cul-de-Sacs: The dwarves constructed these areas to confound and trap invaders. Intruders unfamiliar with the stronghold could enter these passages and find themselves trapped behind the one-way doors, where the dwarves could deal with them at their leisure.

The walls and doors in these areas contain layers of lead, brass, and iron sheeting that defeat *passwall* and *phase door* spells as well as any Divination effect that extends the senses beyond physical barriers, such as *rings of x-ray vision*, *crystal balls*, *clairvoyance*, and *clairaudience*.

The cul-de-sacs serve a similar purpose for the goblins. The goblins also use them as sally ports to help defeat attackers trying to push past the guard posts.

Three goblin skirmishers armed with *thunderpots* stand ready at the mouth of each cul-de-sac, keeping an eye on the main chamber through peepholes in the secret doors. If a fight develops, the trio rushes out and throws their *thunderpots*.



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The skirmishers aren't likely to survive the maneuver, but they've been specially selected for their inability to understand the consequences they face.

1C. Guard Post Exits: These secret doors are locked with a mechanism controlled by a lever in area 6. The lock has no keyhole and cannot be picked, though a *knock spell* or *chime of opening* can open it. The doors have Armor Classes of -3 and can sustain 100 points of damage before collapsing.

The clue "The exit east is best" from Farvak's rhyme refers to the secret door in the western guard post. Once through this door, the party should follow the 10-foot passage north, continuing north at intersection between area 7 and 9 and bearing east at the bend near area 8. Hence the clue "Now let your left hand guide as you go forth, but keep to the full and wide. At the crossing, go north."

Goblin Guards (24): spears, Dmg 1d6.

Goblin Skirmishers (12): use **Goblin Guards** stats, AC 8 (leather armor). *Special Equipment:* One *thunderpot* each.

Goblin Sergeants (6)

Goblin Lieutenants (2): *Special Equipment:* two *thunderpots*, *spellcache ring (dispel magic)*, *potion of giant strength*.

Goblin Messengers (2), use **Goblin Children** stats.

Alert: The goblins here take their guard duties seriously, and they're on the lookout for tricks. If the party enters openly, the lieutenant calls them to a halt and demands to know their identities and business. If an alarm has been raised, the lieutenant orders an immediate attack.

Most attempts at bluffing fail unless the party comes up with something that eases the guards' suspicions. A quick *charm person* or *suggestion* spell on the lieutenant will convince him the party is okay, though one of the sergeants immediately dispatches a runner to area 12 to warn the leaders that something is amiss. A *mass charm* spell could solve the latter problem neatly.

Even groups posing as goblins or mercenaries draw an immediate attack unless they spin some tale that makes the guards think they might be legitimate visitors. The sorts of tales that work depend on where the party is located, as follows. Clever players might come up with any number of similar ruses.

- Groups entering the west guard post can claim to have been visiting Tairdo's pets.
- Groups entering either guard post can claim to have taken prisoners. *Note:* This works only if the group contains a few unarmed and unarmored individuals posing as prisoners and a few individuals posing as goblins.
- Groups entering the east guard post can claim to be on their way down to the Tavern (Level H, area 27) for a drink. *Note:* The entire group must pose as goblins for the ploy to work.
- Groups entering either guard post might pose as defeated goblin troops fleeing from an assault on Levels A or C. *Note:* The lieutenant summons the captain from area 12,

who questions the faux goblins at length about the enemy. He probably discovers the ruse (see below). If the party can't give the correct goblin names for the area from which they're supposedly fleeing, the captain detects the ruse and orders an attack. If fooled, the captain eventually orders the "goblins" back into the fray. A well-placed *charm* or *suggestion* spell convinces the officer to leave the group behind while troops march in the direction the party came.

- The goblins know about the invisible stalkers stationed on Levels A and C. When the creatures arrive at the guard posts, they fly directly to the exits and knock loudly three times. A flying and invisible character could perform the same trick. *Note:* The guards realize invisible characters aren't invisible stalkers if they leave tracks in the defensive mat, fall into pits, blunder about looking for secret doors, arrive with visible companions, or engage in long conversations with other invisible characters.

In any case, the guards will not let the group pass without a confirmation from their superiors. The lieutenant immediately dispatches his messenger to area 12 to inform his captain of the party's presence. The captain returns about a turn later to question the party, bringing a cleric with him. A *know alignment* spell from the cleric might end the party's charade immediately. If the spell gives no result, resolve the questioning as explained on page 62 of this book, but use the *Threatening* column on Table 59: Encounter Reactions in the *DUNGEON MASTER Guide*.

If a fight breaks out here, the leaders direct volleys of missile fire at the invaders and send their messenger to area 12 for reinforcements. Before the goblins suffer any losses or receive any reinforcements, each volley covers a 10-foot by 15-foot rectangle and inflicts 1d6+6 points of damage.

If the party doesn't stop the messenger, the captain in area 12 arrives 1 turn later with a cleric and eighteen elite warriors.

If the party enters one of the cul-de-sacs and is trapped behind the one-way doors, the goblins simply wait for them to come back out. Troops from area 12 open the secret door leading into the cul-de-sac and form a pike hedge in the outer section (between the secret door and the first one-way door). Qamhuul/Akhil and the mercenaries from area 39 wait in area 1, waiting to attack if the party breaks through the spear hedge. Meanwhile, Tairdo leaves his palace and takes a position at one of the arrow slits in area 1.

The goblins lock the pit covers while Akhil remains in area 1, but unlock them if Akhil leaves. See pages 19–21 for a description of the tactics Qamhuul and Tairdo use.

2. Elevators

These chambers are similar to the elevators on Level A, area 20 and Level C, area 14.

2A. Disabled Elevator: This room once moved between this level and Level A via a 200-foot shaft. Age and disuse



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have stranded the chamber here at the bottom of the shaft. See Level A, area 20 for details. Area 5A contains the controls for this elevator.

2B. Elevator to Level C: This chamber moves 3,000 feet along a sloping passage to area 14 on Level C. The chamber is similar to the elevator on Level A.

The chamber usually rests on Level C and tends to get stuck; see page 96 for details. While the chamber lies on Level C, the door here remains locked. The levers in area 5B operate the door and elevator.

3. Stairwell

The stairs ascend 200 feet to area 19 on Level A. The steps have several dangerous slippery spots. See page 83 for details.

4. Passage to Level C

This sloping passage leads about 3,000 feet to area 15 on Level C. See page 96 for details.

5. Elevator Control Rooms

The levers in these rooms look just like the levers in area 21 on Level A (page 83).

5A. West Control Room: These levers once controlled the elevator in area 2A; they have become completely inoperative.

5B. East Control Room: These levers work just as described in area 16 on Level C. They control the elevator at area 2B. Once someone throws the levers, the elevator moves a minute later. A character with a movement rate of at least 12 can just reach the elevator after throwing the levers, provided he wins an initiative roll and encounters no delays along the way.

6. Machinery Rooms

These areas each contain two floor-mounted levers that look just like the levers in area 21 on Level A. They control the pit covers in the guard posts (area 1) and the exits to guard posts (area 1C). Each set of levers controls the features in the closest guard post.

The western lever in each pair controls the pit covers. The lever has two settings: open (north), which unlocks the covers and closed (south), which locks them. The goblins normally keep the covers unlocked.

The remaining lever in each pair controls the door, and has three settings: close and lock (north), which makes the door slam shut (if open) and lock tight; unlock (center), which unlocks the door but does not open it; and open (south), which makes the unlocked door swing open. These levers get quite a bit of use and open easily.

Alert: One of the guards from area 1 has to leave his post to come here and operate the levers.

7. Family Quarters

Four families of dwarves once lived in these areas. Each apartment had a parlor, kitchen, workshop, master bedroom, and several smaller sleeping rooms. Each family had a private bathing chamber with hot and cold running water and a commode.

The Stoneflinger clan occupies the apartments now. The goblins ignore the dwarven amenities and have removed most of the doors between the chambers to create large living areas thickly carpeted with bedding.

More than 50 goblin warriors and almost 150 females and children call this area home. The bulk of the females and children share quarters with the warriors in area 7B, with the remainder crowding into the unlabeled rooms.

7A. Guard Posts: Four warriors always stand watch at each of these locations, keeping a sharp eye on the main corridor beyond. They attack without hesitation if nongoblins approach; if an alarm has sounded they attack any stranger they see, even goblins.

If no alarm has sounded and the party masquerades as goblins, the guards assume the newcomers have come to gamble, swap goods, or maybe do some gambling. They demand to know the visitors' business and expect gifts of food or drink.

The guards attack if the party does not present an appropriate gift. Otherwise, they summon their captain from area 7F, who arrives after 5 minutes. The captain questions them in some detail. Use the procedure described on page 110 to handle the negotiations.

The Stonefingers really aren't interested in trading and are unwilling to gamble or go off to tour the stronghold with strangers. If the encounter reaction roll gives a *friendly* result, however, the captain offers the faux goblins a half-day's hospitality in return for a payment of 20 sp.

The goblins keep dented brass horns at the guard posts. When blown, they create flat notes audible in a 240-foot radius within the dungeon. The horns have no monetary or musical value.

7B. Sleeping Chambers: Four off-duty warriors sleep in each of these chambers, along with about twenty females and children. Each group of warriors has 95 sp between them.

7C. Larders: Except for their larger size, these chambers are just like area 14D on Level A (page 76).

7D. Cleric's Chamber: The clan cleric, two females, and five children live here. The females spend most of their time doing domestic chores in the small antechamber to the southwest. The cleric spends most of his time in here, lounging with one of the females or meditating; however, there's a 25% chance he has gone down to the prison on Level H (area 5) for a few hours.



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The cleric and his mates sleep in a battered, filthy four-poster bed looted from a distant town. A pile of rags provides a sleeping place for the children. The cleric keeps a huge cat-o-nine tails displayed on the east wall. The cruel-looking whip has red and yellow stripes and is more than 20 feet long—too large for the cleric to wield. It serves as an idol dedicated to the goblin deity Khurgorbaeyag.

A locked chest (the cleric has the key) stuffed under the bed contains various bits of personal gear (including two red-and-yellow-striped whips of a size the cleric can use), a sack with 150 gp, fourteen 5-pound silver bars (worth 25 gp each), four *potions of giant strength*, four *potions of heroism*, and three *potions of clairaudience*.

7E. Lieutenants' Chambers: A lieutenant and his females and children live in each of these rooms. The chambers are similar to area 7D, but have log beds similar to the ones on Level C, area 3A. Each also has an unlocked chest stuffed with soiled clothing and assorted gear (ropes, leather sacks, spare weapons) in various stages of disrepair.

Lieutenants carry their treasure with them. Between the two of them, they have 50 sp, 18 gp, and eight base 10 gp gems (tiger-eye quartz).

Each area also includes a sack of small boulders for use along with the lieutenants' *potions of giant strength*.

7F. Captain's Chamber: The clan leader lives here with his females and children. The chamber is similar to area 7D, but has log beds similar to the ones on Level C, area 3A. A grizzly collection of trophies hangs on the east wall, including a long string of mummified human and demihuman ears, and about two dozen assorted skulls of game animals and small monsters. The skull collection is worth about 300 gp to a sage specializing in zoology.

The captain carries a purse with 36 sp, 11 gp, and four base 10 gp gems (tiger-eye quartz).

7G: Sergeants' Chambers: A sergeant and his females and children occupy each of these chambers. The females and children spend most of their time with the goblins in area 7B.

The chambers are similar to area 14E on Level A (page 76), except there are no locked chests. The sergeants carry their treasures on their persons. In total the four sergeants have 66 sp, 21 gp, and nine base 10 gp gems (tiger-eye quartz).

Goblin Children (90)

Goblin Females (34)

Goblin Guards (48): #AT 1 (sling with bullet or footman's mace); Dmg 1d4+1 or 1d6+1.

Goblin Sergeants (4): #AT 1 (sling with bullet or spear); Dmg 1d4+1 or 1d6.

Goblin Lieutenants (2): *Special Equipment:* two *thunderpots*, *spellcache ring (haste)*, *potion of giant strength*.

Goblin Captain: *Special Equipment:* two *thunderpots*,

spellcache ring (enlarge), *spellcache ring (flame arrow)*, *spellcache ring (mirror image)*.

Goblin Cleric: *Special Equipment:* two *thunderpots*, *spellcache ring (improved invisibility)*, *spellcache ring (dispel magic)*, *spellcache ring (monster summoning II)*.

Spells (5/5/2): 1st—*bless*, *command*, *cure light wounds*, *magical stone* (×2); 2nd—*aid*, *heat metal*, *hold person* (×2), *silence* 15-foot radius; 3rd—*prayer*, *pyrotechnics*.

Alert: A disturbance at a guard post (area 7A) draws immediate notice from the adjacent sleeping areas. A blast from one of the alarm horns warns the whole clan and draws answering blasts from the other posts. The tumult is audible in areas 7 through 21 unless magically *silenced*.

The warriors at the guard posts note any disturbance in the corridors within 50 feet of their posts and have chance to note a struggle in area 9.

In a fight, the warriors at one guard post loose sling stones at the foe, then retreat toward area 7B, hoping to catch the enemy in a crossfire between both groups of guards.

The warriors in the sleeping areas await the appearance of a sergeant or officer who can direct volley fire at the foe, then advance to attack the enemy from as many different directions as possible.

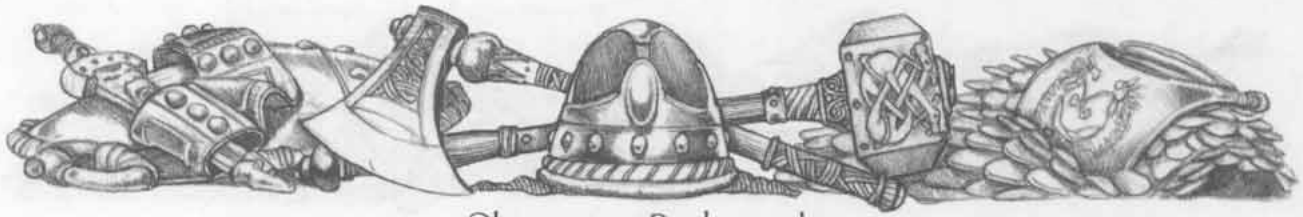
The females and children flee from the battle, warning the sergeants and officers as they go. They exit the apartment through the nearest one-way door and make for the stairs at area 18 as best they can. Some females report at area 12 on the way to the staircase. The fugitives try to escape to Levels C or E, but have difficulties when they reach Level D. (See page 98 for details.)

In a battle, the sergeants quaff their *potions of heroism* and make their way to the scene of the fighting as best they can. If possible, they direct volley fire against the foe. Otherwise, they hurl their *thunderpots* at the enemy and then move up to attack with their spears. If necessary they attack with their spears from the second rank (the maneuver imposes a -2 attack penalty on the sergeants).

The lieutenants use their *haste* spells on as many warriors as they can find. If there is an opportunity for volley fire and a sergeant is not at hand to direct it, they do so. If not needed for volley fire, the lieutenants quaff their *potions of giant strength* and hurl rocks at the enemy.

The captain uses his *mirror image* spell and moves to attack, directing volley fire as the opportunity presents itself and using his *thunderpots* and *flame arrow* spells on the foe. If possible, he teams up with a boulder-throwing lieutenant and uses his *enlarge* spell to make a thrown boulder large, multiplying the damage inflicted by 2.2 (round fractions down).

The cleric begins by *blessing* the largest group of goblins he can gather, then uses his *improved invisibility* and *aid* spells and moves to attack, using *dispel magic* on the party. If any defensive matting has been set alight (by the *fire traps* hidden in them or another means) he casts *pyrotechnics*,



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creating a fireworks effect. Otherwise, he casts *silence* on a spellcaster, followed by *heat metal* on a warrior. He uses the rest of his spells to best effect.

The goblins at area 12 move to attack if they hear the alarm horns. Even if they hear no alarm there is a chance they'll notice something amiss if a battle occurs here. Roll 1d6 each round. On a roll of 1, the goblins in area 12 notice the fight and move to attack.

If they hear alarm drums in area 12, the goblins here send a lieutenant, two sergeants, and ten warriors to assist. The captain goes to area 29 for instructions and the remaining warriors and leaders stand by to defend the clan home.

The Stoneflingers aren't as committed to assisting the Redclaws in area 15. If they hear a long fight (6 rounds or more) or a *thunderpot* blast they send a sergeant and six warriors to help.

8. Vault

Beyond the secret door, you find a chamber perhaps 15 feet square. Its stone walls have taken a real beating; you can't find so much as a square inch that doesn't bear a chip or gouge. You detect the remains of some carved figures: the angle of an elbow here, the toe of a boot there.

Someone has drilled a 5-foot tunnel out of the room's northeast corner. A stone door in the room's truncated northwest corner provides the only other visible exit.

The dwarves created this area to hold valuables. Radruundar was never a very wealthy stronghold, and the vault remained nearly empty. It mostly held family and personal fortunes placed here for safekeeping. When the dwarves abandoned the stronghold, they left behind a few trinkets to tempt would-be looters, such as Tairdo and Qamhuul.

After the wizard and his lover broke into the area and fell prey to its guardian and traps (see below), they decided to repair the place and leave it for future invaders to find. Tairdo maintains his guardian is much more fearsome than the one the dwarves left behind. (An empty boast, but Tairdo couldn't bear to use a dwarven idea without some show of personal superiority.)

The dwarves placed a tomb warden here to discourage unwanted visitors. Tairdo and his group defeated the guardian; the looters dug the tunnel to expose the creature's heart.

8A. Inner Chamber: An *ensnared* hordling stands guard here. Tairdo has promised it a

steady stream of tasty morsels, and the monster thinks the party is the latest installment. It attacks without hesitation and fights to the death.

The creature has a crablike body with a purple carapace. Its neckless head sits in front of the body and features a fanged mouth and nine orange eyes. It has four insectoid legs with suckered feet and four telescoping tentacles tipped with pinchers. The party must defeat the hordling before they can examine the chamber.

Hordling: AC 0; MV 15, Cl 9; HD 9; hp 54; THAC0 11 (8 with Str bonus); #AT 5 (claw × 4/bite); Dmg 1d4+6 × 4/1d4+8; SA sonics; SD affected only by +2 or better magical weapons, immune to electrical and *magic missile* attacks, infravision 120-foot range; SW holy water, turned as a special undead by priests, hedged out by *protection from evil*; MR 30%; SZ L (8' diameter); ML unsteady (7); Int semi (3); AL NE; XP 9,000.

Notes: Can climb walls and ceilings. Telescoping tentacles allow attacks on creatures up to 15 feet away.

Special Abilities: SA—Emits a sonic emanation when fighting that affects one opponent within a 5-foot range as a *fumble* spell. This power is always active. Magical *silence* negates the effect.

SW—Holy water inflicts 1d4+1 points of damage per vial that strikes.

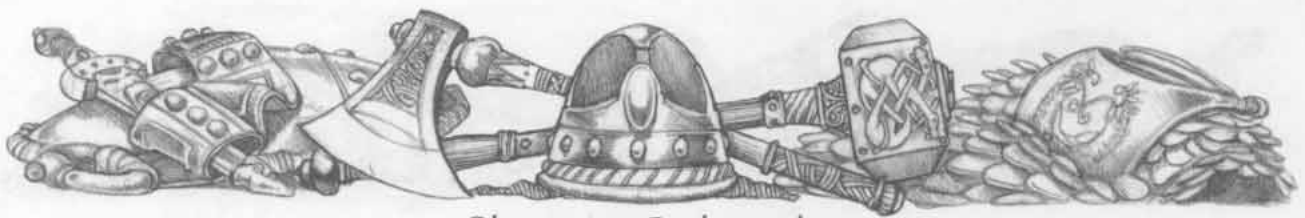
The walls in this room seem no different from the rest of the stronghold, but contain layers of metal just as in area 1B. The walls in the corridors beyond the doors and the holding chambers (area 8B) have the same protection.

The looters destroyed the room's three doors, and the goblins have since replaced them with steel-reinforced wooden portals. These doors contain no protective sheeting, but they are locked. The party can open them through normal means.

The twelve levers in the room once operated the doors and the covers to the pits in the corridors beyond. Before the break-in, visitors had to manipulate the levers in the correct combination to operate the portals. That portion of the mechanism has been destroyed. Most of the levers move freely, but produce no results. Six levers, however, remain connected to traps.

The first, third, and sixth levers on the southwest side active traps, as do the second, third, and fourth levers on the northeast side. Moving any of these levers produces an electrical shock that inflicts 6d6 points of damage. The creature





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pulling the lever gets no saving throw. Other creatures in the chamber can attempt a saving throw vs. breath weapon. Success reduces the damage by half.

Rogues can detect the lever traps with successful Find Traps rolls at a -40% penalty, but cannot identify or remove the traps. A *find traps* spell reveals the levers as triggers for a magical trap.

The pits beyond the doors are just like the pits on Level C, area 5 (page 90) except that the covers always stay unlocked. When Tairdo wants to enter into this area, he brings along some stout planks to bridge the pits.

8B. Holding Chambers: These rooms have stone doors *wizard locked* at 18th level. Semicircular ramps descend 10 feet from the doorway to the chamber floor. The rooms have domed ceilings that rise 25 feet above the floors.

Each chamber contains a 12-foot pile of fine dust. From a distance the stuff looks like white sand, and the bright edges of many golden coins peek out from the heap.

A closer approach reveals that the mass is made of pale green and snow-white granules. The investigator catches an astringent, soapy odor and sees wisps of dust rise into the air.

The mounds contain a mixture of powdered quicklime and a powerful, caustic salt. The materials have been ground into a super-fine powder. The slightest touch creates a 5-foot cloud that coats the intruder with the stuff; more violent contact, such as digging in the pile, creates a 20-foot cloud. In either case, the cloud lasts 2d4 rounds in still air.

Creatures in a cloud must attempt saving throws vs. poison. Success results in 1d4 points of damage immediately. Failure results in 1d4 points of damage immediately, while permanent blindness and 4d4 points of additional damage follow after an onset time of 1d4+1 rounds. The only nonmagical intervention that can prevent the damage is a liberal washing with vinegar or other mild acid. A *neutralize poison* spell prevents damage and saves the victim's sight if applied before the onset time ends. *Oil of acid resistance* prevents damage, but not blindness. A *cure blindness* spell restores sight.

Characters coated in the dust suffer an additional 1d4 points of damage each hour the dust remains on their bodies, and their equipment must attempt item saving throws vs. acid.

Items that fail their saving throws fall apart. Items made of glass, ceramics, or gold are immune to the effect, but might break when they fall from containers the dust destroys. A *cantrip* or liberal washing in vinegar can clean the dust from a character and his equipment.

Trap-finding magic does not reveal anything about the dust.

The dwarves hid a few hundred gold pieces in each pile to encourage looters to dig them out. Tairdo and his cronies did exactly that. Since then, Tairdo has placed the bulk of his monetary treasure here. Each holding chamber contains 8,000 gold coins. Digging them all out requires 30 turns of effort from one character. Multiple characters

working together can reduce the time required. Anyone digging for coins is exposed to the dust each round, requiring saving throws. Simple protective measures such as a cloth over the face add 1 round to the dust's onset time. Any item moistened with water must immediately make a successful item saving throw vs. acid to avoid destruction.

The party can collect some of the dust, but the stuff eventually eats through any container not immune to its effects.

Alert: No sound escapes from the area unless the party leaves the outer door open.

9. Bath

The air in this octagonal chamber carries the odor of decay and stagnant water. An oval pool of black water fills most of the floor. Scaly patches of lichen festoon the walls and vaulted ceiling.

A jumble of splintered wood, all covered with disc-shaped fungi, lies around the base of the wall, except in the archway where you entered and in front of a stone door to the north.

The dwarves used this chamber as a public bath. The shards of wood are what remains of several benches and wooden partitions for changing clothes.

The pool is 3 feet deep. A single step, 6 inches wide and 1 foot deep, runs along the lip.

The lichens and fungi are harmless subterranean growths that thrive in the moist atmosphere. The pool, however, contains a dangerous escapee from area 28. The creature, an aballin, made its way here to lie in wait for prey. Tairdo decided to let the aballin stay in its chosen lair, and the goblin children living nearby have made it their pet. They feed it a steady supply of live vermin and small game. The adult goblins dump their trash in the pool. All the food and attention has made the aballin grow particularly large and dangerous.

The aballin only attacks creatures that touch the water. If reduced to 10 hit points or less, it reverts to its watery form (see below) and awaits easier prey. A *detect invisibility* or *true seeing* spell reveals the creature as a shapeless mass in the water.

Anyone coming into contact with the water or the aballin becomes subject to goblin filth (see page 53).

Huge Aballin: AC 1; MV 6, Sw 15; HD 3+9; hp 23; THAC0 17 (13 with attack bonus for size); #AT 1; Dmg n/a; SA envelopment, suffocation; SD harmed only by blunt (type B) weapons of +1 or better enchantment, immunities; SZ H (15' tall); ML elite (14); Int average (10); AL N; XP 420.

Notes: The creature can assume a watery or gelatinous form. In its watery form the creature cannot attack or be attacked, except with certain spells (see below).



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Special Abilities: SA—In its gelatinous form, the creature becomes subject to attack. A successful melee attack from the aballin entraps a single victim of size Large or less, who must hold his breath until rescued. Entrapped characters cannot escape, but can attack. Spellcasting or other actions that require speech are impossible for entrapped characters.

Edged weapons do not harm an aballin, but if one strikes, there is a 25% chance that the blow damages a creature trapped within the aballin.

SD—The creature is immune to fire, cold, electricity, poison, and paralysis. The creature has no eyes and is immune to all visual effects including *blindness*, *blur*, *color spray*, *fire charm*, *hypnotic pattern*, *invisibility*, illusions, and many others.

A *transmute water to dust* spell slays the creature if it fails a saving throw vs. death magic. A *lower water* spell forces the creature to release a trapped victim unless it saves vs. spell.

DM Note: With a good gulp of air, a character can hold his breath for a number of rounds equal to his Constitution score divided by three (round fractions up). Reduce the time by half (again rounding up) if the character did not get a good gulp of air and by half again if the character is encumbered or engaging in strenuous activity—such as trying to escape the aballin.

Once a character's breath runs out he must pass a Constitution check each round to stay alive. For each check beyond the first, there is a cumulative penalty of -2 . See "Holding Your Breath" in Chapter 14: Time and Movement of the *Player's Handbook* for details.

Alert: Combat here might draw attention from the guards at area 7A across the hall. Roll 1d6 each round; on a roll of 1 the warriors alert their comrades and come to investigate.

The aballin takes no notice of disturbances in its vicinity, preferring to lie in wait for prey.

10. Steam Room

Hot, clammy fog billows from this chamber when you open the door. Though the acrid-smelling haze, you catch a glimpse of an octagonal room, filled with warped and splintered wooden benches.

The chamber served as a steam bath for the dwarves. The goblins, too, enjoy the occasional moment in here, but they've made no effort to keep the chamber clean. Anyone entering the room becomes exposed to goblin filth.

11. Stairwell

The stairs descend 100 feet to area 1 on Level H.

12. Barracks

These three areas resemble area 18 on Level A. The bulk of the Busted clan occupies the rooms today.

A hundred warriors live here along with their leaders and almost 160 females and children. About a third of the adult males are absent at any given time, on duty in area 1.

The small (10-foot) unlabeled chambers house four adult males each, along with two to four females and three to six children. About a third of the females spend their time in areas 13 and 14, either lounging about or performing domestic chores.

Most of the off-duty warriors and leaders are either asleep or busy pursuing various amusements, but they maintain a small guard.

Most goblins carry their personal treasure with them. The common warriors have 12 sp each. Skirmishers have 8 sp each. The children and females carry no treasure.

More important goblins carry more treasure. Elite warriors carry 12 sp and 4 gp each. The sergeants have 12 sp, 4 gp, and two base 10 gp gems (turquoise) each. The lieutenants have 15 sp, 6 gp, and two base 50 gp gems (moonstones) each.

12A. Guard Posts: Four warriors and a sergeant always stand watch at each of these locations, keeping a sharp eye on the main corridor beyond.

They react in much the same way as the guards at area 7A. They're not in the mood for trading, but gladly gamble with strangers disguised as goblins. They're sore losers, however, and attempt to arrest anyone who beats them. If they make a successful arrest, they rouse one off-duty guard per prisoner and send the group to area 5 on Level H. Then they send a messenger to inform their chief in area 12C.

The sergeant at the guard post has a small snare drum in addition to his other equipment. If a battle erupts, he bangs on the drum, alerting everyone in areas 7–12 to danger.

12B. Sleeping Chambers: Four elite warriors live in each of these chambers. The warriors carry footman's maces and shortbows as personal weapons. In a fight, they make coordinated melee attacks with their maces. If they can reach area 12G, they equip themselves with spears and pikes and form a spear/pike hedge with the goblins in the front rank carrying spears and shields. Up to eighteen of them can cram together in a 10-foot passage, with half of them attacking a single man-sized opponent in a coordinated attack.





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When forming a spear/pike hedge, one of the front-rank goblins uses an *anti-magic* shell from a *spellcache* ring (obtained from one of the lieutenants or from area 12G) to protect the formation from hostile spellcasters.

12C. Captain's Chamber: This chamber once served as a dwarven officer's quarters. The dwarves removed most of the furnishings when they abandoned the stronghold, but the room still has a basin with hot and cold running water, a commode, and a dwarf-sized bunk consisting of a stone slab set into the east wall and slightly recessed.

The basin and commode are brimming with filth and completely stopped up, though the goblins still manage to draw cold water from the basin.

Grimy bedding lies in a heap on the bunk, and several piles of straw and rags provide additional beds.

A cabinet made from thick oak planks stands against the south wall. The captain has secured the doors with a good padlock (he has the key). The lock can be picked at a -10% penalty.

The captain has filled the upper shelves with rocks taken from the mines. A character who throws open the doors gets showered with rock unless he stands aside. The rock shower inflicts 1d4 points of damage. Any attempt to force open the top-heavy cabinet causes it to tumble forward, crushing anyone in front of it to death. Characters can attempt saving throws vs. death magic to avoid being slain, but still suffer 1d8 points of damage if they succeed.

The cabinet's lower shelves are stuffed with dirty clothing, assorted equipment, and several potion bottles. The collection includes six *potions of giant strength*, five *potions of heroism*, and two bottles of poison. All the potion bottles break if the cabinet falls over.

A small, locked coffer lies behind the potion bottles (the captain has the key). The box holds 25 pp, four base 50 gp gems (bloodstones), and a silver cloak pin with an onyx head worth 150 gp.

12D. Clerics' Chambers: One cleric, a female, and one or two children live in each of these chambers. Two clerics are always busy in the Forum (area 19) or Throne Room (area 29), leaving the remaining two free to rest and attend clan business.

Each chamber has a heap of soiled bedding and a blood-splattered chopping block with a battle-ax embedded in it. The blocks and axes are shrines to the goblin deity Maglubiyet. A hollow under each block contains three 5-pound gold bars (worth 25 gp each) and a *potion of clairaudience*.

Two casks of pure alcohol (distilled in area 28 on Level H) lie under the clerics' beds.

Each cleric carries a purse with 20 sp, 5 gp, and two base 50 gp gems (bloodstones).

12E. Lieutenants' Chambers: Two lieutenants and their females and children live in each of these rooms, though only one officer is present at any given time. The chambers

are similar to area 12C, but each has a log bed similar to the ones on Level C, area 3A instead of a cabinet. Two unlocked chests in each area are stuffed with soiled clothing and assorted gear (ropes, leather sacks, spare weapons) in various stages of disrepair.

Each area also includes a sack of small boulders for use along with the lieutenants' *potions of giant strength*.

12F. Sergeants' Chambers: Four sergeants and their females and children occupy each of these chambers, though only one sergeant is here at any given time. The females and children spend most of their time with the goblins in area 13.

The chambers are similar to area 12E except that the goblins have expanded the rooms to make some extra space.

12G. Armories: Racks on the long walls hold shields, spears of various lengths, spare quivers of arrows, and two *thunderpots* (per area). One shield in each area has *spellcache ring* with an *anti-magic shell* stuck to the back with a lump of wax.

Two messengers (both children) remain at the spots marked with Xs to carry news of any trouble to the rest of the clan and on to the Throne Room (area 29).

12H. Sleeping Rooms: Four skirmishers live in each of these chambers, though only two are present at any given time.

Goblin Children (170)

Goblin Females (74)

Goblin Guards (36)

Goblin Elite Warriors (20)

Goblin Skirmishers (12): use **Goblin Guards** stats, AC 8 (leather armor).

Goblin Sergeants (6)

Goblin Lieutenants (2): *Special Equipment:* two *thunderpots*, *spellcache ring (dispel magic)*, *spellcache ring (anti-magic shell)*, *potion of giant strength*.

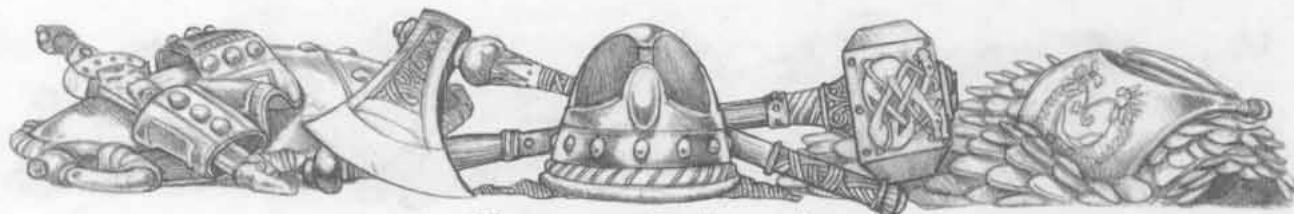
Goblin Captain: *Special Equipment:* two *thunderpots*, *spellcache ring (enlarge)*, *spellcache ring (flame arrow)*, *spellcache ring (mirror image)*.

Goblin Clerics (2): *Special Equipment:* two *thunderpots*, *spellcache ring (improved invisibility)*, *spellcache ring (dispel magic)*, *spellcache ring (monster summoning II)*.

Spells (5/5/2): 1st—*bless*, *command* (×3), *cure light wounds*; 2nd—*heat metal*, *hold person* (×2), *silence 15-foot radius*; 3rd—*prayer*, *flame walk*.

Alert: If attacked, the guards at area 12A fire a round of arrows while the sergeant beats his drum. That done, the sergeant hurls his *thunderpot*, then drinks his *potion of heroism*. As soon as additional troops arrive, the sergeant directs volleys of arrows at the foe.

The off-duty warriors and officers try to reach the battle by the most direct route, closing in from two directions



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and firing volleys. Females and children try to reach area 18, just as the noncombatants from area 7 do.

When defending the barracks, the sergeants and officers use tactics similar to the ones of their counterparts in area 7 (see page 112).

The clerics respond to attacks by casting *improved invisibility* on themselves, followed by *dispel magic* on the foe, then *prayer* spells on as many combatants as they can. As warriors (particularly skirmishers) arrive for battle, the clerics take a few aside and cast *flame walk* on them (each spell affects two creatures). The clerics douse the spell recipients with alcohol from their rooms and set it alight. The recipients become blazing torches for 1d4+1 rounds. The *flame walk* spell protects the goblins from the flames. The blazing goblins then attempt overbearing attacks on the nearest enemy. All creatures within 5 feet of a blazing goblin suffer 1d4 points of normal fire damage. If the blazing goblins successfully tackle a character, the target suffers 2d4 points of normal fire damage for each goblin in the pile.

Messengers who arrive from elsewhere on the level report to one of the sergeants at area 12A, who relays any information to the captain in area 12C. The captain's usual response to calls for help is to assemble a spear/pike hedge of eighteen elite warriors protected by an *anti-magic shell* and march off to the site of the trouble with a cleric in tow. He leaves the rest of his troops to guard the barracks. If no clear danger exists, he takes a cleric and goes to investigate.

The guards at area 12A have a chance to note combat in area 7 even if the troops there give no alarm. Roll 1d6 each round any combat in area 7 lasts. On a roll of 1, the guards notice disturbances and inform their captain.

13. Dining Hall

Dwarves used this room as a mess hall. The goblins use it as common chamber. It contains four low, rickety tables strewn with food scraps and various tools—everything from whetstones to sewing needles. There are no chairs, just mounds of dirty straw and rags.

About twenty or thirty goblin females are present here at any given time. They run for area 18 at any sign of trouble or duck under the tables if they can't leave the room.

14. Kitchen

The goblins have turned this room into a makeshift tannery. A pot of greasy water simmers atop a bed of smoking embers in the fireplace (the chimney has been blocked for centuries), and row upon row of hides and pelts, all at various stages of preparation, lie on makeshift benches. The whole place has an incredible stench. All the pelts and hides prove worthless.

A half-dozen females from area 12 labor in here. If trouble arises, they either join the flight to area 18 or dive into area 14A for cover.

14A. Larders: Except for their larger size, these chambers are just like area 14D on Level A (page 76).

15. Family Quarters

More than two hundred goblins of the Redclaw clan live crammed into this apartment that once was home to a single family of dwarves. About half the Redclaw males are here at any one time; the rest are at work in the Mines (Level E) or the Foundry (area 21). The females and children spend their days packed into the northern end of the complex.

The thirty-two warriors currently here carry a total of 364 sp.

15A. Guard Post: A group of eight warriors always stands guard here. They keep a close watch on the corridor outside. They're suspicious of all visitors and attack anyone they don't recognize.

15B. Sleeping Rooms: A dozen warriors take their rest in each of these chambers, along with a few females.

15C. Sergeant's Chamber: The clan leader, two females, and three children live here. The chamber is similar to area 7D, but instead of a cat-o-nine tails, it has a display of trophies that includes an *aurumvorax* hide (a lucky kill), several dwarf and gnome skulls, and about two dozen brightly colored crystals and minerals.

The *aurumvorax* hide looks like a mass of golden fur or fleece; it can be melted in a forge to provide 1d20+20 pounds of gold. Two of the crystals can be cut and polished into amethysts with a base value of 100 gp. The rest are worthless.

15D. Larder: Except for its larger size, the chamber is just like area 14D on Level A (page 76).

Goblin Children (100)

Goblin Females (38)

Goblin Miners (60)

Goblin Sergeant: #AT 2 or 1; Dmg 1d6+1 (pick) or 1d6+1 (light crossbow).

Alert: The guards fire their crossbows at anyone who threatens. They make a stand at area 15A as long as they can, trying to keep the foe from crossing the pit in the corridor outside. The warriors in the adjacent sleeping area lie low, waiting for the enemy to come to them. The sergeant waits for a chance to toss his *thunderpot* into a large group of foes, then tries to direct volley fire against the enemy as best he can.

A *thunderpot* blast or prolonged fight here brings some reinforcements from areas 7 and 21.

If the guards note any a disturbance in area 21, they alert their sergeant, who takes twelve warriors to fire volleys of crossbow bolts at the foe. If the enemy turns on the



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crossbowmen, the sergeant hurls his *thunderpot*, then drinks his *potion of heroism* for the coming fight.

Alarm horns from area 7 alert the Redclaws, and the sergeant takes six warriors to assist. They fire volleys at the foe but fall back here if threatened.

16. Elevator

This chamber moves 100 feet down to area 7 on Level H. The chamber usually rests here, but when the party arrives, roll 1d8. On a roll of 1, the chamber rests on Level H.

The chamber is similar to the elevators on Level A, area 20 and Level C, area 14, except that it works perfectly. The levers in area 17 control the chamber.

17. Elevator Control Room

These levers work just as described in area 16 on Level C. They control the elevator at area 16.

18. Stairwell

The stairs ascend 260 feet to area 3 on Level D.

19. Forum

Characters can see the lights of this chamber from 50 feet away.

You've found a spacious amphitheater large enough to seat several hundred dwarves or humans. Most of the chamber is filled with a circular gallery of seats seven tiers high. Five aisles broken by short flights of steps run down through the galleries. The seats and aisles funnel down to a circular area perhaps a hundred paces across. The arena floor lies maybe twice the height of a man below the lowest circle of seats. A narrow catwalk and a low stone balustrade separates the seats from the edge of the pit.

The chamber's domed ceiling bears an irregular constellation of dimly glowing gems that bathe the whole room in weak light.

In the center of the arena floor sits a circular platform of unmortared stones. The construction is taller than a man and wide enough to accommodate two mounted men. A flight of steps on the platform's south side leads from the arena floor to the platform's top.

Several unappetizing objects adorn the platform. To the left of the stairs lies a long, multitailed whip with red and yellow stripes. The implement has been propped up on a wooden stand. Opposite the whip lies a blood-spattered chopping block with an equally bloodstained double-bitted ax embedded in it. Between the whip and the block lie a tangle of chains and manacles attached to rings in the stonework.

A charnel stench rises from the platform.

The lights in the ceiling are *glowgems* working at the torch light setting. Each gem has five charges remaining.

The dwarves used this chamber to conduct public affairs. The platform in the arena can be disassembled and carted away to provide an unbroken clear space. The blocks also can be rearranged (along with some additional parts stored in area 20) to make additional seating. The chamber normally seats about four hundred man-sized creatures or about six hundred goblins.

The goblins use the chamber to arrange unwholesome spectacles to entertain the troops. These include public sacrifices to the gods of the Roaringwater clan: Maglubiyet and Khurgorbaeyag. These grisly rites, which involve beheadings in the former case and merciless floggings in the latter, are enough to bring joy to the wicked goblin heart.

Once every 10 days, however, the goblins view an event gruesome enough to make them a little squeamish: the feeding of the Abomination of Diirinka.

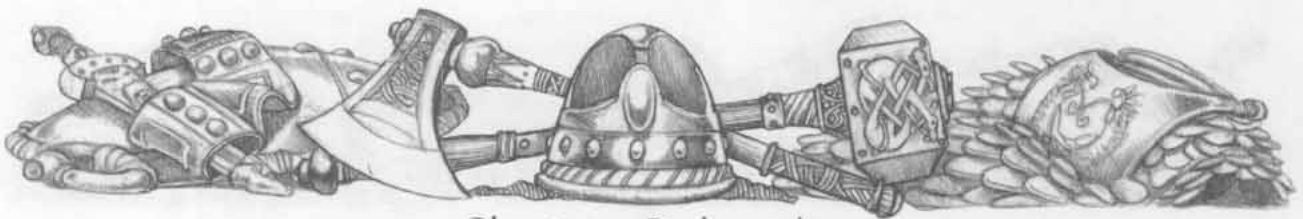
Several dwarf captives, usually slaves who have been worked nearly to death, lie bound on the platform while Tairdo summons the Abomination in area 20. The creature promptly phases through the walls and devours the hapless dwarves, much to the goblins' fright and delight. Thus far, Tairdo has been able to send the Abomination back to its home dimension; the monster has been loath to return more than once. The confrontation and danger just serves to make the whole affair more entertaining for the savage goblins.

Alert: The goblins are accustomed to hearing all manner of strange and bloodcurdling sounds from the Forum and pay no attention to disturbances here unless an alarm has been raised.

Unless there is a ritual in progress, there is a 50% chance (1–3 on 1d6) that the Forum stands empty. Otherwise, two Busted clerics from area 12 are busy here, checking the manacles and tending the idols.

If the DM likes, a ritual can be in progress when the party arrives. In this case, about half the off-duty adult males in the complex (with the exception of the rank-and-file Dwarfcutters from Levels A and B) gather here, along with all the goblin spellcasters, King Akhil (Qamhuul) and his bodyguard, and Tairdo. The audience totals about two hundred goblins, ten leaders, and over a dozen spellcasters, all fully armed.

Groups disguised as goblins can easily join the throng. Undisguised characters are quickly identified as intruders. If the characters try to interfere, they'll have to do something to keep the mass of goblins off their backs. *Wall* spells, *cubes of force*, or *cloudkill* effects keep the goblins at bay. Otherwise, the mass of goblins simply overpowers the party. In a few minutes, swarms of goblins disarm, strip, and bind the party—sheer numbers win out in some situations, and this is one of them.



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Should the party manage to avoid being overwhelmed by goblins, Tairdo, Qamhuul, and the spellcasters do their best to bring the party to heel.

20. Storage Room

Oddly shaped stone blocks litter this room's floor. The smallest blocks are the size of bricks, the largest the size of strongboxes. Various sections have pins, sockets, tongues, grooves, and notches, like a child's toy building blocks rendered in stone and on a life-size scale.

An eldritch-looking archway at the back of the room looms over the blocks. It has a keystone-shaped opening large enough to admit a giant, but is only a handspan deep. A pi-shaped block of seamless, smooth gray stone frames the opening. The frame glistens, as though polished very smooth or perhaps slick with moisture.

This chamber once served as prop room for the Forum (area 19). It held specially cut stone blocks that could be used to construct platforms, stages, and extra seating for the arena floor. It also held an extensive wardrobe of ceremonial clothing and accouterments for the stronghold's leaders and priests. The room has a vaulted ceiling 15 feet high.

The dwarves removed everything portable from the chamber when they abandoned the stronghold, leaving behind the stone blocks. The goblins have mastered the art of assembling the blocks and still keep a few in here. It was Tairdo, however, who really transformed the room, turning it into a summoning chamber for the Abomination of Diirinka.

The stone blocks are unused items the goblins have left here. The archway is a portal to the pocket dimension where the Abomination of Diirinka lairs.

The portal's frame is a single piece of gray soapstone, cool and slippery to the touch. The stone has a natural sheen, which its smoothness has made more intense.

If an intelligent creature comes within 10 feet of the portal, the opening fills with a sickly purple light and the stone frame seems to pucker up like gooseflesh. Actually touching the frame or opening releases a flash of negative energy that fills a 20-foot radius. Living creatures within the radius must attempt saving throws vs. spell. If they fail, they suffer 4d4 points of damage that cannot be healed by magical means. The creature triggering the burst suffers the damage automatically and loses 1d4 experience levels if he fails his saving throw.

For 1d4 rounds after the burst, the portal shows a view of the weird dimension beyond. Viewers see a mist-shrouded landscape of rock formations twisted into organic shapes. Roll 1d6 each round. On a roll of 1, the Abomination makes a brief appearance (see page 189 for a description), rising out of a bit of stone to stare out the portal. The portal is not open, however, and nothing can pass through it in either direction.

When open, the portal crackles and fills with purple light. The portal opens by itself once every 10 days, allowing the Abomination to roam the world. Tairdo usually appeases it with a meal of dwarves, then coaxes it back through the portal.

Characters can open the portal anytime by carrying a weapon used to kill a dwarf in cold blood into the opening. The ax from area 19 or any weapon Tairdo or Qamhuul carries qualifies. Once activated the portal remains open (allowing travel in both directions) for 2d4 rounds.

DM Note: Although the frame can be destroyed, the portal itself is indestructible as long as the Abomination lives. Even if the entire archway is obliterated or filled in, the Abomination still comes to visit every 10 days. It merely passes through the surrounding stonework as it passes from its dimension to the Prime Material Plane. If the party erects some barrier that prevents extraplanar travel, the creature materializes at a duplicate portal in area 25D, or in the closest available open space instead.

21. Foundry

The dwarves smelted their ore here and from it made raw steel for export. The area included a smithy for making weapons and implements needed at the stronghold.

The goblins have never managed to run the Foundry at anything like full capacity, mostly because they use slave labor to run the place.

Most of the time, a team of ten dwarf slaves labors in area 21B, either breaking up slag with small stone hammers or prying out cooled ingots of cast iron and ferrying them to area 21D. At other times, they tend the furnaces and even do a little smithwork. The goblins punish them savagely if the work turns out poorly, so most do as well as they can, albeit reluctantly.

Four goblin miners and three bugbear mercenaries oversee the slaves. The goblins carry 36 sp between them. The bugbears keep their treasure in their quarters.

The foreman, a stunted fire giant called Saghyaar, spends most of his time dozing in his quarters (area 21E), emerging only to handle molten metal or quell disturbances.

The chamber has a ceiling 30 feet high. Large vents in the ceiling carry away smoke and fumes from the furnaces via the stronghold's ventilation system (see page 53).

Areas 21A–21C are major features in the Foundry. Areas 21D–21F are storage areas that resemble area 8B.

21A. Blast Furnace: This massive pile of fireproof brick stands 10 feet tall. It produces several hundred pounds of molten iron every few days. Inside, a fire burns at a temperature of at least 3,000 degrees Fahrenheit. Saghyaar always keeps two big chunks of ore heating on top to use as fiery missiles against anyone who would dare invade his domain.



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21B. Casting Area: The blast furnace discharges its loads of waste slag and molten metal here. The area is a pit of black volcanic sand, 10 feet deep. The workers dampen the sand with nonflammable oil from the storeroom and create molds of almost any shape they desire. Usually, they simply carve out rectangular holes for iron ingots.

Piles of slag and fused sand lie in a row to the west.

21C. Small Furnaces: These smaller furnaces produce steel from pig iron.

21D. Storage Area: The goblins keep supplies of scrap metal, oil, limestone, and other materials for metal refining here. A single character would need two hours to search the whole mess, which contains nothing of value.

21E. Saghyaar's Quarters: When not actively engaged in running the Foundry, Saghyaar, the foreman, relaxes here.

Saghyaar is short for a fire giant (only 12 feet tall) and he has a slightly twisted leg that gives him a pronounced limp. Long employed as a smith in a fire giant lair, Saghyaar jumped at the chance to join Tairdo and Qamhuul, where he could spend his days picking on people smaller than himself (having suffered considerable abuse along that line himself).

Saghyaar is every bit as untidy as a goblin, and he exudes a stench that smells something like a truckload of dirty sweat socks in a considerable radius. All his belongings have the same scent.

The giant has a huge bed made from logs lashed together and a mattress stuffed with dry grass and owlbear feathers. He has a blanket sewn from owlbear hides, a tun of foul-tasting liquor, a huge hourglass (6 feet tall), and a greasy leather sack crammed with personal gear.

The hourglass is a crude affair made from hardwood (soiled from much handling) and amber glass. Saghyaar keeps ten base 500 gp gems (aquamarines, garnets, and peridots) hidden in the sand. The party finds the gems easily if they smash the hourglass. If they turn over the glass, the gems become exposed after the sands run for a half hour.

Saghyaar keeps the doors leading to his room propped open so he can monitor what's going on.

21F. Bugbear Quarters: Three off-duty bugbears usually snooze in here. The room contains six crude beds similar to Saghyaar's (except made from saplings), trestle table made from rough planks, four rickety stools, and two butts of liquor.

One of the two butts is mostly empty and contains the bugbears' treasure: 44 cp, 36 sp, 30 ep, and 18 gp. The coins lie hidden in a thick layer of sludge at the bottom of the butt.

Bugbears (6): AC 5; MV 9; HD 3+1; hp 15 each; THAC0 17; #AT 2 (longbow) or 1 (morningstar); Dmg 1d8/1d8 (sheaf arrow) or 2d4+2 (racial bonus); SA -3 to opponents' surprise rolls; SZ L (7' tall); ML steady (11); Int average (10); AL CE; XP 120 each.

Dwarf Slaves (10): AC 10; MV 3 (encumbered); HD 2; hp 6 each (currently 2 each); THAC0 19; #AT 1 (small stone hammer); Dmg 1d3; SD +2 bonus to saving throws vs. magic and poison; SZ M (4 1/2' tall); ML steady (11); Int average (10); AL LG; XP Nil.

Goblin Miners (4)

Saghyaar (Fire Giant): AC -2 (*banded mail* +1); MV 9 (encumbered); HD 15+2-5; hp 71; THAC0 5 (3 with *maul* +2); #AT 1 (maul or hurled boulder); Dmg 4d4+12 (*maul* +2, Str bonus) or 2d10; SA hurling boulders; SD fire resistance; SZ H (12' tall); ML champion (16); Int average (10); AL LE; XP 8,000.

Special Abilities: SA—Hurled boulders have a minimum range of 3 yards and maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 3d6 points of damage and scatter on impact, inflicting 1d6 points of damage to everyone within 10 feet.

SD—Immune to all forms of nonmagical fire and fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Special Equipment: Three boulders, three giant-sized *potions of gaseous form*, giant-sized *ring of vampiric regeneration*, *spellcache ring (mirror image)*, *spellcache ring (stoneskin)**, *banded mail* +1.

* Ring usually worn.

Alert: If the door to the main chamber remains closed, very little noise can escape the room, even during the most violent battle.

If attacked, the miners and guards try to keep the slaves between them and their foes while they fire their bows and crossbows at the enemy.

Saghyaar notes any disturbance in the main area and casts *stoneskin* on himself before joining the fray. Before he goes, he discards the expended *spellcache* ring and dons his other one.

Saghyaar has to duck to get through the short passage connecting his room to the main chamber. If forced to fight in the passage, the giant suffers a -1 penalty to attacks and initiative. The off-duty bugbears rush to the fray on the giant's heels.

The giant initially attacks with his maul. If his hit points fall below 50 (don't forget the giant's *ring of vampiric regeneration*), he uses *mirror image*. If faced with a foe he cannot reach, he hurls boulders from a pouch he keeps at his waist. For tightly packed groups of foes, he uses the heated rock from the blast furnace (area 21A).

If reduced to 10 hit points or less, Saghyaar quaffs one of his *potions of gaseous form* and retreats to the Throne Room (area 29).

The goblins use the distraction the giant's appearance provides to make a rush for the door, using one the mine carts as cover. The goblins gain 75% cover against missiles (-7 attack penalty on incoming missile attacks) and 75% concealment against spell attacks (+3 saving throw modifier). If they reach the door, they bellow for assistance and the call draws a sergeant and twelve crossbowmen from area 7.

The slaves prove too exhausted to fight and do their best to stay out of danger. If rescued, they can tell the party the way to the Cell Block (area 5 on Level H) but little else. They tell the party that goblins, bugbears, and duergar overwhelmed their trade caravan about three months ago. The dwarves entered the stronghold blindfolded and don't really know where they are. They know that at last count the goblins had thirty dwarf prisoners, and that several dwarves disappear every ten days, but the slaves don't know where the dwarves go. (The missing dwarves were fed to the Abomination of Diirinka; see the area 19 description for details.)

The dwarves urge the party to rescue the prisoners if they can. They explain that in addition to the disappearances, a strange curse seems to affect the prisoners, sapping their strength and will. (This is a side effect from the vampire Myrle's feeding; see pages 126 and 141). They also say that one of the prisoners has given birth to a baby, unbeknownst to the goblins.

If the DM likes, the casting area (21B) can be filled with molten slag or metal when the party arrives. In this case, Saghyaar prefers to fight standing amid the slag or metal. The giant feels no ill effects, but characters suffer 3d6 points of heat damage per round of contact. Treat the molten material as magical fire when determining the effects of *fire resistance* and similar protections.

DM Note: Saghyaar's giant-sized magical items might be of some use to the party, but they are at least twice the size of similar items crafted for humans, and some are even larger to accommodate the giant's chunky build.

The potions have twice their normal volume, and it takes a man-sized or smaller character 2 rounds to consume one. The potions, however, are not tainted with goblin filth.

The giant's *banded mail +1* is actually constructed of a mishmash of different bits of armor looted from defeated enemies. Any attempt to alter it makes it fall apart. Still, an armorer could make four *shields +1* out of the debris.

Saghyaar's *ring of vampiric regeneration* proves far too large to fit on a human, or even an ogre's, finger, and it will not function without a reasonable close fit. If the ring is magically *reduced* 60%, a human could wear and benefit from it, but only while the enchantment lasted. Likewise, a character *enlarged* to a height of at least 12 feet could wear it.

A jeweler could fit the ring to a human (or smaller) hand, but the alteration is so severe the ring must roll a saving throw of 14 or higher to survive, and that assumes a successful proficiency roll on the jeweler's part.

Saghyaar's *spellcache* rings are only slightly larger than usual. The giant shoves them onto his pinkie. Should the party recover them, most characters can wear them, though they fit loosely.





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22. Elevators

These chambers are similar to the elevators on Level A, area 20 and Level C, area 14. However, these elevators work perfectly, with no chance to get stuck.

22A. Elevator to Level D: The chamber can move upward 260 feet to area 6 on Level D, and from there up to Level E (see page 104).

The trip to Level D takes 10 minutes. The levers in area 23A control the elevator.

22B. Elevator to Level G: The chamber can move downward 300 feet to area 2 on Level G. It passes through Level H on the way but cannot stop there.

The trip to Level G takes 12 minutes. The levers in area 23B control the elevator.

Alert: The elevator chamber at area 22A is here only about half the time; the goblins in the mines (Level E) use it to transport ore. Roll 1d6 when the party arrives. On a roll of 1–3, the chamber is here, having delivered a load of ore. Otherwise it's on Level E, having returned an empty ore cart.

The chamber at area 22B is almost always on this level. When the party arrives, roll 1d8; on a roll of 1, the chamber is on Level G.

When the chambers aren't on this level, the doors to the elevator shafts are locked. The party can force them open or use the levers in area 23.

23. Elevator Control Rooms

These levers look and work just like the ones in area 7 on Level D, except there is only one set in each room.

The levers in area 23A control the elevator at area 22A (except when it has moved to Level E; see page 104). The levers in area 23B control the elevator at area 22B.

24. Stairs to Level H

The stairs descend 100 feet to area 17 on Level H.

25. Bakery

The dwarves stored their grain, milled their flour, and baked their bread here. Areas 25C–25E once held grain and have layouts similar to area 8B.

When he first moved in, Tairdo turned this area into a laboratory for his experiments in creating new crossbreeds. Tairdo stopped his experiments a long time ago to concentrate on his campaign against the dwarves. Myrle, the vampire from area 30, visits the chamber once a day for a brief inspection, but the chamber has no other visitors these days.

The central area has six stone tables a little less than 3 feet high. The dwarves used them to mix and knead dough. Tairdo put them to less domestic uses, and the smooth marble surfaces now bear a network of cuts, chips, and stains.

25A. Ovens: Rows of brick ovens set a little less than 3 feet above the floor (about chest-high to a dwarf) line the walls in these short hallways.

Tairdo converted the ovens into incubators for his collection of deadly molds. The eastern hall contains eleven colonies of yellow mold. The western hall has a like number of russet mold colonies.

The party remains safe unless someone opens an oven door; the action prompts a colony inside to release spores.

Yellow Molds (11): AC 9; MV 0; HD N/A; hp n/a; THAC0 n/a; #AT n/a; Dmg n/a; SA poison, *suggestion*; SD affected only by fire; SW killed by sunlight, *continual light* causes dormancy for 2d6 turns; SZ H (20' diameter); ML n/a; Int not ratable (0); AL N; XP 175 each.

Special Abilities: SA—Spore cloud can be projected at will up to 60 feet from the mold colony and requires a save vs. poison to avoid instant death. Characters killed by the spores must receive a *cure disease* and a *resurrection* spell within 24 hours to restore life.

Can sense intelligent creatures within 60 feet and issue a *suggestion* twice a day at the same range. Characters subjected to the *suggestion* must attempt an Intelligence check in addition to the saving throw; failure results in the permanent loss of 1 point of Intelligence.

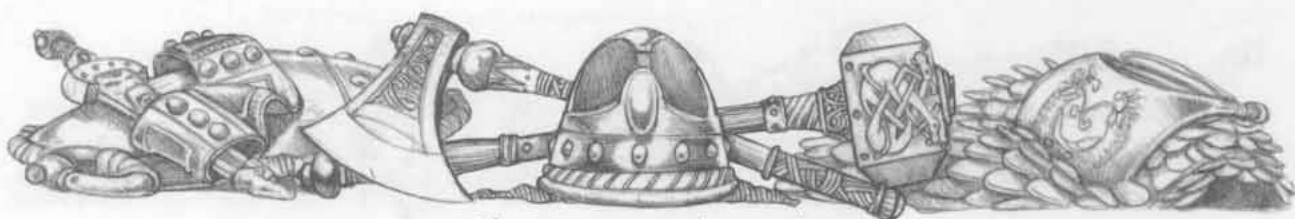
Russet Molds (11): AC 9; MV 0; HD 3; hp 12 each; THAC0 n/a; #AT 1 (spore cloud); Dmg 5d4; SA spore infection; SD immune to most spells and attacks; SW *continual light* causes dormancy, killed by acid or salt; SZ L (15' patch); ML n/a; Int non (0); AL N; XP 35 each.

Special Abilities: SA—Continually emits a cloud of spores in a 3-foot radius. In addition to inflicting damage (no saving throw), anyone caught in the spore cloud must attempt a save vs. poison. Creatures who fail are infected with spores and become instantly paralyzed. The infected creature dies in 5d4 rounds unless a *cure disease* is applied. Corpses sprout mold growths shortly after death and become mold men after 1d4+20 hours. If the infection is not removed (with *cure disease*) within 1 hour after death, the victim cannot be *raised* or *resurrected*, though a *wish* can restore the creature.

SD—Immune to all forms of attack except acid, salt, *continual light*, sunlight, and *cure disease*.

SW—A vial of acid or alcohol or a handful of salt inflicts 1d4 points of damage on a patch. A *continual light* or *cure disease* spell cast directly on a patch kills it. Direct sunlight or its magical equivalent (such as the light from a *sunblade* or a *sunray* spell) kills a patch. A magical item that produces dazzling or blinding light such as a *helm of brilliance*, *gem of brightness*, or *wand of illumination* also can kill a patch.

25B. Gristmill: This device consists of a stone box 6 feet high. Inside, a series of gears and rollers once ground grain into flour. The dwarves dumped the grain in the two



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hoppers at the back of the mill, and flour poured out two spouts at the front. A catwalk gave access to the hopper. A lever to the west turns the mechanism on and off.

The mill no longer functions, though throwing the lever causes what's left of the machinery inside to produce a tremendous racket. Myrle has converted the device into a resting place for a spare coffin. She had the goblins remove most of the mill's workings to make space for it. The vampire reaches the coffin by assuming gaseous form and entering through the hoppers or spouts.

If a dwarf successfully checks for new construction, the character can tell that the mill front wall has been torn out and mortared up again.

25C. Thessalhydra Pit: One of Tairdo's early experimental successes, a thessalhydra, dwells here. The beast proved too intractable for guard duty, so Tairdo simply left it here.

Fortunately for anyone stumbling into the chamber, the creature is too large to climb the curving ramp that leads to the door. However, the creature is fully capable of reaching up to attack anyone standing atop the ramp.

The beast is ravenous. Tairdo feeds it the remains of victims killed in the Forum (area 19), and Myrle sometimes tosses it some tidbit just for the pleasure of seeing it feed. When a creature enters the chamber, the thessalhydra roars and attacks unless a substantial amount of food is immediately forthcoming.

Thessalhydra (Thessalmonster): AC 0; MV 12; HD 12; hp 84; THAC0 9; #AT 10 (bite $\times 8$ /tail pinch/bite); Dmg 1d6 ($\times 8$)/1d12/1d20; SA multiple heads, acidic bite and spittle, tail pincher; SD immune to acid and acidic poisons, small heads must be slain separately; SZ H (18' body); ML steady (12); Int low (6); AL N; XP 12,000.

Special Abilities: SA—The creature has a large, central mouth ringed with eight small heads, each with 12 hit points. Melee attacks can be directed at the heads, but any damage inflicted on a head does not damage the main body or the other heads.

Area-effect spells that inflict damage harm the main body and slay one head per 12 points of damage inflicted. If the damage number is not evenly divisible by 12, the leftover damage is divided as evenly as possible among all the surviving heads. Certain spells, such as *disintegrate*, slay the creature—heads and all—if successful.

Any bite attack requires a successful save vs. poison; if the save fails, the opponent suffers extra acid damage equal to the original attack. Therefore, a failed save vs. a bite from a head results in an extra 1d6 points of damage, and a failed save vs. a main mouth bite inflicts an extra 1d20 points of damage.

Once a day the creature can spit a glob of acid up to 30 yards away. The glob covers a 12-foot diameter and inflicts

12d6 points of damage, save vs. poison for half.

If the tail pincher hits, it automatically deposits creatures of man-size or less into the main mouth, where the victim suffers bite damage each round. The victim can attempt a Bend Bars roll to escape. The victim's companions also can try to pull him free with Bend Bars rolls if they can reach him (the monster stands 8 feet tall at the shoulder). The main mouth can chew only one opponent at a time.

25D. Summoning Pit: This area contains a duplicate of the portal in area 20. This portal does not open automatically as long as the one in area 20 remains undamaged.

25E. Snake Pit: The sole survivor of Tairdo's stock of breeding animals, a gargantuan constrictor snake lies curled up here. Like the thessalhydra in area 25C, it's hungry. Unlike the thessalhydra, the snake can climb out of the pit and pursue visitors who don't bring it food. The creature eats only live prey.

Gargantuan Constrictor Snake: AC 2; MV 9; HD 20; hp 90; THAC0 1; #AT 1 (bite); Dmg 2d8 +3; SA constriction; SZ G (100' long); ML average (9); Int animal (1); AL N; XP 11,000.

Special Abilities: SA—After a successful bite attack, the snake loops its body around its opponent and transfers the creature to its coils, where the foe automatically suffers 3d4+9 points of damage each round. A trapped foe can fight only with small weapons; it attacks at a -4 penalty and cannot cast spells or take other actions. A trapped creature may attempt a saving throw vs. paralyzation at a -6 penalty to escape after each round spent in the snake's coils. The escape attempt is the only action a creature can perform that round.

Alert: With the outer door closed, no noise escapes this room.

Myrle, the vampire from the Kitchen (area 30) visits the chamber twice a day. If the DM likes, she can be here when the party arrives. The vampire pretends to an abused slave, forced to tend the vile creatures kept here. See the description for area 30 for information on Myrle.





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Palace Complex

26. Palace Atrium

The corridor opens into a pleasant chamber stretching away to the south. A still pool reflects dim light that filters through some grimy panels set high in the vaulted ceiling above. A few blotches of multicolored lichen dot the floor around the pool. The air here smells and feels remarkably warm and fresh, like a cloudy spring day that carries just a hint of rain, and the lichen gives the place an earthy scent.

Beyond the pool, you see a row of slim, white pillars that stand out like wands of pearl against the walls of mottled gray stone. A flight of wide steps rises behind the pillars and disappears into the gloom beyond.

Closer at hand, you see four alcoves flanking the pool. Each holds a statue. The figures immediately to your left and right have been mostly destroyed. The figures' feet and legs, booted and armored, are mainly intact, but only shapeless blobs of splintered stone remain above their waists.

Farther south, you see two hulking, pinheaded figures standing in the second pair of alcoves.

As you take in the scene, you detect a low growl coming from beyond the pillars, followed by a chorus of yips and barks.

The dwarves constructed this area as a public square and pleasant entryway to the chambers beyond. Reflected sunlight shone through glass panels just as in the Atrium on Level A (area 3). The pool is only 6 inches deep and filled with clear, cold water.

The goblins use the place as a guard post. They've besmirched the skylights to prevent strong light from shining in. The two intact statues are dwarf crushers programmed to attack anyone entering the area with an unsheathed weapon. They'll also attack on orders from Tairdo or one of the sentries posted here.

The growling and barking comes from the sentries, a quartet of mongrelmen Tairdo left to camp out on the stairs. The mongrelmen mimic a pack of dogs perfectly. All the intelligent residents on this level know that the correct way to pass the Atrium is to call out for an escort.

A thick curtain of gauzy purple silk so dark it's almost black hangs across the stairs beyond the pillars. A reinforcement of fine wire makes the curtain as tough as a wall of thin wood. The folds of cloth look like heavy shadows from any distance greater than 30 feet, even if the characters approaching use *continual light*. Though the mesh is translucent enough to see through, the curtain is strong enough to deflect any small missiles and most missile-type spells. A *fireball* would detonate when striking the curtain, though a *magic missile* would pass right through if a target were visible beyond.

The mongrelmen use their camouflage ability to remain hidden behind the curtain. A few strategically placed slits allow them to poke through their blowguns and fire them at attackers. The blowguns' length lets the sentries stand well back, so missiles striking the curtain cannot reach them.

Tearing through the curtain requires a successful Open Doors roll.

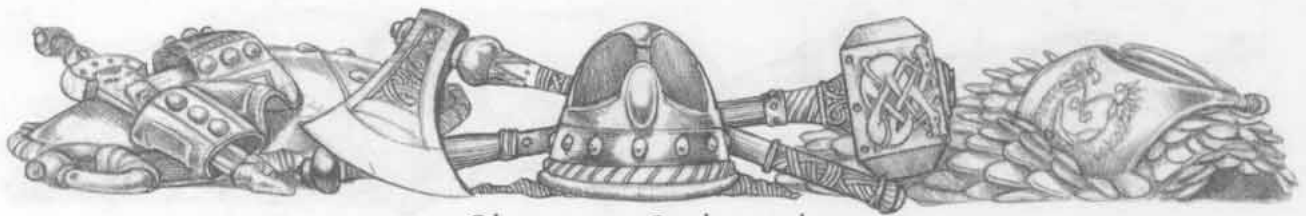
Dwarf Crushers (2): AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1 (punch); Dmg 3d8; SA +1 attack bonus vs. dwarves, *heat metal*; SD +2 or better weapon to hit, traps edged weapons, immune to most spells and weapons, +2 bonus to surprise rolls, opponents cannot make rear attacks; SW *stone to flesh* renders the creature vulnerable to normal weapons for 1 round; SZ L (7' tall); ML fearless (20); Int non (0); AL N; XP 8,000 each.

Special Abilities: SA—Can send forth a wave of volcanic heat once a turn. The effect is the equivalent of a *heat metal* spell cast as 12th-level caster. The construct can generate heat in addition to making a physical attack.

SD—There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. An attacker using edged weapons should roll 1d4 along with his attack die; if the d4 shows a "1" the edged weapon becomes stuck in the dwarf crusher—even if the attack was a miss. When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder's hand. (A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.) An attempt to recover a stuck weapon takes a whole round if the dwarf crusher has not been destroyed. The character must make a successful attack roll vs. Armor Class 0 to seize the weapon, followed by a successful Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). After the dwarf crusher has been destroyed, stuck weapons can be broken loose after 1 turn of work, with no risk of breaking the weapons.

Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause direct damage. During the round when the dwarf crusher remains vulnerable to normal attacks, weapons cannot become stuck in it, and weapons already trapped fall out.

Sentries (Mongrelmen) (4): AC 5; MV 9; HD 4; hp 18 each; THAC0 17; #AT 1 (club or blowgun); Dmg 1d6 or 1d3; SA poison; SD camouflage, mimicry, pick pocketing; SZ M



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(5' tall); ML steady (12); Int low (7); AL LN; XP 175 each.

Special Abilities: SA—Type C poison on the blowgun darts has an onset time of 1d4+1 rounds. A poisoned creature suffers an extra 25 points of damage if they fail a saving throw vs. poison. If the saving throw succeeds, the creature still suffers 2d4 points of damage.

SD—Camouflage renders the mongrelmen undetectable 95% of time unless they move or are touched (*detect invisibility* or *true seeing* reveals the hidden creatures). Can mimic the sound of any creature they have heard, but cannot mimic special sonic attacks. Can Pick Pockets with a 75% chance of success.

Alert: The sentries attack immediately if the alarm has been raised before the party enters the chamber.

In a fight, the mongrelmen order the dwarf crushers to attack and keep up a steady fire with their blowguns (the dwarf crushers prove invulnerable to the missiles). If threatened with a melee attack, the sentries fall back to the Throne Room (area 29).

The dwarf crushers attack until victorious or destroyed. If the party retreats to the north (away from the palace) the dwarf crushers do not pursue. They pursue and continue attacking if the party exits to the south (into the Throne Room).

The guards in area 27 note any disturbance here; they give warning to the rest of the palace residents and prepare to attack the foe.

If the party comes here with Myrle, the vampire signals the guards, who order the dwarf crushers to attack. Myrle plants her kiss (see page 128), then backs off to cast a few spells.

27. Palace Foyer

The dwarves used this hallway as a waiting area and a place to informally address any crowd gathered in the Atrium (area 26).

The goblins use the area as a watch post. Four invisible warriors from the Royal Guard Barracks (area 28) hunker down behind the pillars and keep a lookout.

Tapestries along the south wall resemble the curtain in area 26; however, these are more substantial and contain grim scenes of dwarves dying at the hands of goblins. Whoever wove the tapestries rendered the scenes in blues, blacks and grays, just as one might see them through infravision. Characters viewing the tapestries with infravision not only see the scene clearly but see other details, such as minor heat traces from the figures and background heat from the landscape, that aren't visible through normal vision.

The floors below each 10-foot section of the tapestry bear *glyphs of warding* that inflict 30 points of fire damage to anyone moving the curtains aside to see what lies beyond. A successful saving throw vs. spell reduces the damage by half.

Alert: The warriors note any disturbance in area 26 and quickly run to warn everyone in areas 28–39. Two of the

warriors return after 1 round to attack intruders coming up the stairs from area 26. The remaining pair of guards goes to the Throne Room to help defend it.

Loud noises in areas 24–39 also draw the warriors' attention and cause them to give warning.

28. Royal Guard Barracks

This locale resembles area 12. The goblins charged with guarding King Akhil (Qamhuul) live here. The residents include twenty elite warriors, plus leaders, females, offspring, and two witch doctors. Eight warriors are always on duty in area 27 and 29. Two more stand guard at areas 28F and 28G.

28A. Sleeping Chambers: These chambers are just like area 12B.

Each warrior carries 14 sp and 5 gp each.

28B. Captain's Chamber: This chamber is just like area 12C, except an ironbound strongbox replaces the cabinet. It has a padlock (the captain carries the key). A *glyph of warding* that delivers 30 points of electrical damage (save vs. spell for half) guards the chest. Inside, the chest holds personal equipment. A rack in the bottom contains three *potions of giant strength*, three *potions of heroism*, and one bottle of poison. A false bottom below the rack conceals 35 pp, five base 50 gp gems (bloodstones), and a white gold bracelet set with a black opal. The piece is worth 1,500 gp.

28C. Witch Doctors' Chambers: These rooms are similar to area 12D, except that two witch doctors live in each room and the rooms contain no shrines to Maglubiyet. Only one witch doctor is in each room at any given time. The others are either out on patrol or giving a report to Akhil in area 36A.

Each cleric carries a purse with 22 sp, 7 gp, and two base 50 gp gems (bloodstones).

28D. Lieutenants' Chambers: This area is similar to area 12E, except that only one lieutenant lives in each. The lieutenants occupy their rooms most of the time.

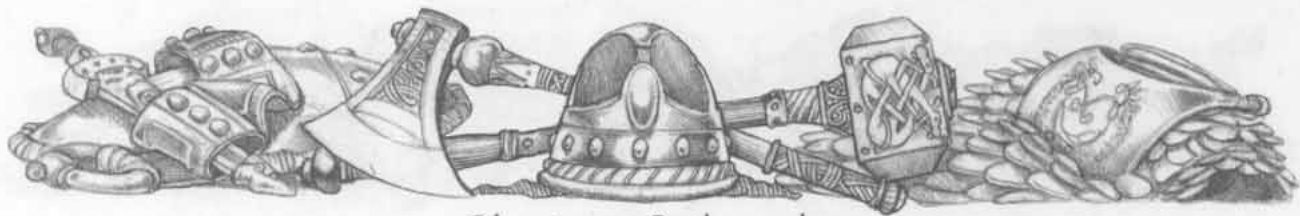
The lieutenants have 17 sp, 7 gp, and two base 50 gp gems (moonstones) each.

28E. Sergeants' Chamber: This area is similar to area 12F, except only two sergeants live here and they occupy their room most of the time.

The sergeants have 12 sp, 4 gp, and two base 10 gp gems (turquoise) each.

28F. Armory: This area is similar to area 12G except that two elite warriors stand guard here at all times.

28G. Guard Post: Two elite warriors stand guard here, keeping a lookout on the corridor beyond through a peephole in the secret door. About once every 10 minutes,



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one of the guards walks down to the secret door at the south end of area 29 and takes a peek in there.

Goblin Children (41)

Goblin Females (15)

Goblin Elite Warriors (20)

Goblin Sergeants (2)

Goblin Lieutenant: *Special Equipment:* two thunderpots, spellcache ring (haste), spellcache ring (monster summoning III), spellcache ring (anti-magic shell), potion of giant strength.

Goblin Captain: *Special Equipment:* two thunderpots, spellcache ring (enlarge), spellcache ring (dispel magic)*, spellcache ring (stoneskin)*, spellcache ring (anti-magic shell).

Goblin Witch Doctors (2): *Special Equipment:* two thunderpots, spellcache ring (improved invisibility).

Spells (5/5/1): 1st—*cure light wounds* (×3), *magic missile** (×2); 2nd—*aid* (×2), *heat metal*, *silence 15-foot radius*, *withdraw*; 3rd—*prayer*.
* wizard spell cast as a 3rd-level character.

Alert: In any fight, the goblins try to hit the foe with volleys of missiles or coordinated melee attacks and fall back to the Throne Room (area 29) by way of the north entrance. They otherwise use tactics similar to those described for area 12.

The two witch doctors begin their attacks by casting *dispel magic* on the party, then summon monsters and use their remaining spells to best effect.

Most disturbances here go unnoticed elsewhere until the goblins enter area 29. If the party enters the area from the west, the sentries at areas 26 and 27 hear the ruckus and give the alarm.

29. Throne Room

The dwarven ruler once held court here; now King Akhil (Qamhuul) does the same. Akhil has decorated the hall with war trophies, just as Skizaaan did with the Great Hall on Level A (area 15). The grisly display includes captured banners, the heads of numerous good creatures (including a storm giant and an adult gold dragon), and dozens of weapons, shields, and other bits of armor. Two of the shields and four weapons (a longsword, shortbow, and two battle-axes), have received *Nystul's magic aura* spells.

A massive throne carved from a single block of ancient oak stands on the dais at the south end of the room. The goblins looted it from an elven settlement. Its decorative carvings of wild flowers, grapevines, and songbirds clash with the collection of skulls, horns, and mummified ears the goblins have draped over it. Stripped of its goblin decoration, the throne would fetch at least 2,000 gp on the open market. It weighs 40 pounds. A long banquet table, looted from a human manor, rests at the foot of the dais. A dozen mismatched chairs line its sides.

On normal days, Akhil is here half the time, conferring with two Busted clerics from area 12 about the state of the

tribe and preparations for the next spectacle in the Forum (area 19). The other half of the time, Akhil hides away in "his" quarters (area 36).

The secret alcoves lining the chamber have concealed arrow slits, and an archer always occupies each one. The four northernmost alcoves contain elite goblin warriors from area 28. The six southern alcoves contain wereboards from area 39. The short passage leading to the Council Chamber (area 33) remains empty.

Alert: If the chamber is empty when the party arrives and the alarms has not been raised, the guards in the alcoves keep quiet and do nothing unless discovered. At the first opportunity, however, one of them dashes east to warn Tairdo and Akhil.

Even if the party managed to discover and defeat the guards, one of the warriors from area 12G will see them and raise the alarm if the group spends more than 10 minutes in here.

If there has been an alarm (or if allies rush in with enemies on their tails) the guards attack immediately with their bows, concentrating on targets not already engaged in melee.

Tairdo would prefer to make a stand against any enemies here. The craven wizard hopes to send all his allies into the chamber to meet the invaders in force. Meanwhile, he stands in the passage leading to area 33 and uses his *projected image* spell (cast through the arrow slit in the secret door) to defeat the party at no risk to himself. He also uses *wizard lock* to stop anyone from opening the secret door and attacking him directly. See the *Alert* section in the area 36 description for details on Tairdo's tactics.

DM Note: Any spell Tairdo casts while the *projected image* lasts issues from the image, not from the wizard himself.

30. Kitchen

The dwarves once prepared sumptuous meals here. Tairdo has ordered the chamber restored, as he has no intention of consuming the coarse fare goblins prefer.

The room seems as pleasant as most country kitchens. Bundles of fragrant herbs hang from the ceiling, a cheery fire crackles in the hearth, the makings of a hearty meal lie scattered atop a sturdy table, and fresh rushes mixed with pungent herbs lie underfoot. The careful observer notes a rat or three scampering through the rushes, but that's not out of place.

The kitchen is the private domain of Myrle, one of Tairdo's old adventuring companions who suffered a mishap at the hands of a powerful vampire a few years ago. Being a resourceful person, Myrle won free of her captor and assumed an independent existence.

Myrle and Tairdo soon renewed their old partnership, and Myrle now enjoys the fruits of Tairdo's dungeons whenever she feels like a snack. Always fond of cooking,



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she's happy to prepare meals as long as Tairdo can provide her a safe haven and plenty of fresh blood.

Myrle plays the pitiful slave when she meets the party. An attractive woman with light red hair, cool green eyes, and a heart-shaped face, Myrle looks pale and slightly gaunt, as though she has not slept or eaten properly for a long time.

The lady walks with a silent grace shared by all vampires, but hides this by wearing a pair of iron shackles on her ankles. She shuffles along as though hobbled. If fact, the chain connecting the shackles is more than long enough to let her move at full speed. Myrle keeps the key to the shackles tucked in her bodice (along with an unholy symbol), and can remove the bindings in a flash if she desires.

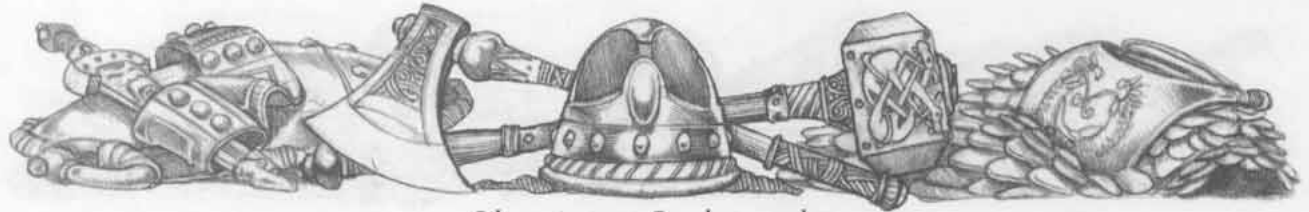
She wears a tattered forest-green dress, a deep green velvet bodice, and a ratty, dove gray shawl. Her feet are dirty and bare. A pair of worn-out doeskin gloves dyed to match her bodice covers her hands (and conceals her *spellcache* rings).

Myrle plays the role of the frightened and abused slave for all it's worth. No matter how the party enters the kitchen, she shrinks back toward the fireplace and crosses her arms protectively over her bosom, muttering (she's actually activating a *non-detection* spell from a *spellcache* ring). She promises them a nice meal if they just sit down and leave her be.

If questioned, she reveals the following.

- A strange group of goblins and dwarves waylaid her father's caravan about six months ago. The attacks slew everyone except Myrle and her two female servants. Since then her two companions have died. *Note:* The whole statement is a fabrication. If the party presses for more information, Myrle says her father's name was Godwin Drapier, a cloth merchant from a large city (pick any well-known city in your campaign world). She insists that the dwarf bandits were regular dwarves: short, hairy, tanned-skin little men.
- Her duties here include preparing meals for the goblin king, his wizard advisor, their human bodyguards, and some female dwarf who appears from time to time. The rank-and-file goblins don't seem to like her cooking. When not cooking, she either rests or passes the time as the wizard's companion. *Note:* The statement is mostly true. She doesn't actually dally with Tairdo, but Myrle figures the claim might generate some sympathy. The "dwarf female" is Qamhuul. Myrle is not a party to Qamhuul's charade as Akhil, but she has pieced together most of the truth (though she has no idea Qamhuul is a goblin transformed into a dwarf by the *Axe of the Dwarfish Lords*). Myrle tells the party about Qamhuul to keep them off balance.





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She doesn't know much about the dungeon, except that some horrible beasts dwell in an abandoned bakery to the north. She occasionally goes to feed them scraps from the kitchen.

She keeps about a dozen mercenaries fed, plus the goblin king and the wizard. She sleeps here in the kitchen, but carries meals to her captors with help from the deformed men who live on the staircase. (The "deformed men" are the mongrelmen from area 26, who do indeed assist Myrle from time to time.)

She claims to have befriended the rats. They occasionally spoil the food, but that really doesn't bother her much.

She'd very much like to be rescued and taken to her father's old home, where her wealthy relatives would reward her rescuers handsomely. This is another bald-faced lie, but one Myrle hopes will encourage the party to think about money rather than possible danger.

DM Note: Myrle's *non-detection* spell foils most forms of divination, including *detect evil*, *detect lie*, and spell-like abilities that mimic divination effects.

Myrle, female vampire C15: AC -3 (natural defenses, Dex, and *cloak of protection* +2); MV 12, Fl 18 (C); HD 9+12; hp 71; THAC0 11 (9 with Str bonus); #AT 1 (touch or bite in wolf form); Dmg 1d6+4 or 2d4; SA energy drain, charm gaze, spells; SD hit only by +1 or better magical weapons, immunities, save bonuses, regeneration, shape shifting, animal summoning, *spider climb* at will; SW holy water, turning, lawful good holy symbols, garlic, and mirrors; SZ M (5' 11" tall); ML champion (16); Str 18/76; Dex 16; Con 16; Int 14; Wis 18; Cha 17; AL CE; XP 11,000.

Notes: If reduced to 0 hit points or less, assumes *gaseous form* and must return to coffin to rest for 8 hours. Myrle is truly destroyed if she cannot return to a coffin within 12 turns.

Personality: Wily, hedonistic.

Special Abilities: SA—Touch drains two levels or Hit Dice from living opponents; gaze causes *charm person* effect with a saving throw penalty of -2.

SD—Immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis; suffers only half damage from cold or electricity; +4 saving throw bonus vs. mental attacks from Wisdom; +2 bonus to saving throws from *cloak of protection*; regenerates 3 hit points per melee round; assume *gaseous form* or *shape change* into a wolf or bat at will; at will summon 100 rats or bats.

SW—Holy water inflicts 1d6+1 points of damage from each vial that strikes; turned as a special undead; avoids lawful good holy symbols, garlic, and mirrors if possible.

Spells (8/8/7/7/4/2/1): 1st—*cure light wounds* (×4), *command* (×2), *curse*, *detect magic*, 2nd—*hold person* (×4), *silence 15' radius* (×4); 3rd—*bestow curse* (×2), *dispel magic* (×3), *prayer* (×2); 4th—*abjure*, *cause serious wounds* (×2), *cloak of fear* (×2), *cure serious wounds* (×2); 5th—*flame strike* (×2), *slay living*, *true seeing*; 6th—*blade barrier*, *word of recall*; 7th—*unholy word*.

Special Equipment: *cloak of protection* +2, *scarab of death*, five copper coins with *continual darkness* spells cast on them, *spellcache ring (non-detection)*, *spellcache ring (stoneskin)*, unholy symbol, two vials of unholy water, flask of foul-tasting liquor.

Alert: If she can insinuate herself into the party, Myrle tries to lead the group to the Palace Atrium (area 26) or the Fountain (area 34). When the defenders in an area threaten the group, Myrle offers a kiss (for luck) to the most outspoken male character.

If discovered, Myrle fights until reduced to 20 hit points or less, then assumes gaseous form and retreats into the stronghold's ventilators (see page 53). She emerges 1d4 turns later in either area 21 or 31 (DM's choice).

If a general alarm sounds, Myrle dons a vast, hooded robe, then goes to join the battle.

In any fight, Myrle begins with the *stoneskin* spell, then seeks to touch and drain an opponent. She makes a show of waving an unholy symbol around and murmuring a bit before making a melee attack. She hopes the show will confuse people about what she really is. If her *stoneskin* spell is breached, she casts *command* at the nearest foe, then tries to break away to some place where she can cast spells safely. She assumes gaseous form if she must (but makes a show of draining her flask of liquor first). She'll drop a *flame strike* or *blade barrier* on a large group of foes if she can. She avoids using her *unholy word* spell if there are a lot of goblins still fighting on her side.

31. Pantry

Well-stocked shelves of provisions line the shelves in here. The party can find everything from raisins to fresh apples.

A pile of crates contains biscuits, dried meats, flour, and a long, thin box of earth (Myrle's coffin).

32. Buttery

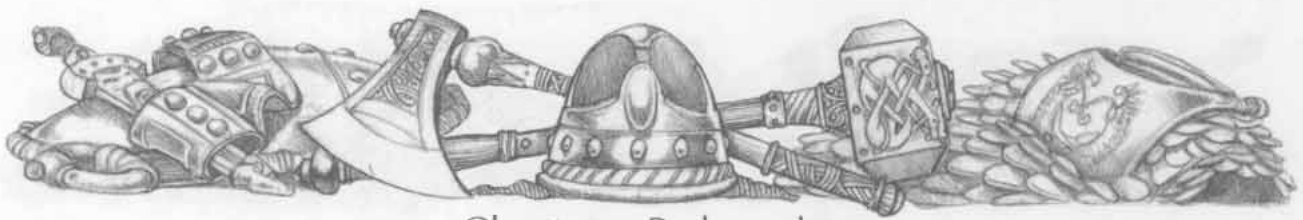
Similar to area 31, this area contains drinkables. A basin dispenses hot and cold running water, and a collection of casks and barrels holds wine, beer, cider, and hard liquor.

33. Council Chamber

The dwarves used this room for private conferences and to spy on the Throne Room (area 29). The goblins have little use for it, but Tairdo finds the hidden arrow slit looking onto the Throne Room an excellent post during a battle.

The tapestries lining the walls here look just like the ones in area 27, and they bear similar *glyphs of warding* under each 10-foot section. The pass phrase "death to dwarves," spoken in goblin, allows safe passage. Tairdo and Qamhuul can move safely through the curtains without a pass phrase.

A silvery metal plate, about 3 feet square, lies behind the curtains in the room's southeast corner. Anyone stepping on the plate with both feet is instantly *teleported* to the spot marked "T1" in area 9 on Level D.



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Alert: If the alarm has been raised, Tairdo is here watching the Throne Room from behind the secret door to the west.

34. Fountain

You've found a reasonably spacious area with a high, vaulted ceiling. Four hexagonal pillars, each as big around as an ancient oak, support the vaulting and form a small, inner court lined with stone benches. A fountain with a hexagonal basin perhaps three paces across lies in the center of the court. A jet of water shoots straight up from the basin, rising as high as a giant before spreading out in a watery blossom and cascading back into the pool.

The damp air reeks of cheap liquor. The unpleasant smell seems at odds with the merry babble of the fountain. A vast collection of pottery jugs, some smashed to bits, litters the benches and the floor. Among all the smashed crockery lies a leather pouch, half open. You note an icy glitter deep within the pouch.

The dwarves used this area as a public meeting place. The goblins have abandoned it altogether because Tairdo placed one of his creations, an aquatic lernaean hydra, in the fountain. The smashed liquor jugs and abandoned pouch (which contains ten paste gems worth 1 sp each) are intended to make intruders think the place is harmless.

The original fountain had a basin only 1 foot deep, but the goblins have dug it out to a depth of 15 feet. The hydra lies at the bottom, keeping a lookout in every direction with four of its heads. It attacks anyone within 10 feet, even Tairdo.

The tapestries running along the south wall here are just like the ones in area 27, right down to the *glyph of warding* under each 10-foot section.

Aquatic Lernaean Hydra: AC 3; MV 6, Sw 18; HD 12; hp 96; THAC0 9; #AT 12 (bite); Dmg 1d10 per attack; SA extra heads; SD regeneration, attacks on the creature's body have no effect, immune to nonmagical cold; SZ G (140' long); ML fearless (20); Int low (5); AL N; XP 8,000.

Special Abilities: SA/SD—The creature has twelve heads, each with 8 hit points. Each time the creature suffers 8 points of damage in combat, one head is slain and two new ones grow back in 1d4 rounds unless fire is promptly applied to the stump. The monster can never have more than 18 heads, however.

To prevent a head from growing back into two, a flame of at least torch size must be applied to the stump before the new head appears. This requires a successful called shot (–1 penalty to initiative, –4 attack penalty). Highly directional fire-based attacks, such as *burning hands*, can scorch the stump automatically. A *flametongue* sword can scorch a stump, but the wielder must attempt a separate attack (also a called shot) to do so. The creature instinctively keeps to the water to avoid counterattacks with fire. It withdraws the stump, keeping it submerged until the new

heads appear. Unless the party has a means of employing fire underwater (such as an *airy water* spell), an opponent fighting on the surface must scorch the stump on the same round the head was severed—before the creature can submerge the stump.

Area-effect spells that inflict damage slay one head per 8 points of damage inflicted. If the damage number is not evenly divisible by eight, the leftover damage is divided as evenly as possible among all the surviving heads. Heads killed by fire do not form two new heads. The creature rolls only a single saving throw against an area of effect spell. Spells such as *finger of death*, *slay living*, and *disintegrate* slay the creature outright if they succeed and prevent any regeneration.

Alert: If a fight begins here, roll 1d6 each round. On a roll of 1 or 2, the troops in areas 36B and 39 hear the disturbance.

If the party has come here in Myrle's company, the vampire plants her kiss and runs off to rouse everyone in areas 28–39.

35. Apartment

A dwarven leader once used this area as a suite of private chambers. Tairdo has turned it into a magical laboratory.

Normally, there is a 50% chance Tairdo is here, pondering some problem in the Summoning Room (area 35D).

35A. Work Room: This room, once an audience chamber, holds an acid-scarred wooden table topped with a wooden rack that contains all manner of alchemical equipment: glassware, canisters of chemicals, tongs, a balance, and several braziers and crucibles.

A long-necked beaker sits simmering in a brazier full of hot coals at one end of the table, slowly dripping pale liquid into a dirty bottle. This is a *potion of climbing* in the making. The dirty bottle contains a coating of goblin filth. The beaker needs to simmer for another three days before the potion is complete.

Drawers under the table hold potter's tools and additional glassware. A small kiln stands in the room's southeast corner. Tairdo uses it to make *thunderpot* flasks, but it stands unlit and cold now.

An invisible stalker haunts the chamber, tending the brazier. It has orders to raise the alarm and defend the room if strangers enter.

Invisible Stalker: AC 3; MV 12, Fl 12 (A); HD 8; hp 40; THAC0 13; #AT 1 (buffet); Dmg 4d4; SA –6 penalty to opponents' surprise rolls; SD invisible, opponents who cannot detect invisible creatures suffer a –2 attack penalty; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ L (8' tall); ML elite (13); Int high (14); AL N; XP 13,000.

Notes: Can be killed only on the Elemental Plane of Air. Immediately returns to the plane of Air if reduced to 0 hit points or less.



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35B. Enchanting Room: This chamber once served as a sitting room. Tairdo uses it to enchant items. It contains a low table made of jade (value 8,000 gp, weight 350 pounds), a comfortable divan that sits just a little lower than the table-top, and walls lined with shelves and bins.

The shelves contain thirty-eight empty *thunderpot* flasks, eight *thunderpots*, twenty-two rings suitable for enchantment, nine rings with *Nystul's magic aura* cast on them, and a *ring of spell snatching* (see page 182).

35C. Study: This chamber once served as a walk-in closet. Tairdo has crammed it with bookshelves, an iron lamp lit with a *continual light* spell, and a desk and chair. The desk contains writing materials: paper, parchment, quills, ink, a ruler, a penknife, and a container of fine sand. The books include an odd assortment of arcane texts. There also is a *manual of puissant skill at arms* and Tairdo's traveling spellbooks (which contain all the spells listed as his favorites on page 18). Tairdo has thumbed through the *manual of puissant skill at arms* and suffered the consequences (see the item description in the *DUNGEON MASTER Guide*), but he isn't quite sure what the book is.

The normal books on the shelves collectively weigh more than 600 pounds and have a value of 6,000 gp to a sage or collector.

35D. Summoning Room: This was once a bedchamber. Tairdo has inscribed a permanent magical diagram on the floor to use for his *ensnarement* spells.

A *continual light* spell cast on the ceiling provides illumination. The room also holds a comfy floor pillow where Tairdo is fond of sitting even when not casting a Summoning spell. He sits behind the west curtains, either reading or making notes.

The tapestries in here resemble the ones in area 27. The floors under each 5-foot section of tapestry bear *glyphs of warding* that inflict 30 points of fire damage to anyone moving the curtains aside to see what lies beyond. A successful saving throw vs. spell reduces the damage by half. Tairdo and Qamhuul can pass through them without harm.

35E. Storage Room: The dwarves built this room to serve as a bath chamber. It contains a lavatory with hot and cold running water, a commode, and a sunken bathtub. Tairdo still uses the washing facilities, but the tub has become a container for various odds and ends. The 6-foot tub contains boxes of clay, pots of glaze (for ceramics), and about a dozen stout planks.

Alert: If strangers enter, the invisible stalker in area 35A rushes to the master suite and strikes the alarm gong in area 36A, then returns to attack the intruders.

If the party enters area 35D while Tairdo is here, the wizard casts *wizard lock* on the one-way door to the west and makes a hasty retreat through it to the Throne Room

(area 29), where he hopes to find aid. Tairdo can freely pass his own *wizard lock*.

36. Master Suite

Radruundar's ruler once lived here. Tairdo and Qamhuul have made it their own. Normally, there is a 50% chance Tairdo is here; otherwise he's in area 35D. Qamhuul is either here (50% chance) or in area 29.

36A. Receiving Room: The dwarves used this room as an audience chamber and office. The goblins use it in much the same way. King Akhil receives visitors and subordinates here.

The room contains a brazier stoked with glowing coals, a round conference table about 6 feet across, a small desk, and several chairs. A bearskin rug and a stuffed cave bear complete the decor.

The bear has been mounted so it appears to lunge directly at the outer door, and the party could literally be surprised by the beast and take it for a real animal when they enter. Neither the stuffed bear nor the rug has any market value.

The desk's single drawer contains a *glowgem* working at the low setting. It has eight charges left. A small brass gong sits atop the desk.

If Qamhuul is in the suite and Tairdo is not, she is here and in her Akhil guise. She listens to a report from a Bushed witch doctor about a recently completed patrol. Qamhuul keeps the north door propped slightly open so she can hear what's going on outside. The visitors can open the door automatically while it remains ajar.

36B. Bedchamber: This was once a sitting room. It now ostensibly serves as Tairdo's bedchamber. The room has a small bed (with fairly clean sheets and blankets), a night table, a footstool, and a locked chest. A small brass gong sits atop the night table.

The chest has a normal lock (the key hangs on a peg in the Cloak Room, area 36C). Tairdo has scribed a *symbol of hopelessness* inside the chest's lid. When someone opens the chest, everyone within a 60-foot radius must save vs. spell or be overcome with hopelessness (see spell description in the *Player's Handbook* for details).

Rogues cannot detect the *symbol*, but a *find traps* spell indicates a magical trap on the chest.

36C. Cloak Room: This chamber served the dwarves as a walk-in closet. Tairdo and Qamhuul use it the same way. The chamber holds several dozen different sets of men's and women's clothing from halfling to ogre-sized. Some of the clothes belong to Tairdo, but most are intended to round out the various guises Qamhuul assumes with her *hat of disguise*.

A peg on the south wall holds the key to the chest in area 36B.



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36D. Main Bedchamber: This room's floor is covered with a large Arabian-style rug (value 3,000 gp, weight 20 pounds). Other furnishings include a canopied bed, two ironbound strongboxes, and an overstuffed chair.

The tapestries on the walls are just like the ones in area 27. The floors below them have *glyphs of warding* just like the ones in area 35F.

The teleporter in the southeast corner looks and works just like the one in area 33, except that it whisks users off to the spot marked "T2" in area 9 on Level D.

The strongboxes hold the couple's personal equipment and treasure; each has the key to his or her strongbox. Qamhuul's box holds adventuring equipment (oil, rope, a tinderbox, and the like), a set of goblin-sized *chainmail* +3, twenty 5-pound gold bars (worth 250 gp each), a small gold crown set with diamonds and rubies (value 12,000 gp), and a large sack stuffed with 121 gp, 45 ep, and 84 pp. The *chainmail* could fit a halfling or gnome with some alterations.

Tairdo's box is *wizard locked*. It contains his spellbooks (see page 18), three *potions of climbing*, five *potions of heroism*, a *potion of gaseous form*, ten *spellcache rings* (*anti-magic shell*, *dispel magic*, *flame arrow*, *grease*, *haste*, *mirror image*, *non-detection*, *phantasmal killer*, *reduce*, and *stoneskin*) and a pouch containing ten base 100 gp gems (pearls).

If both Tairdo and Qamhuul are in the suite, the couple is in here, sharing a quiet moment. If Tairdo is here alone he drags the overstuffed chair behind the curtains to the east and sits down to ponder the next move in his scheme to destroy all dwarves.

36E. Bathing Room: This room is similar to area 35E, except that Tairdo uses the bathtub as a bathtub.

Alert: With the doors to the main corridor closed, little noise can escape the area. With the doors open, a blast from Tairdo's or Qamhuul's horn or the clash of a gong alerts the troops in area 39, which in turn alerts the guards in area 27 and the rest of the palace. If the invisible stalker from area 35A strikes the gong in area 36A, the sound alerts the whole palace.

As noted on page 19, Tairdo prefers to find an arrow slit or peephole so he can use a *projected image* to launch spells during a battle. If caught here, Tairdo rushes to the teleporter in area 36D. He places a *symbol of pain* on the teleporter's metal plate, which remains until someone triggers the spell by reading the rune or using the teleporter. Once triggered, the *symbol* remains active for 18 turns, affecting anyone who uses the teleporter or reads the rune (see the spell description in the *Player's Handbook* for details).

Once through the teleporter, Tairdo hunkers down, waiting for pursuit. If none materializes, he rushes back to the palace, gathering what troops he can along the way. If he has time, he'll bring the dwarf crushers from area 20 of

Level H and the xorn from area 29 on Level H. The dwarf crushers obey Tairdo's commands absolutely, but the xorn aren't as dependable (see page 150).

If alerted to an intrusion elsewhere, Tairdo makes his way to the Council Chamber (area 33) and gathers his troops around him. He orders his minions to attack the enemy and retreats to the Throne Room (area 29), where he can use his *projected image* through the arrow slit in the Council Chamber's secret door. If absolutely necessary, Tairdo casts *improved invisibility*, *non-detection*, and *spell turning* on himself, then goes to harass the enemy. No matter what the circumstances, Tairdo never enters a battle without a *stoneskin* spell. See page 19 for additional notes on Tairdo's battle tactics.

Qamhuul (Akhil), female dwarf F12: AC -4 (*bracers of defense* AC 2, *cloak of the bat*, *ring of protection* +2, Dex bonus); MV 12; HD 9+9; hp 81; THAC0 9 (8 with *shortbow* +1; 6 with Str bonus from *gauntlets of ogre power*; 4 with Str bonus and *warhammer* +2; 5 with Str bonus and *Axe of the Dwarvish Lords* (axe form); 4 with Str bonus, *Axe*, and specialization bonus); #AT 2 (*Axe*) or 2 (*shortbow*); Dmg 1d8+9/1d8+1 (Str and specialization bonus) or 1d6+1 (*shortbow* +1); SA sever limbs, spell-like abilities; SD gains a +1 saving throw bonus vs. effects that can be dodged (Dex), springing, additional +4 saving throw bonus vs. magic and poison; SZ S (4' 1" tall); ML champion (16); Str 17 (18/00); Dex 15; Con 16; Int 10; Wis 10; Cha 11; AL NE; XP 6,000.

Personality: Crafty, haughty.

Special Abilities: SA—Hit with *Axe of the Dwarvish Lords* severs a limb on a successful attack roll of 18 or better (see page 10).

Boots of striding and springing allow an attack and leap to safety when Qamhuul wins initiative.

Spell-like Abilities (at 20th level from the *Axe of the Dwarvish Lords*): Once a week—*conjure earth elemental*; once a day—*stone to flesh* (reversible, works only of creatures); once a month—*earthquake*; three times a day—*passwall*.

Special Equipment: Small golden horn, two vials of powerful acid (makes a puddle with a 1-foot diameter; a direct hit inflicts 4d4 points of damage, a splash hit inflicts 1d4 points of damage), *rope of climbing*, *rod of rulership* (31 charges), *hat of disguise*, *gauntlets of ogre power*, *boots of striding and springing*, *spellcache ring* (*stoneskin*), *spellcache ring* (*monster summoning IV*), *spellcache ring* (*phantasmal killer*), *potion of extra healing* (×2), *potion of super-heroism*, *potion of giant strength*, *dust of disappearance* (two pinches).

Tairdo, male human M18: AC -7 (*bracers of defense* AC 4, *cloak of protection* +3, *ring of protection* +3, 5' radius, *staff of power*, Dex bonus); MV 12; HD 9+18; hp 43; THAC0 15 (13 with *staff of power* or *dagger of venom*); #AT 1 (*dagger* or *staff*); Dmg 1d4+2 or 1d6+2; SA poison, spells, opponents suffer a -1 saving throw penalty vs. Tairdo's conjuration/summoning spells, retributive strike (from *staff of power*), poison; SD



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gains a +1 saving throw bonus vs. conjuration/summoning spells, +8 bonus to all saving throws from protective items, additional +3 bonus to saving throws against effects that can be dodged (Dex), other magical defenses; SZ M (5' 5" tall); ML average (8); Str 8; Dex 17; Con 15; Int 18; Wis 8; Cha 15; AL NE; XP 14,000.

Personality: Cowardly, stubborn, bigoted.

Special Abilities: SA—*Dagger of venom* carries six doses of Type D poison; onset time of 1d2 rounds; the target suffers 2d6 points of damage with a successful saving throw vs. poison or 30 points of damage if the saving throw fails.

Ioun stones allow survival without food or water, spell absorption, and regeneration (at 1 hit point a turn) when used.

Spells (10/10/5/5/5/3/2/1, plus one extra Conjunction/Summoning spell per spell level): 1st—*cantrip**, *color spray* (×3), *comprehend languages* (×2), *feather fall*, *grease** (×2), *taunt*, *unseen servant**; 2nd—*knock*, *glitterdust** (×2), *mirror image* (×2), *Melf's acid arrow** (×2), *summon swarm** (×2), *wizard lock*, *ventriloquism*; 3rd¹—*dispel magic*, *flame arrow** (×2), *invisibility 10-foot radius²*, *non-detection*, *spectral force*; 4th¹—*dimension door*, *improved invisibility*, *phantasmal killer*, *stoneskin*, *Evard's black tentacles** (×2); 5th—*Mordenkainen's faithful hound**, *Leomund's lamentable belaborment*, *teleport*, *monster summoning III** (×2); 6th—*monster summoning IV** (×3), *project image*; 7th—*spell turning*, *monster summoning V**, *power word stun** (×2); 8th—*monster summoning VI** (×2), *symbol*; 9th—*power word kill**, *Mordenkainen's disjunction*.

* Conjunction/Summoning spell.

1 *Pearl of power* allows one spell of this level to be cast a second time.

2 Spell previously cast.

Special Equipment: Small golden horn, eight vials of powerful acid (makes a puddle with a 1-foot diameter; a direct hit inflicts 4d4 points of damage, a splash hit inflicts 1d4 points of damage), wax tablet and stylus, *ring of wizardry* (doubles 1st- and 2nd-level spells), *bag of tricks* (type C), *obsidian steel*, *clear spindle ioun stone* (sustains user without food or water), *pearly white spindle ioun stone* (allows user to regenerate 1 hit point a turn), *pale lavender ellipsoid ioun stone* (absorbs spells of up to 4th level, has 20 spell levels of remaining capacity), *glowgem* (19 charges), *girdle of many pouches*, *horn of collapsing*, *dust of disappearance* (eight pinches), *boots of elevenkind*, *pearl of power* (3rd-level spells), *pearl of power* (4th-level spells), *scroll with three dispel magic spells*, *scroll with three invisible stalker spells*, two *spellcache rings* (*stoneskin*).

Tairdo's overwhelming fear of pain and death keeps him from opening negotiations with the party (he's sure the characters have come to kill him); however, if the heroes put away their weapons and offer to parley, Tairdo becomes willing to talk, provided there are no dwarves in the group. If dwarves are present, Tairdo uses the lull to concentrate attacks on the dwarves.

Should the party successfully open a dialogue, Tairdo tells the characters they're trespassing and orders them out. He claims ownership of the stronghold by right of

possession. The wizard points out that the place was unoccupied when he moved in. He claims no knowledge of the *Axe of the Dwarvish Lords*, but if the party reads him Farvak's rhyme, Tairdo is perfectly willing to let the group descend to Level H and try their luck in the catacombs (areas 30–48 on Level H). For this favor, Tairdo demands a toll of 5,000 gp and a magical item. If the party pays the toll, Tairdo provides an escort of goblin warriors who lead the group to area 17 on Level H via the stairs at area 24. While the party explores the catacombs, however, Tairdo has a change of heart and tries to ambush the party as they leave the stronghold, preferably in area 1 on this level.

Qamhuul takes the fight to the party wherever they are in the palace, following the tactics described on page 21. When her *stoneskin* spell collapses, she falls back to the Throne Room (area 29) by the most direct route. She maintains her Akhil guise.

37. Library

The scents of musty parchment and antiseptic mingle in this brightly lit chamber. Stone shelves line the room's four walls. A haphazard collection of books, scrolls, and clear jars fill every inch of space.

A macabre collection of other items lies jumbled on an ancient table in the room's center. You see skulls, animal hides, and several clear glass jars containing objects floating in liquid. One container holds pinkish eyeballs that trail fuchsia tendrils. Another contains a bulbous head with mauve skin and a fan of deep purple tentacles.

The dwarves used the chamber as their main archive. It was once filled with freestanding bookshelves and small desks for reading and writing. The dwarves removed the furnishings when they abandoned the stronghold.

Tairdo has turned the chamber into a catch-all for things he doesn't really need but also doesn't wish to discard. The books and scrolls contain Tairdo's laboratory notes, bits and pieces of dwarven lore, and two sets of traveling spellbooks, one acid-damaged. One of the scrolls contains a *color spray* spell; Tairdo placed it in here by mistake. The pots contain common spell components Tairdo has accumulated over the years.

The collection of objects on the table includes a jar of beholder eyes preserved in alcohol, a severed mind flayer head likewise preserved, various bones from dwarves and giants, about two dozen animal pelts, a collection of rare feathers (from various giant birds and feathered monsters), and a collection of dragon's teeth and scales.

It takes one character 6 turns of searching to locate the spell scroll and the spellbooks. The damaged set contains 1st- through 3rd-level spells from Tairdo's favored spell list (see page 18), but only 1d4 spells of each level (DM's choice). Tairdo had a near-fatal encounter with a giant slug



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early in his career. He escaped with his life and a set of badly damaged traveling spellbooks.

The collection also includes an intact set of traveling spellbooks with the following wizard spells: 1st level—*color spray*, *detect magic*, *grease*, *ventriloquism*; 2nd level—*blindness*, *improved phantasmal force*, *invisibility*. The books belong to Blancvisk, an illusionist/thief held captive in the prison on Level H (area 5).

A longer examination of the books (at least a week) reveals the story of the *Axe of the Dwarvish Lords* (see Chapter 1), and a short list of Tairdo's notes on its spell-like powers (including command words if the DM wishes). The investigator also discovers formulas for potions of *climbing*, *gaseous form*, *giant strength*, and *heroism*.

Finally, the investigator discovers Tairdo's notes on the Abomination of Diirinka. The passage includes the information from the first paragraph of the creature's description from page 189 in this book, as well as the following passage:

*... a perfect tool for eradicating the vile pests! Invulnerable on this plane! Brassbeard's amulet will be essential, though a gate or two will make things much easier. If the trigger is a weapon that has slain one of pests like the animals they are, the creature will get the idea and become more tractable, especially if regularly fed. What a great way to awe the troops. ...
... The dust from the amulet would lay the thing to rest—if that ever became necessary.*

The whole collection of nonmagical books and scrolls weighs 400 pounds and is worth 7,000 gp.

38. Bath Chambers

These rooms resemble areas 35C and 36C. The wereboars from area 39 make regular use of them. The rooms haven't been well maintained, but they're cleaner than the goblin-infested areas of the stronghold.

39. Bed Chambers

Junior members of the Radruundar's ruling family once lived in these areas. A group of wereboar mercenaries occupies the chambers now. Only half the wereboars inhabit their chambers at any given time. The other half stand guard in the Throne Room (area 29).

Each room contains a pair of bunks similar to the ones in area 12C. The bunks prove a tad small for the wereboars, so they have laid planks between the bunks to make more spacious sleeping arrangements. Each room also contains a footlocker and a pile of fairly clean straw.

The footlockers have simple padlocks (+10% to Open Locks chances, but any roll of 96–00 still fails). Each wereboar carries the key to his footlocker. Each footlocker contains personal gear (including several changes of clothing) and some money. The twelve footlockers hold a total of 119 gp and 5,520 ep.

Wereboars (Lycanthrope, Wereboar) (12): AC 4; MV 12; HD 5+2; hp 25 each; THAC0 14; #AT 1 (battle-axe or bite in boar form) or 2 (longbow); Dmg 1d8 or 2d6 or 1d8/1d8 (sheaf arrow); SA lycanthropy; SD hit only by silver or +1 or better magical weapons; SZ M (5 $\sqrt{2}$ ' tall); ML elite (13); Int average (10); AL N; XP 650 each.

Special Abilities: SA—Anyone damaged by a wereboar's bite has a 1% chance per point of damage of contracting lycanthropy and becoming a wereboar. Check once for each character at the end of the encounter. See Chapter 15: A DM's Miscellany in the *DUNGEON MASTER Guide* for details on lycanthropy.

Level G: Power House

This level provides mechanical power and hot water to the whole stronghold. The machinery hasn't had any maintenance since the dwarves abandoned Radruundar, but most of it still runs—a tribute to dwarven engineering. Map 13: Level G, Power House on page 135 shows the level.

Most of Radruundar's goblins don't know this level exists and still fewer ever come here. Those that do quickly fall prey to a pair of illithids that have taken up temporary residence.

Loud noises such as *fireball* blasts draw little attention on this level, thanks to the geyser in area 4.

1. Stairs to Level H

The stairs rise 240 feet to area 15 on Level H.

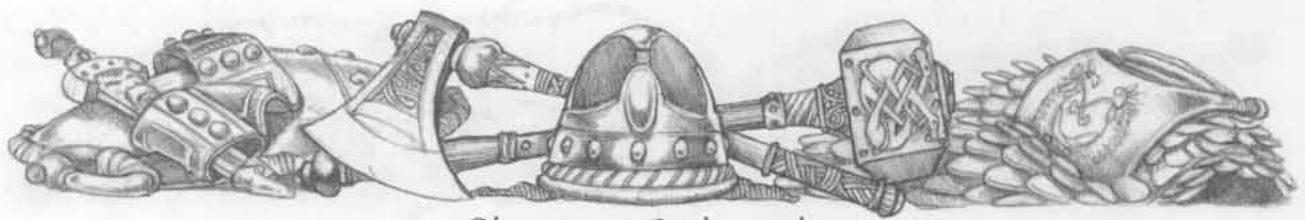
2. Elevator to Level F

The chamber can move upward 300 feet to area 22B on Level F. It passes through Level H on the way but cannot stop there. The trip to Level F takes 12 minutes. The levers in area 3 control the elevator.

Alert: The chamber is almost always on Level F. When the party arrives, roll 1d8; on a roll of 1, the chamber is here.

When the chamber isn't on this level, the door to the elevator shaft is locked. The party can force it open or use the levers in area 3.





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3. Elevator Control Room

The levers in this room look just like the levers in area 21 on Level A (page 83). The levers work just as described in area 16 on Level C. They control the elevator at area 2.

4. Geyser

A warm, moist draft caresses your faces as you step into a mostly natural chamber. A band of finished stone—perhaps as high as a man can reach and three or four times as long—forms the north wall. Above the stonework, a limestone ceiling rises in a gentle curve and quickly becomes lost in the darkness overhead.

The floor and remaining walls are natural limestone. The rock lies in organic-looking folds and humps. Your feet slide a little on the damp, uneven rock.

Several rivulets of clear water trickle down the west wall and wander across the floor to a ragged chasm, perhaps three paces wide, that fairly splits the chamber in two. A curtain of vapor rises from the chasm, forming a spreading mist that becomes invisible as it drifts to the chamber's far corners.

The chamber's ceiling peaks at a height of 80 feet. The chasm is literally miles deep. At the bottom lies a pocket of superheated magma.

The dwarves on Radruundar brought all their trash here—everything from table scraps to dross from the mines—and tossed it into the chasm. It pleased the dwarves to know that their castoffs were being returned to the earth from whence they came.

A set of pipes carries water from the Reservoir (area 6) to the chasm's south face, about 200 feet below the level of the chamber. Here, volcanic heat warms the water. Pumps carry the heated water and supply all the hot water in the stronghold.

The Reservoir has developed a leak since the dwarves abandoned the stronghold. The rivulets running along the chamber floor are only one small part of the seepage flowing into the chasm. Every 4d6 turns, enough water builds up to create a thundering blast of steam that fills the whole chamber with searing vapor. The cloud also expands 60 feet down the corridors leading to the chamber. Anyone caught in the cloud suffers 12d6 points of fire damage (treat as magical fire).

Alert: A geyser eruption is audible as a throaty roar throughout the level.

At any given time, there is a 25% chance that one of the illithids from area 10 is *levitating* in the depths of the chasm, about 50 feet down. The illithids enjoy a dose of hot, moist air, and this vantage point also gives them a chance to catch creatures entering the level. The illithids take special care to be away from the area well before the geyser erupts.

The vapor inside the chasm mostly obscures a *levitating* illithid. A character peering into the chasm overlooks the illithid 50% of the time. Even if spotted, the illithid gains the benefit of 50% concealment (–2 penalty to missile attacks directed at the illithid, +2 to the illithid's saving throws against individually targeted effects).

Whether the party discovers the illithid or not, the creature escapes via *plane shift* and returns to area 10 to warn its comrade (see the *Alert* section in area 10 for details). If attacked, the creature looses a *mind blast* before it goes.

5. Grotto

An underground river once flowed through this chamber from the west, vanishing down the sinkhole in the northeast corner. To power the stronghold, the dwarves built a dam across the chamber and diverted the water through the waterwheels at area 9.

The shaded area marks the old riverbed, which is fairly smooth and open. Outside the old riverbed, dozens of stalagmites dot the chamber floor, creating a veritable petrified forest.

The ceiling here is about 110 feet high, but festooned with stalactites from 4 to 6 feet long. The dam on the chamber's west side is a solid masonry structure 70 feet high. The structure is mostly solid and unblemished, except for a few hairline cracks at the north end where the old riverbed emerges from underneath. A few streamlets run from the dam's base to the sinkhole. Tremors from the geyser have caused the cracks. The dam will collapse in a few decades if not repaired.

Treat the dam's face as a smooth, slippery surface if anyone tries to climb it (see Chapter 14: Time and Movement in the *Player's Handbook*). The dam's broad top is fairly stable, but anyone standing there during a geyser eruption must make a successful saving throw vs. breath weapon at a –2 penalty or slide off. The character has a 50% chance of falling into this area (damage 5d6) or into area 6 if the saving throw fails.

Today, a ragtag collection of creatures that have been *charmed* and enslaved by the illithids in area 10 live a miserable existence here. All these creatures relentlessly attack any intruders unless an illithid calls them off.

Goblin Children (10)

Goblin Females (4)

Goblin Guards (8): #AT 1 (sling with bullet or footman's mace); Dmg 1d4+1 or 1d6+1.

Sedentary Alaghi (4): AC 4; MV 12; HD 9; hp 45 each; THAC0 11 (9 with Str bonus); #AT 2 (great club/fist) or 1 (javelin); Dmg 2d4+5/2d6 or 1d6+1; SD stealth; SZ L (6' tall with large girth); ML steady (12); Int low (5); AL CE; XP 2,000 each.

Special Abilities: SD—Move silently 80% of the time and hide in natural surroundings 75% of the time.

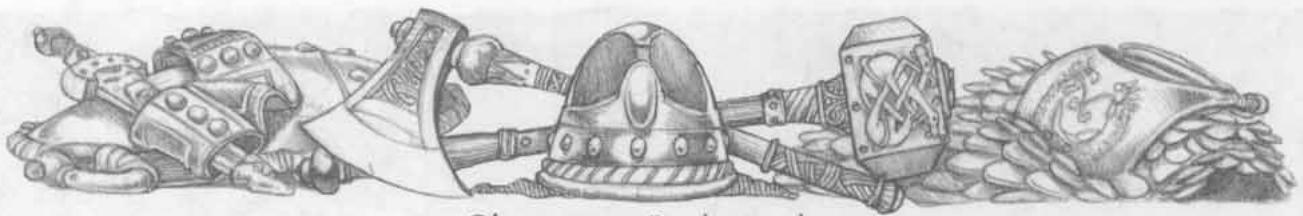
Map 13: Level G, Power House



Key

-  Chasm
-  Door
-  Gears
-  Levers
-  Spiral Stairs
-  Sinkhole
-  Water
-  Water Wheel

One square equals five feet



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Alert: In a fight, the alaghi hide among the stalagmites while the goblin warriors loose arrows at the party. The goblin females and children rush the group and make a mass overbearing attack against the first character they meet. While the party deals with the goblins, the alaghi try to move silently and maneuver to the party's flank, where they hurl javelins and then charge into melee.

During the fight, a few goblins try to slip out the exit and run to area 9, where they can warn the illithids.

6. Reservoir

This chamber was once the west half of area 5, now separated by the dam. A 40-foot waterfall at the west end brings frigid water from Lake Radruundar, and two dwarf-dug channels carry rushing water away south to the waterwheels at area 9.

The Reservoir contains 50 feet of water, leaving 20 feet of space between the turbulent surface and the top of the dam. A fall into the water inflicts 2d6 points of damage, and the victim must make an immediate Swimming check (see Chapter 14: Time and Movement in the *Player's Handbook*) at a -3 penalty. Nonproficient swimmers and characters who fail their Swimming checks are immediately swept into the channels leading to area 9. Such characters have one chance to grasp the channel's edge and stop themselves. The action requires a successful attack roll against Armor Class -1 (Strength bonuses apply). If successful, the character stops himself but must also make a successful Strength check at a -2 penalty each round until rescued. Characters failing the attack roll or a Strength check are swept over the waterwheels in area 9.

7. Gear Rooms

The waterwheels in area 9 power the huge gears in these rooms, which in turn drive all the machinery in the stronghold: elevators, one-way doors, portcullises, and water pumps (see the area 8 description for details).

The gears in the eastern chamber have ground to a halt, knocked out of kilter by the tremors from the geyser in area 4. The western set of gears remains in perfect working order, revolving with barely a whisper.

The gears consist of perfect discs of gray granite about 5 feet thick and 25 feet across. When in motion, the multi-ton gears grind on remorselessly. A stray limb caught in the teeth is crushed and lost. Small items such as swords and shields are likewise destroyed with no ill effect to the gears. A fairly large, sturdy object such as a thick log or a chunk of rock jams the gears.

8. Control Room

This room has two bronze levers the size of well-grown saplings sprouting from the floor. Each lever is some 7 feet long. About two-thirds of the way up each lever, a smaller, thinner lever sprouts from the main shaft, forming a lop-sided fork.

To move a lever, a single character must press on the smaller lever and push it flush with the main shaft. This requires an Open Doors roll. That done, the character must grasp the large lever and heave. This requires a Bend Bars roll. If several characters whose Strength scores total at least 54 work together, they can move a lever without a roll.

Each lever has two settings: north and south. Pushing a lever "north" sets one of the waterwheels in area 9 in motion. Pulling the lever "south" stops the wheel. The western lever controls the west wheel and the east level controls the east wheel.

Currently, the east lever is in the south (off) position. A safety feature stopped the wheel when the gears jammed. The west lever is in the north (on) position. Characters can try to move the east lever, but the shaft snaps back with the force of a giant's blow. Anyone in the lever's path suffers 6d10 points of damage; a successful saving throw vs. petrification reduces the damage by half.

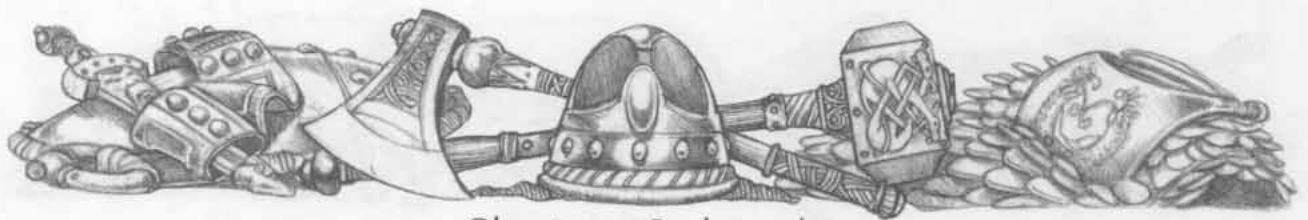
Alert: If the party throws the west lever south (off), every mechanism in the stronghold that draws power from the waterwheels stops working. Elevators become immobile (though they complete any movement already begun at the time the wheel stops). The stronghold's hot-water supply is cut off. Most importantly, all one-way doors and dwarf-built secret doors (those marked with a "W," "C," or "X" on the maps) stop working. These portals operate on a system of counterweights that reset themselves with power from the waterwheels. After the wheels stop, each door works once. After that, it takes a successful Bend Bars roll to force the door open again.

9. Waterwheels

Two channels carry water from area 6 to the waterwheels here. The water plunges 40 feet into the pool below.

Characters swept here from area 6 strike the waterwheel with considerable force and must roll successful saving throws vs. paralyzation to avoid instant death. If the saving throw succeeds, the character suffers 2d6 points of damage and is carried over the wheel to fall into the pool below, suffering an additional 4d6 points of damage.

When the unfortunate character hits the water, he plunges to the bottom, 40 feet beneath the surface, and becomes trapped. (A *feather fall* effect allows the character an immediate Swimming check to get free.) Characters trapped on the bottom must make successful Swimming checks at a -5 penalty to escape the current and return to the surface (see Chapter 14: Time and Movement in the *Player's Handbook* or Chapter 5: Underwater Survival in *Of Ships and the Sea*). Characters who receive assistance gain a bonus of +1 for each helper, but any rescuers must attempt Swimming checks of their own to avoid becoming trapped. A rope tied around a trapped character allows any number of helpers to lend assistance safely.



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A narrow stone walkway spans the chamber just south of the waterwheels, at a height of 30 feet above the water (10 feet below the channels and tops of the waterwheels). Two side spans run right up to the wheels. *Glowgems* are set into the walkway roughly every 15 feet (five *gems* in all, three on the main span and one on each span). Each gem burns at the low setting and has 5 charges remaining.

The dwarves used the walkway to inspect and maintain the waterwheels. Anyone standing there during a geyser eruption must make a successful saving throw vs. breath weapon at a -2 penalty or fall off. Falling characters suffer 3d6 points of damage and become trapped at the bottom of the pool as noted above.

Alert: The illithids in area 10 can see anyone on the walkway, even if the party douses the *glowgems*. Characters on the walkway, however, cannot see the illithids, nor can they see area 10. The creatures begin a long-range assault on the party with their spell-like abilities; see the *Alert* section of the area 10 description for details.

10. Island

This area is nothing more than a barren mass of limestone that rises 10 feet above the level of the surrounding pool. Presently, the island is home to a pair of illithid scouts, Tchogh and Dharc, sent out a few weeks ago to garner new slaves for their community and perhaps prepare the stronghold as a site for a new illithid colony.

The illithids initially thought they had found a ripe hunting ground. The illithids found the stronghold too cold for their tastes, but were delighted to find a teeming population of goblins for slaves and food. The geyser in area 4 laid their fears about the environment to rest; the illithids calculated they could create an excellent central heating system with goblin labor.

Things have not gone well for the illithids, however. Originally, the team consisted of three individuals. The third scout, Tchulth, stumbled into Tairdo and Qamhuul when reconnoitering Level F and lost the ensuing battle; hence, the mind flayer head in the Library (Level F, area 37).

After that, the illithids decided to lie low and subvert the stronghold slowly over time. The plan has been working reasonably well. Tairdo and Qamhuul made a quick search of the stronghold but found nothing (the two surviving illithids merely retreated to another plane for awhile). Tairdo still sends warriors out to search for any signs of illithids, but when the search parties find their way down here, the illithids simply *charm* them and the *charmed* goblins cheerfully report that they have found nothing. Meanwhile, some of the enchanted goblins lead their fellows down here and the illithids *charm* the newcomers.

Despite their ongoing success, the illithids find the task boring and their lodging uncomfortable. They take turns lounging in the depths of the geyser and periodically send requests for relief and reinforcements back to their community. The illithid leaders, however, have bigger fish to fry and are content to let Tchogh and Dharc slowly whittle down the goblins.

In addition to Tairdo's unwitting gifts of goblin slaves, the illithids also have *charmed* a few scraggs from a nearby river and a few alaghi from Level I.

Should the party reach the island, the illithids order the scraggs out of the water to help with the defense. The scraggs fight to the death unless attacked with fire or acid (which causes an immediate morale check) or until the illithids are defeated (in which case they flee).

The illithids have almost nothing in the way of equipment. A search of the island reveals only a collection of oddly shaped stones and a piece of heavy parchment that bears four parallel lines of raised characters.

The stones serve as a sort of three-dimensional game (rather like a jigsaw puzzle); the collection is worth 50 gp as an oddity. The parchment is a message from the illithid's leaders written in the race's unique script (see *The Illithiad* [TSR #9569] for details). The party cannot decipher it by nonmagical means. A *comprehend languages* spell reveals the following message:

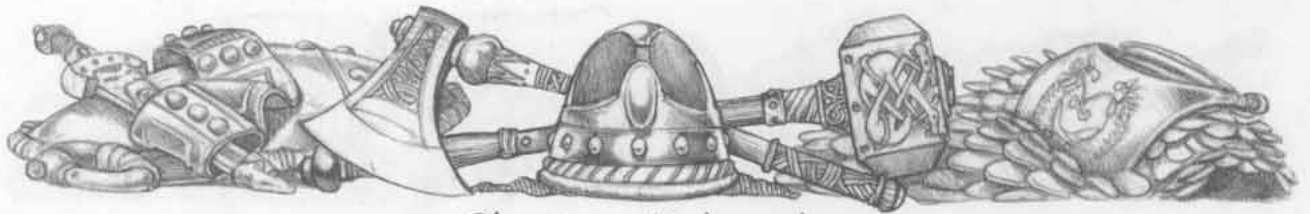
While the death of agent Tchulth is a blow, it is impossible to send any additional resources now. The stellar extinction project proceeds apace and must occupy our full attention. Do continue your present excellent plan, and inform us immediately if you engineer the wizard's demise.

10A. Whirlpools: Two sinkholes at the south end of the pool lead to an underground river that eventually emerges on Level I.

Swimmers with water movement rates of 9 or less might be sucked into the vortexes if they come within 30 feet of the sinkholes. The creature must make a Swimming check at a -2 penalty to escape the current. If the check fails, the swimmer is sucked into the sinkhole and trapped at the bottom (about 60 feet below the surface), suffering 2d6 points of damage. The character can escape with a successful Swimming check at a -5 penalty, as explained in the area 9 description.

Scraggs (Troll) (5): AC 3; MV 3, Sw 12; HD 5+5; hp 30 each; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d4+1/1d4+1/3d4; SD regeneration; SW regeneration possible only when immersed in fresh water; SZ L (8' tall); ML elite (14); Int low (5); AL CE; XP 650 each.

Special Abilities: SD—Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight.



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A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Illithids (Mind Flayer) (2): AC 5 (4 with dampsuit); MV 12; HD 8+4; hp 43 each; THAC0 11; #AT 4 (tentacles); Dmg 2 each; SA mind blast, brain extraction, spell-like abilities; MR 90%; SZ M (6' tall); ML champion (15); Int genius (12); AL LE; XP 9,000 each.

Notes: The mind flayer can perform only one action each round: mind blast, spell-like ability, or physical attack.

Special Abilities: SA—Mind blast in a cone 60 feet long, 5 feet wide at the mind flayer and 20 feet wide at the far end stuns all creatures in the area of effect unless they successfully save vs. wand. Mind blast is usable each round.

Tentacle hits cause 2 points of damage and holds the victim. For each tentacle in place, subsequent tentacle attacks gain a +1 attack bonus (to a maximum of +3). Once all four tentacles hit, the creature draws forth the opponent's brain on the following round, causing instant death. A successful Bend Bars roll removes one tentacle.

Spell-like Abilities (at 7th level): at will—*suggestion*, *charm person*, *charm monster*, *ESP*, *levitate*, *astral projection*, and *plane shift*. All saving throws against these powers suffer a -4 penalty.

Special Equipment: One dampsuit and one pair of glaregoggles each.

DM Note: A dampsuit keeps an illithid's body warm and moist. Glaregoggles protect the creature's eyes from bright light.

Alert: The illithids can clearly see any activity in area 9 and use their *charm person* and *charm monster* abilities on the party (they attack elves and half-elves with *suggestion*). If one illithid is away at the geyser (area 4) or grotto (area 5) when the party shows itself in area 9, the illithid there goes to find its comrade before attacking. The illithids telepathically beckon their targets to dive into the pool. If the assault works, they send their scraggs to drag the victims to the island.

If the party approaches the island, the illithids cut loose with their *mind blasts* as soon as their foes come within range.

If an illithid spots the party in area 4, it returns here immediately. The trip takes 2 rounds.

If the party spotted the illithid in the chasm, the pair organizes an attack. While the newly arrived illithid dons its dampsuit and glaregoggles, its companion travels to area 5 via *plane shift* and sends the slaves there to attack the intruders. The mind flayer who was already wearing dampsuit and glaregoggles trails the group, using *suggestion* ("surrender") and *mind blasts* while the slaves attack. It takes the illithid 3 rounds to organize the assault. The other illithid joins the battle 1 round after it starts.

If the party overlooks an illithid in the chasm, the creature returns to area 10 to warn its comrade. While the first illithid dons its dampsuit and goggles, the second illithid goes to area 5 and readies the slaves for an ambush. The second illithid remains on the island in case the group enters area 9 before coming to area 5.

If the party stumbles into the ambush, the illithid in command tries to send a slave to area 9 to signal its comrade. If that proves impossible, the illithid goes itself. Both creatures return to the battle in 4 rounds.

Level H: Lower Level

This level housed dwarven families and troops. Here the dwarves also worshiped their gods and buried their dead. Sections on the level held a prison, a brewery, and training areas. The goblins make full use of the dungeon, and the Biggut clan has reopened the brewery. Map 14: Level H, Lower Level in the Map Book shows the area.

The Rattlebones clan is nominally in charge of security for the level; however, they spend most of their energy guarding the Cell Block (area 5). If the party avoids trespassing in the goblins' lodgings, they probably can pose as off-duty mercenaries with little effort—provided the alarm hasn't spread down here from the upper levels.

If put to flight, the goblin warriors try to rally in area 19. Females and children make their way to Level F through areas 1 or 17, whichever is closer.

The goblins on this level know the stronghold well, but like their comrades on other levels they pretend not to. If pressed for information, they recite which clans live where (see page 61), but seem to have difficulty recalling how to reach them. If pressed for details, they direct the party to the elevator at area 7. They know how to stop the elevator and hope to delay the party long enough to send a warning to the goblins on Level F. Otherwise, they give mostly the same information as prisoners taken from the goblin patrol (see page 50).

Goblins interrogated for any length of time eventually mention the "haunted" chamber (area 14), and the "gold mine" in area 29.

1. Staircase

The stairs ascend 100 feet to area 11 on Level F.

Alert: A sentry in area 12 keeps watch on the stairs and the one-way door nearby.

2. Barracks

These two areas resemble area 18 on Level A. The Rattlebones clan occupies the rooms today.

About 80 warriors live here along with their leaders and almost 190 females and children. A handful of adult males

are on duty in areas 3 and 4, leaving 30 warriors in each area all the time.

The small (10-foot) unlabeled chambers house four adult males each, along with two to four females and three to six children. About a third of the females spend their time in areas 11 and 12, either lounging about or performing domestic chores.

Most of the off-duty warriors and leaders are either asleep or busy pursuing various amusements, but they maintain a small guard.

Most goblins carry their personal treasure with them. The common warriors have 12 sp each. The children and females carry no treasure.

The south barracks has a lever (at the east end of the main corridor) that controls the portcullis leading to area 4; the lever does nothing unless used in conjunction with the lever in area 4A (see below for details).

2A. Guard Posts: Three warriors always stand watch at each of these locations. The guards are wary of attempts at escape or rescue and attack any dwarves or gnomes in sight.

2B. Captain's Chamber: This chamber is similar to area 12C on Level F.

Instead of a cabinet, the room has a stout chest with an excellent lock (-20% to Open Locks attempts). The captain has the key. The chest holds the captain's personal equipment and the clan's stock of potions: three *potions of giant strength*, two *potions of heroism*, and a bottle of poison.

The chest also holds a leather sack with 24 pp, three base 50 gp gems (bloodstones), and a gold torc with jade studs worth 450 gp.

2C. Lieutenant's Chamber: A lieutenant and his females and children live here. The chamber is similar to area 2B. An unlocked chest holds grubby clothing and assorted gear (ropes, leather sacks, spare weapons) in various stages of disrepair. The lieutenant keeps his treasure with him; he has a purse containing 14 sp, 5 gp, and two base 50 gp gems (moonstones).

The room also has a sack of small boulders for use along with the lieutenant's *potion of giant strength*.

2D. Sergeants' Chambers: Two sergeants and their females and children occupy each of these chambers, though only one sergeant is in each room at any given time. The females and children spend most of their time with the goblins in area 11.

The chambers are similar to area 2C except that they have log beds similar to the ones on Level C, area 3A. Each sergeant carries 12 sp, 4 gp, and two base 10 gp gems (turquoise).

Goblin Children (130)

Goblin Females (52)

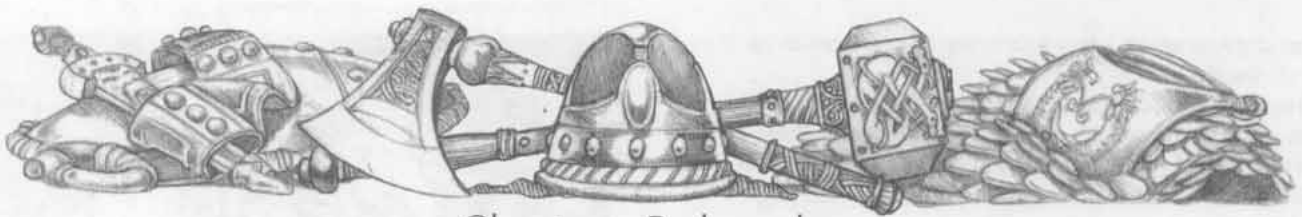
Goblin Guards (80)

Goblin Sergeants (4)

Goblin Lieutenant: *Special Equipment:* two thunderpots, spellcache ring (anti-magic shell), *potion of giant strength*.

Goblin Captain: *Special Equipment:* two thunderpots, spellcache ring (anti-magic shell), spellcache ring (flame arrow), spellcache ring (mirror image).





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Alert: If attacked, the guards at area 2A scream like banshees and hurl themselves at the foe. The noise rouses everyone in the barracks, but not the adjacent areas.

Off-duty warriors, reinforcements from adjacent areas, and officers begin volleys of missiles. Officers use their *anti-magic* shells without delay, but usually pass them to subordinates so they can employ their other magic in the battle. Females and children try to escape as best they can, carrying warning to the other barracks and to area 16.

If called on to defend against an attack in another area, the ranking officer present (the captain or the lieutenant) takes twelve warriors and goes to assist.

3. Guard Post

Eight Rattlebones warriors and a sergeant always stand guard here. One warrior stands at each arrow slit with a companion nearby; the remaining warriors and the sergeant keep watch near the lever. The sergeant carries a ring of keys to the cells in area 5.

The lever controls the pit covers; see Level C, area 5 (page 90) for details on the pits.

Alert: The goblins here fight as hard as they can to prevent any intruder or escapee from area 5 from passing through here. In a fight, the goblins at the arrow slits fire their bows and their comrades stand ready to attack anyone breaking through the doors. One warrior immediately runs for help no matter what the circumstances.

If anyone falls into a pit, characters attempting to rescue the victim become prime targets.

If a runner arrives here with news of an attack elsewhere, the sergeant takes four warriors and goes to assist.

4. Dungeon Guard Post

The south wall in this small room opens onto a 40-foot stairwell leading down to the Cell Block (area 5). An iron railing about 2 feet high separates the chamber from the stairs.

A cadre of twelve warriors and a sergeant keep watch over the Cell Block from here. At any given moment, two of the warriors pace the Cell Block while two warriors and a sergeant stand at the railing and watch the stairs. The remaining guards occupy the 10-foot rooms, with one guard at each arrow slit.

The levers in the 10-foot rooms control various features in the guard post.

A: This lever operates the portcullis separating the chamber from area 2, but it must be thrown simultaneously with the lever in area 2. If a character throws this lever by itself, the portcullis does not open and the character is sprayed with a paralytic contact poison. The toxin has an onset time of 1d4 rounds and renders the subject immobile and helpless for 2d6 hours if he fails a saving throw vs. poison. Even if the saving throw

succeeds, the poison lingers for 2d4 rounds, forcing a new saving throw each round until the effect ends or the poison is washed off.

The party can lift up the portcullis with a successful Bend Bars roll at a -10% penalty and can spread open the bars with a Bend Bars roll at a -20% penalty.

B: This lever here unlocks the pit cover. The pit is exactly like the ones in area 5 of Level C (page 90).

C: This lever controls the northern section of stairs. Throwing the lever causes the stairs to tilt south, dumping anyone on them down the stairwell. The fall inflicts 4d4 points of damage.

D: This lever is a dummy; pulling it sprays the operator with paralytic poison just as in area 4A. Four *thunderpots* lie in a heap below the lever.

Alert: The guards here stay at their posts no matter what happens elsewhere in the complex. They normally keep an eye on the stairs. In the event of a breakout, the spare troops from the 10-foot rooms join the guards at the rail and the whole group fires volleys of arrows. If a prisoner reaches the northern portion of the staircase, the guards yank the lever in area 4C and dump the escapee into the stairwell.

The guards won't open the portcullis for anyone they don't know. A *charmed* guard is allowed a new saving throw vs. the effect if asked to open the portal, and his companions will intervene to keep him from doing so.

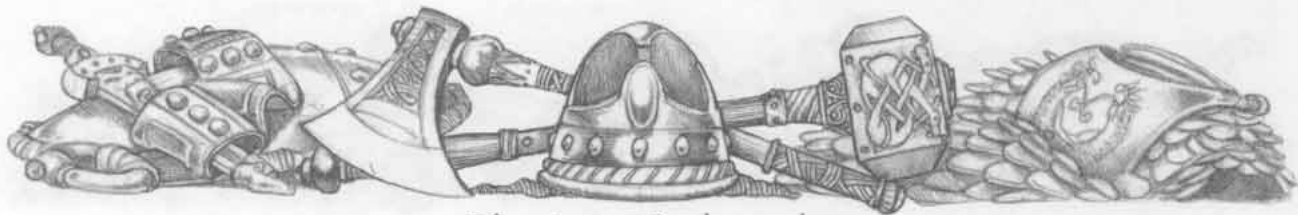
In a fight, the sergeant rolls *thunderpots* at the party through the bars of the portcullis while the warriors fire bows. Missile fire through the portcullis in either direction suffers a -4 attack penalty. If the party breaches the portcullis, the guard retreats behind the arrow slits and keeps firing.

The guard will not surrender to any group containing dwarves or gnomes, fighting to the death instead.

5. Cell Block

Your light reveals a narrow passage running east into darkness. Every few paces, a pair of shallow alcoves with barred openings flank the passage. At the moment, you see no one. Somewhere in the darkness, a single, throaty voice sings a popular song—loudly and badly off-key. Though the racket you can hear hacking coughs, the rattle of chains, and a second, very soothing tune, sung soft and low.

The cells here were once pleasant enough; they're very similar to the sleeping rooms in the barracks areas. Each



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has four sleeping niches (two on the east and west walls), a basin with cold running water, and a commode. A thick lattice of blackened steel bars fronts each cell. A section of bars, hinged at the top, serves as a door. A heavy bolt secured with a padlock to an iron ring in the floor hold the portal shut. The lock lies about 2 feet from the door, putting it well out of most prisoners' reach. The sergeant in area 4 carries the keys to all the padlocks.

The goblins have added heavy chains and manacles to each cell, rendering the sleeping niches useless. The more vigorous prisoners managed to clear out the commodes, giving them decent sanitation.

Presently, thirty dwarves, a gnome, and a human live in misery down here. At least ten of the dwarves labor in the Foundry (Level F, area 21) at any given time.

Most cells hold two to four manacled dwarves. The goblins took the majority of them during raids they conducted during the past year. Most of the dwarven prisoners are merchants and journeyman craftsmen.

5A: One of three dwarves held here is Teshiira Adunlur, a young female who has just given birth to a son, Baldes. A stout girl when captured, Teshiira's pregnancy didn't show. So far, Teshiira has managed to conceal Baldes from her captors. She keeps the babe swathed in some extra clothes. When he cries, Teshiira's fellow prisoners cover the sound by coughing, rattling their chains, and in the case of the gnome, singing off-key.

5B: The cell holds a gnome and two dwarves. The gnome is Blancvisk, an illusionist/thief whose party stumbled onto the east entrance and fell prey to the goblins. Blancvisk took a nasty blow on the noggin during his capture and has slipped into delirium. He vaguely understands the necessity of disguising Baldes's cries and sings heartily whenever the babe utters a sound. He's begun to think of himself as something of a bard.

Blancvisk's head injury pains him and makes him restless, even after a shift in the Foundry. He has awakened numerous times and noted Myrle preying on his fellow prisoners (see page 126 and the *Alert* section, below). However, the gnome believes that Elosia, a prisoner in area 5C, is the vampire.

Tairdo has Blancvisk's traveling spellbooks in the Library on Level F (area 37). The goblins found and confiscated Blancvisk's thief's tools, and he has not even been unable to unlock his own manacles, much less make an attempt on the cell door.

5C: Elosia, a female human cleric of considerable years, shares this cell with two dwarves. Elosia fell in with a dwarven trade caravan and was captured along with her hosts.

A resourceful woman, Elosia secreted a small holy symbol on her person right before her capture and has kept

it hidden from the goblins. She doesn't get enough rest to memorize spells every day, but she usually manages the task every few days. Her spells have kept herself and her two fellow prisoners reasonably healthy. Her *create food and water* spells ease her fellow prisoners' suffering immensely.

The prisoners distribute the food Elosia creates through an ingenious relay of strings and covered pans. The dwarves made the pans themselves with metal filched from the foundry. They acquired the material and made the implements right under their guards' noses. Thread from their clothing provided fiber for the string.

Elosia places the food in the pans and waits until the guards have their backs turned. Then she passes a loop of string to the cell across the hall. Once the recipient has a hold on the string, it's a simple matter to haul the pan with the food into the second cell. With the transfer complete, the inmates in the next cell take some food and transfer the pan to the next. The pan zigzags its way up and down the hall like a church collection plate. On days when Elosia cannot create any food, the prisoners hold back part of their rations and pass the extra portion to Teshiira via the same system.

Dwarf Prisoners (20): AC 10; MV 3 (encumbered); HD 2; hp 6 (currently 2) each; THAC0 19; #AT 1; Dmg pummel; SD +2 bonus to saving throws vs. magic and poison; SZ M (4 1/2' tall; ML steady (11); Int average (10); AL LG; XP Nil.

Notes: All the dwarves have 6 hit points at full health, but only the two imprisoned with Elosia in area 5C have full hit points.

Blancvisk, male gnome T4/III3: AC 7 (Dex bonus); MV 6; hp 8 (currently 2); THAC0 19 (17 with missiles); #AT 1 (fist); Dmg pummel; SA spells, backstab for double weapon damage, opponents' saves vs. Blancvisk's illusion/phantasm spells suffer a -1 penalty; SD +4 saving throw bonus vs. effects from magical devices and spells, gains an additional +1 bonus on saves vs. illusion/phantasm spells; SZ S (3' 5" tall); ML elite (14); Str 13; Dex 17; Con 14; Int 17; Wis 9; Cha 14; AL CG; XP Nil.

Personality: Addled, boisterous.

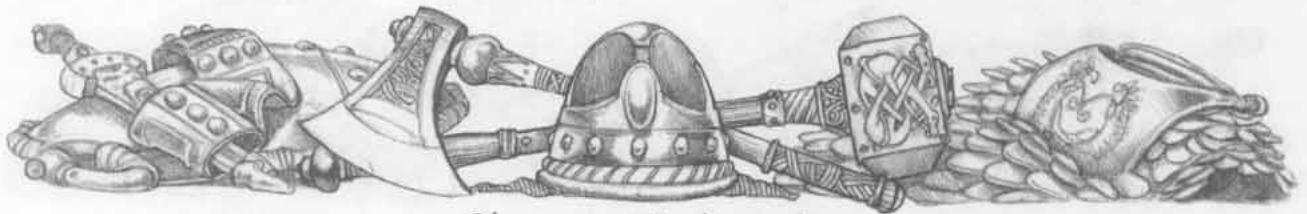
Spells memorized (3/2 +1 additional illusion/phantasm spell per spell level): 1st—*color spray**; 2nd—*improved phantasmal force**. * illusion/phantasm spell.

*Thief Abilities**: PP 55, OL 55, F/RT 45, MS 30, HS 20, DN 55, CW 55, RL 30. * Adjustment for no armor included.

Elosia, human female C7: AC 10; MV 12; hp 31; THAC0 16; #AT 1 (fist); Dmg pummel; SA spells; SZ M (5' 7" tall); ML elite (14); Str 14; Dex 13; Con 14; Int 10; Wis 18; Ch 13; AL LG; XP Nil.

Notes: Gains an additional +4 saving throw bonus to saves vs. mental attacks due to Wisdom.

Personality: Determined, humane.



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Spells (5/5/3/2): 1st—command, cure light wounds, endure cold (×3); 2nd—augury, silence 15[FM] radius, resist cold (×3)*; 3rd—create food and water (×3)*; 4th—cloak of fear, repel insects.*

* Spell previously cast.

Alert: If a fight breaks out in area 4, the prisoners remain quiet—they fear some sort of cruel ruse or violence on the part of their captors. A peek inside one of the cells reveals prisoners cowering on the floor, as far away from the bars as they can get. A kind word, especially from a dwarf or gnome, brings joyous cries of relief and thanks.

Freed prisoners are eager to escape the stronghold, but they don't really know where they are. The male dwarves are quite willing to fight goblins but have no weapons or armor and aren't really in any condition to go adventuring; most (except for Elosia's companions) need a week's rest or a *heal* spell to recover from their ordeal. They know little about the complex, but they can tell the party all about the Foundry (area 21 on Level F).

Elosia, the cleric from area 5C, and her two companions are reasonably fit, thanks to Elosia's spells; however, they have no equipment and Elosia has used many of her spells. If Blancvisk, the gnome in area 5B, sees Elosia, he has a fit. He's convinced the cleric is a vampire, grown wizened between feedings. The other prisoners immediately speak in Elosia's defense, but Blancvisk declares that their fondness is proof that Elosia has used her "wiles" on them.

If the party examines the prisoners, they find puncture marks on their necks. Myrle, the vampire from area 30 on Level F, prowls the Cell Block every few nights, feeding on slumbering prisoners. The party can easily determine that Elosia is a living being. She loves garlic, casts a reflection in a mirror (though she finds her current appearance appalling), and has no fear of (or adverse reaction to) sunlight or running water. Various Divination spells, such as *detect charm* and *know alignment*, can disprove the gnome's claim. No amount of nonmagical reasoning can convince Blancvisk he's wrong, though a successful *charm* effect can. A *heal* spell clears the gnome's head and allows him to see reason.

No matter what happens, the party may face a serious problem if they release the prisoners. There are so many of them they're bound to get in the way if the party takes them along during further exploration of the complex, and little Baldes (Teshiira's newborn son) tends to cry at inopportune moments. If not escorted back to civilization, the group will surely die. If the goblins of Radruundar don't kill them during their escape, they'll succumb to wandering monsters and inclement weather after they leave.

If the party has slain the guards in area 4 and then simply leaves the prisoners unguarded, vengeful goblins locate the group and slay them after 1d4+2 turns. The prisoners, especially Elosia, are well aware of their vulnerability and plead for rescue if the party seems likely to abandon them.

The party can leave the prisoners behind and return to find them unharmed if they use a *wall* spell to seal off the Cell Block, or take some other precaution such as leaving a guardian of some kind or using a spell to conceal the prisoners.

6. Empty Family Quarters

Four families of dwarves once lived in these apartments. Each apartment had a parlor, kitchen, workshop, master bedroom, and several smaller sleeping rooms. Each family had a private bathing chamber with hot and cold running water and a commode. The goblins have not yet moved into these chambers, despite crowded conditions in their lodgings. The goblins occasionally use the chambers to house guests, but mostly they have failed to make use of these areas because they *like* crowded living areas.

The apartments remain very much as they were when the dwarves abandoned them centuries ago, and the workshops still contain some items the dwarves left behind when they abandoned the stronghold.

6A. Master Bedrooms: The family heads used these rooms. No trace of the original occupants remains. The goblins have added a crude bed (like the ones in area 3A on Level C) and a brazier (currently unlit) for heat.

6B. Cobbler's Shop: A mound of assorted footgear almost 20 feet wide and 8 feet high sits in the center of the floor here. The pile contains hundreds of shoes and boots; some are items the dwarves abandoned when they left the stronghold, and some the goblins have thrown on the pile. The goblins' castoffs include worn-out items and footgear they have looted from vanquished foes.

At the slightest disturbance, the whole pile falls apart, leaving the characters standing in the mess up to their ankles. A thorough search reveals many items that simply disintegrate when handled (due to age) and many well-worn (and worn-out) items. Two pairs of boots, however, seem fairly new and well made. These radiate Enchantment magic. Tairdo placed *Nystul's magic aura* spells on them.

6C. Sculptor's Shop: Fine dust and shards of stone litter this room and the two chambers to the north. A search through the whole mess reveals enough soapstone and marble carvings to make a fine chess set (value for the set: 20 gp). The search also reveals a crude figurine of an elephant. The figure radiates Alteration magic, but the effect is simply a *Nystul's magic aura*.

6D. Tailor's Shop: When the party opens this chamber, they see dozens of figures converging on them from the west and north. The figures are actually just a combination of mirrors on the walls and fitting dummies shrouded in black cloth. A good solid blow splits a dummy in half, but



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the mirrors are smooth sections of stone wall covered with a thin plating of silver. The mirrors won't shatter, but a blow with a weapon mars the surface.

6E. Glassblower's Shop: The door leading to this room proves difficult to open (-1 penalty to Open Doors rolls). Inside, the party discovers a layer of fine white sand covering the floor to a depth of 6 inches. A dusty, corroded furnace sits in the southwest corner.

The glassblower once made and shaped glass in the furnace. The white sand came from several barrels of the stuff the glassblower kept on hand as a raw material. The goblins dumped out the sand, hoping to find something inside. The barrels have long since gone to fuel goblin cooking fires. A thorough search through the sand uncovers several rusty barrel hoops and a considerable quantity of broken glassware. Characters who dig through the sand barehanded must make a successful saving throw vs. breath weapon. Failure indicates a nasty cut that inflicts 1 point of damage and imposes a -1 (or 5%) penalty to any action requiring manual Dexterity (missile fire, lock picking, and the like).

7. Elevator

This chamber moves 100 feet up to area 16 on Level F. The chamber usually rests on Level F; when the party arrives, roll 1d8. On a roll of 1 the chamber rests here.

The chamber is similar to the elevators on Level A, area 20 and Level C, area 14, except that it works perfectly. The levers in area 8 control the chamber.

8. Elevator Control Room

These levers work just as described in area 16 on Level C. They control the elevator at area 7.

9. Hospital

This may be the most claustrophobic chamber you've seen so far, though the air feels noticeably warmer in here.

Two coaches and six moving at speed could safely pass each other at speed in here, yet the tallest among you can reach up and touch the low ceiling. Lines of soapstone stone biers, all about 2 feet high and not quite long enough to hold a fully grown human, fill the room like rows of cabbages. The low ceiling and wide-open space give the place a cavelike atmosphere.

Each slab's top has a hollow with a vaguely humanoid shape. The slab's surfaces look silky smooth, except for rough patches about the size of a buckler on the ends and sides.

The dwarves used the area as an infirmary. The hollows on top of the biers fit the contours of a dwarf's body, allowing a patient to rest comfortably. Hot water piped up

from Level G flows under the floor, heating the chamber and making the biers comfortably warm to the touch. Characters viewing the place with infravision see the floor and biers glowing.

As a place of healing, the infirmary was once sacred to the goddess Berronar Truesilver, and her symbol (two linked rings) once adorned all the biers. The goblins chipped off the symbols, leaving patches of rough stone behind.

The room normally stands empty, though Tairdo and Qamhuul sometimes house guests here. A casual search reveals a few well-gnawed bones, a small shirt made of tattered red linen, and a pile of twigs that reek of musk. The last tenants, a delegation of kobolds and their giant weasel companion, left them.

A thorough search of all the walls and biers in this room would take a lone character 32 turns, but there's nothing more to find.

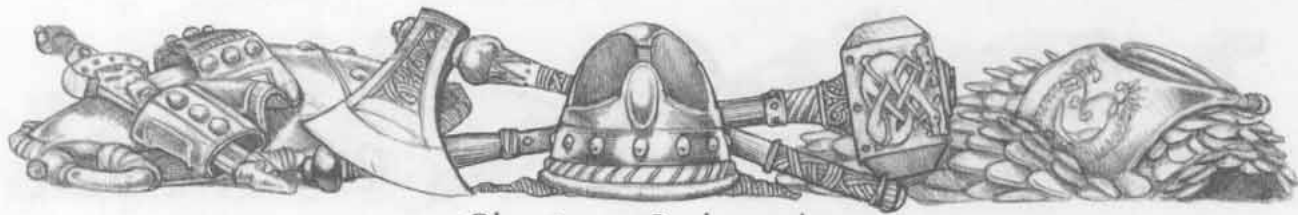
9A. Acolyte's Quarters: Each of these chambers contains a pair of sleeping niches, a basin with hot and cold running water, and a commode. Acolytes charged with caring for the patients in the main room and with maintaining the Shrine at area 10 lived here. The goblins have no interest in the rooms.

9B. Storage Room: Stone shelves line the walls, and there is a large basin with hot and cold running water. The dwarves used the chamber to store medical supplies and for performing chores such as washing bedding.

The goblins keep a small stack of dried medicinal herbs here. They're none too fresh and crawling with vermin. Anyone pawing through them becomes exposed to goblin filth. Three *potions of healing* lie hidden in the mass of dry herbage.

Alert: After the party makes a foray into the stronghold and inflicts casualties on the goblins, this chamber fills up with the wounded. Qamhuul and her subordinates are savvy enough to know that this chamber is a perfect place for injured goblins to recover. A sergeant and a cleric (most likely Butheds) oversee a staff of about ten females. Even Myrle (see Level F, area 30) spends some time down here dispensing healing spells (and perhaps snatching quick snacks from goblins too badly injured to recover).





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10. Shrine

This place seems positively airy after the last chamber. The room has a vaulted ceiling high enough to admit a giant, and a half-dozen shining crystals set in the ribbing cast a warm glow over you. A dais with two tiers fills most of the chamber. It holds a battered statue at least twice as tall as a human, but with a dwarf's proportions. The feminine figure is clad in a loose robe and gazes gently down at you. You can see the remnants of a beatific smile and bright eyes in the figure's shattered face.

The statue represents the goddess Berronar Truesilver in her guise as a healer. The dwarves put the statue here to invite divine favor on their place of healing. The goblins have given the statue a good pounding and plan to tear it down completely someday. For some reason, they keep forgetting to finish the job.

The six shining crystals in the ceiling are *glowgems* working at the low setting. They have four charges each.

10A. Side Chapels: The dwarves set these chambers aside for private worship and meditation. The daises at the chambers' south end once held small statues of Berronar

Truesilver, but the dwarves removed them when they abandoned the stronghold. The chambers now hold nothing but some offal that goblin looters left behind.

10B. Sacristy: The dwarves kept valuable robes and precious ceremonial items in this chamber. They emptied the room when they abandoned Radruundar. The goblins have never discovered the chamber. Though small for a whole party, the group could hole up in here and effectively disappear provided they didn't leave a visible trail or lead pursuers here.

11. Dining Hall

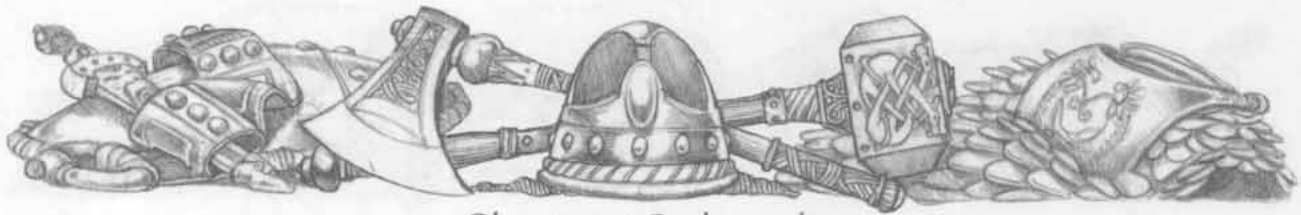
This area looks just like area 13 on Level F (page 117). The goblins keep the west exit wedged open, and a vigilant child keeps an eye on the stairs in area 1 and the one-way door beyond. He scampers to warn the warriors in the northern barracks (area 2) if he sees nongoblins come down the stairs or if he sees anyone enter the one-way door.

12. Kitchen

This area is just like area 14 on Level F.

12A. Larders: Except for their larger size, these chambers are just like area 14D on Level A (page 76).





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13. Bath Chamber

This chamber looks just like area 9 on Level F, except that there is no monster living in the pool.

14. Steam Room

At first glance, this room looks just like area 10 on Level F; however, a close look reveals scattered bones and several chunks of rock lying behind the bench.

The bones are the remains of a goblin leader slain when Tairdo and Qamhuul took over the Roaringwater tribe. The slain goblin's spirit lingers on as a poltergeist. It cannot leave the chamber.

The goblins find the creature's antics amusing (though potentially dangerous), and several of them have demonstrated their bravado by tossing chunks of rock in here and trying to slam the door shut before the spirit can hurl them back. The practice has both led to many lumps on goblin noggins and provided the poltergeist with plenty of ammunition to hurl at the party.

The creature attacks until destroyed or the party backs out of the room and shuts the door.

Poltergeist: AC 10; MV 6; HD 1/2; hp 4; THAC0 15 (attacks as a 5 Hit Die monster); #AT 1; Dmg n/a; SA fear; SD invisible, holy water has no effect; SW turned as ghoul; SZ M (4 1/2' tall); ML average (10); Int low (5); AL LE; XP 120.

Special Abilities: SA—Hurls small objects up to 30 feet (treat all attacks as short range). A hit causes the target to save vs. spell or flee in fear for 2d12 rounds. The victim has a 50% chance to drop whatever he's holding.

SD—Creatures unable to detect invisible foes suffer a -4 attack penalty when fighting a poltergeist.

15. Stairs to Level G

The stairs descend 240 feet to area 1 on Level G.

16. Barracks

This area resembles area 18 on Level A. The Biggut clan occupies the rooms today.

About two dozen warriors live here along with their leaders and almost seventy females and children. A handful of adult males are on duty in areas 27 and 28, leaving sixteen warriors here all the time.

The small (10-foot) unlabeled chambers house two adult males each, along with one or two females and two or three children. Most of the females spend their time in areas 16A performing domestic chores.

Most of the off-duty warriors and leaders are either asleep or busy pursuing various amusements, but they maintain a small guard.

Most goblins carry their personal treasure with them. The common warriors have 12 sp each. The children and females carry no treasure.

16A. Common Area: Three warriors always stand watch here. In addition, about a dozen females spend most of their time here working on curing hides and pelts the clan has acquired from the Forestrunners. The facilities are even more crude than those of the Bustedhs and the Rattlebones (just a few campfires, old tubs, and flat rocks) but the Bigguts know what they're doing and produce decent results. The tanning effort creates the worst stench anywhere in the stronghold.

Wooden racks hold dozens of pelts and hides of varying quality. A careful search (1 turn) reveals eight pelts worth a total of 900 gp.

16B. Lieutenant's Chamber: A lieutenant and his females and children live here. The chamber looks just like area 2C and has similar contents. The lieutenant keeps his treasure with him; he has a purse containing 16 sp, 7 gp, and two base 50 gp gems (moonstones).

16C. Sergeants' Chamber: Two sergeants and their females and children occupy this chamber. The females and children spend most of their time in area 16A.

The chamber is just like area 2D. Each sergeant carries 12 sp, 4 gp, and two base 10 gp gems (turquoise) each.

Goblin Children (44)

Goblin Females (17)

Goblin Guards (24)

Goblin Sergeants (2)

Goblin Lieutenant: *Special Equipment:* two thunderpots, spellcache ring (anti-magic shell), potion of giant strength.

Alert: If there has been no alarm, the Bigguts assume the group has gotten lost looking for the Tavern and direct all visitors to area 27. If the group seems unwilling to go, the guards invite the characters into the barracks for a drink. They grab the nearest character by the elbow and skillfully guide the person into the nearest trap. The goblins employ the same ruse if the party arrives after an alarm, provided the group doesn't attack immediately.

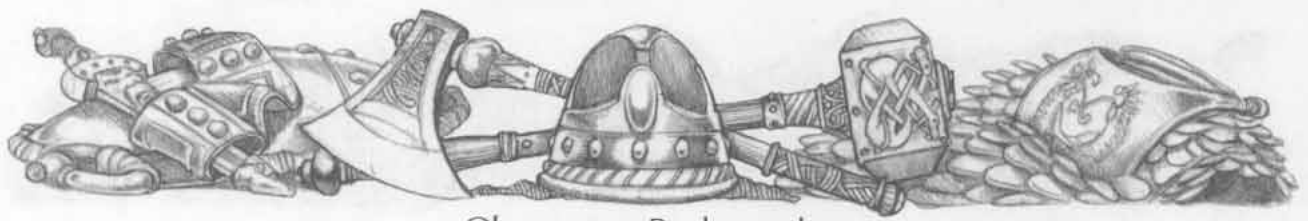
In any fight, the females and children flee to area 17 and escape to Level F if they can.

17. Stairs to Level F

The stairs ascend 100 feet to area 24 on Level F.

18. Testing Area

The dwarves built this labyrinth to help educate and test young dwarves in the art of analyzing stonework. Students were expected to make their way from the door at area 18 through the labyrinth to area 18F and back out again, noting various hazards and shifting features along the way. Originally, the dwarves could control how lethal the maze was. Today, the whole complex is stuck on its



Chapter 4: Radruundar

most lethal setting. The goblins are well aware of how dangerous the place is, and generally leave it alone.

The areas shaded in green represent sections of shifting wall that retract into the ceiling when visitors pull certain levers found in the maze. A large capital letter indicates which lever controls the features.

Small letters indicate hazards that become active when visitors start pulling levers; a large capital letter next to the small letter indicates which lever activates the feature.

- **Ceiling Blocks:** A **b** indicates a 10-foot block (weighing about 20 tons) that drops from the ceiling when someone walks underneath. Characters walking in the first rank must attempt saving throws vs. paralysis. Failure means the character is crushed to death. Success still results in 6d6 points of damage. Once activated, a ceiling block remains dangerous for one hour or until disarmed (see below).
- **Crushing Wall:** There is only one example of this feature (indicated with a **c**). This sliding wall section starts inching slowly east the moment anyone steps into the corridor next to it. The wall picks up speed all the time, so that it takes about five minutes for the wall to move 5 feet, but only six minutes for the wall to slam shut completely. Anyone still in the passage during the final minute must roll a successful saving throw vs. breath weapon to escape being crushed to death. Note that characters fleeing on foot fall into the pit to the east unless the party has done something to bridge it or jam the cover closed. Once the wall closes, it stays shut for five minutes, then slides back to its original position, ready to crush something else.
- **Covered Pits:** The maze contains several normal covered pits; however, some of the pits lie concealed under shifting walls or have covers that stay locked until someone throws the right lever. An **x** indicates these features. All of the pits are 30 feet deep (3d6 points of damage to characters who fall in).

A *find traps* spell reveals an activated feature as a mechanical trap, but shows nothing if the feature has not been activated. A rogue can locate an active or inactive trap with a successful Find Traps rolls at a -20% penalty, but the rogue cannot tell if the trap is active or not. The rogue can disarm the trap by jamming its trigger, which requires a Remove Traps roll at a -30% penalty.

A dwarf or gnome can detect any trap in the labyrinth with a successful check for shifting walls or stonework traps. A successful roll also reveals a series of four stone studs near each trap (rogues cannot locate these with Find Traps rolls, but a *true seeing* spell reveals the studs). One of the studs deactivates the traps. A dwarf can determine which one with a successful search for shifting walls (the stud might be slightly higher, lower, or have a different shape from the rest). If the party can't find the right stud,

they can try one at random (they have a 1-in-4 chance of getting it right). Pressing the wrong stud activates the trap; in the case of a pit, the cover opens and the character manipulating the stud falls in.

A creature similar to a poltergeist lurks in the maze. The spirit is the lingering essence of an ill-starred dwarf who couldn't master the labyrinth and died trying to negotiate it. The creature does all it can to prevent anyone from successfully traversing the maze; see the *Alert* section for details.

Entrance: The door here works just like a one-way door leading into the maze. Throwing a lever in area 18F makes it possible to open it from the west side and exit the maze.

18A: A bronze lever about the size of a sword sticks out of the wall here at a height of about 3 feet. The device moves both up and down. It makes no difference which way the party throws it. The lever has grown stiff with age, and it takes a successful Open Doors roll to move it. The lever controls all the features marked with an **A**. The features it controls return to their normal state after one hour.

18B and 18C: These levers look and work just like the one in area 18A, except that they control features marked with a **B** and a **C**.

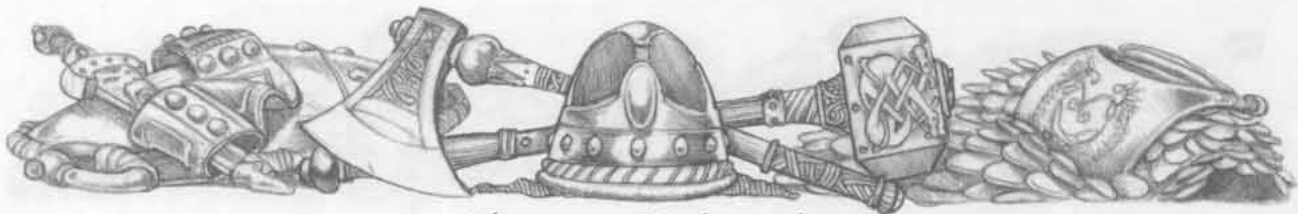
18D: Throwing this lever brings a 20-ton ceiling block (see above) crashing down on the party.

18E: The passage leading to this lever slopes down 20 feet starting at the shifting block to the north. The walls to the south and east of the lever rise 20 feet to the normal floor level, and characters standing atop the walls can see the lever. The lever works just like the one in area 18A; pulling it makes the whole passage shift upward to normal floor level and remain there for 10 minutes. The ceiling above the passage shifts, too.

18F: The four levers in this chamber's floor once allowed the dwarves to regulate just how deadly the maze was; they could make the pits shallower and make the crushing blocks move more slowly. They also could change which studs deactivated each individual trap. Thanks to age and the interference of the spirit that haunts the maze, none of the levers work.

The single lever on the north wall resets the door at the entrance, allowing the party to exit the maze.

The four levers on the south wall duplicate the functions of the levers at area 18A, 18B, 18C, and 18E, as labeled. If the party has lingered in the maze for more than an hour, some of the shifting features may have reset themselves (see the description for area 18A). These levers allow the party to open a way back to the exit.



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Spirit of Ill-luck: AC 10; MV 6; HD $\frac{1}{2}$; hp 4; THAC0 n/a; #AT none; Dmg n/a; SA telepathy, *suggestion*, curse of ill luck, activate traps; SD invisible; SW turned as ghoul, holy water; SZ M (4 $\frac{1}{2}$ ' tall); ML average (10); Int low (5); AL LE; XP 270.

Special Abilities: SA—Can communicate telepathically at a range of up to 50 feet. Once a turn can use *suggestion* at telepathy range. Once a day, can curse an opponent with ill luck. The victim of the curse fails the next saving throw the character has to attempt to avoid damage, death, or some other form of genuine harm. Once the victim suffers ill-fortune from the automatic saving throw failure, the curse ends. If no true danger exists for the victim, the curse stays in effect until true misfortune befalls the character.

Once a round, the spirit can cause every trap within a 30-foot radius to spring, even if previously disarmed.

SD—Creatures unable to detect invisible foes suffer a -4 attack penalty when fighting the spirit.

SW—Holy water drives the spirit away for 5 rounds, but inflicts no damage.

Alert: All the shifting features in the maze depend on the waterwheels on Level G (see page 136) for power. If the party has stopped the wheels, none of the levers work.

The spirit dogs the party's steps from the moment they enter the maze, staying about 50 away (maximum telepathy range) if it can, but moving closer to keep the party in sight if it must.

The spirit does nothing until the characters throw a lever. Once they do so, the spirit tries to misdirect the group into danger. For example, if the party throws the lever in area 18A, the spirit urges them to go east, which leads them into the covered pit and the crushing corridor beyond it. If the party discovers the studs that deactivate a trap, the spirit urges them to press the wrong stud.

When the party begins ignoring the spirit's advice, it uses its trap-springing power to harm the group at every opportunity. If attacked, the spirit curses the foe who seems most dangerous.

19. Temple Atrium

Beyond the door you find a rectangular chamber with a vaulted ceiling perhaps twice the height of a rearing horse. Dim light filters through a grimy panel set at the apex of the vault.

A clear pool about 10 feet wide and twice that long fills the floor's center. A steady trickle of water flows from underneath a closed door to the north. The meandering stream of liquid wanders toward the pool and falls in with an audible drip.

An alcove to the west holds what's left of a pair of monumental bronze doors. The twin portals hang loosely on sprung hinges, crumpled like discarded parchment.

The dwarves created this chamber to serve as pleasant spot to congregate, something the stronghold's current residents don't appreciate.

The lighted panel in the vault is a skylight just like the one in area 3 on Level A. The pool is only about 6 inches deep. Some silt has collected on the bottom, but it holds nothing of interest.

The water flowing from under the north door feels cold, but it's just regular water. It comes from area 26.

The dwarves locked the bronze doors when they abandoned Radruundar. When Tairdo and Qamhuul first explored the stronghold they had some difficulty with these doors, which the wizard solved by conjuring up a giant to batter them down.

Alert: Quite a bit of water has built up behind the north door. If the party opens it, a wave about 6 inches high washes over their feet, leaving them soaked with cold water.

20. Statuary Hall

The floor has more scars and pockmarks than a whole troop of goblins. A trickle of water seeping in here from the south veers toward the west, where it disappears into a crack underneath an ugly statue. The grotesque figure looks like a squat dwarf with a two-faced, simian head. The statue is only one of eight; four of the inelegant figures line the rectangular chamber's left and right walls. About 10 feet of open space separates the two lines of figures.

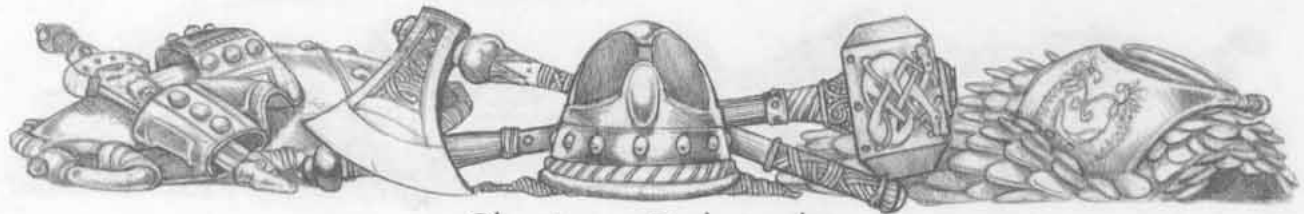
The dwarves lined this room with statues of dwarven gods and heroes. Tairdo and his allies smashed the whole collection to pieces and dragged out the remains, hence the damage to the floor.

Two of the statues (the first one on the left and the last one on the right) are dwarf crushers. Tairdo keeps them down here to guard the chambers beyond. The dwarf crushers attack if anyone comes within 10 feet of the room's north exit.

The remaining statues are unfinished dwarf crushers.

Dwarf Crushers (2): AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1 (punch); Dmg 3d8; SA +1 attack bonus vs. dwarves, *heat metal*; SD +2 or better weapon to hit, traps edged weapons, immune to most spells and weapons, +2 bonus to surprise rolls, opponents cannot make rear attacks; SW *stone to flesh* renders the creature vulnerable to normal weapons for 1 round; SZ L (7' tall); ML fearless (20); Int non (0); AL N; XP 8,000 each.

Special Abilities: SA—Can send forth a wave of volcanic heat once a turn. The effect is the equivalent of a *heat metal* spell cast as 12th-level caster. The construct can generate heat in addition to making a physical attack.



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SD—There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. An attacker using edged weapons should roll 1d4 along with his attack die; if the d4 shows a “1” the edged weapon becomes stuck in the dwarf crusher—even if the attack was a miss. When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder’s hand. (A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.) An attempt to recover a stuck weapon takes a whole round if the dwarf crusher has not been destroyed. The character must make a successful attack roll vs. Armor Class 0 to seize the weapon, followed by a successful Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). After the dwarf crusher has been destroyed, stuck weapons can be broken loose after 1 turn of work, with no risk of breaking the weapons.

Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher’s structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause direct damage. During the round when the dwarf crusher remains vulnerable to normal attacks, weapons cannot become stuck in it, and weapons already trapped fall out.

Alert: The dwarf crushers obey orders from Tairdo or any of the goblin leaders on this level. If the goblins or Tairdo choose to battle the party in area 19, they’ll come here and bring the dwarf crushers into the fray if they can.

21. Dormitory

These five 10-foot chambers once housed acolytes who served the temple (area 31). They’re empty and otherwise similar to area 9A.

22. Vestibules

These chambers once served as offices and meeting rooms for the temple’s senior priests. The dais against the east wall in each chamber held a small statue of a dwarven god and a freestanding altar. The dwarves removed them when they abandoned Radruundar. An inscription in dwarven runes on each dais reads: “Let the gods guard our works, lest we labor in vain.”

23. Vestry

This chamber once held several wardrobes full of vestments for use in the temple and a chest full of sacred vessels. The room stands empty now.

24. Bedchambers

These rooms once housed the temple’s senior priests. Today, they’re packed to the ceilings with barrels and kegs. The containers hold sand, salt, flour, talc, and just plain dirt.

Three kegs in each room radiate Evocation magic if the party uses a *detect magic* effect. Most of these dweomers are *Nystul’s magic aura* spells, but one of the kegs in the north room contains the equivalent of 100 charges of *smoke powder*, premixed. Tairdo uses the substance in his *thunderpots*.

24A. Meditation Rooms: The priests used these chambers for private prayers.

DM Note: If detonated, the keg produces an explosion that inflicts 20d10 points of damage in a 25-foot radius.

25. Dining Hall

This room contains a long wooden table, discolored and warped with age. Water from area 26 seeps under the north door and flows through the room to areas 19 and 20. The room holds nothing of significance.

Alert: A considerable amount of water has accumulated behind the north door. When a character opens it, a knee-high wave gushes out, soaking everyone within 10 feet of the door. Characters not protected from normal cold suffer a –2 penalty to Dexterity for 2d4 turns or until they dry off. A character reduced to a Dexterity of 0 falls into a hypothermic coma and dies in 1d3+1 turns unless dried off and warmed up.

26. Kitchen

The door opens to reveal a fairly sizable room with a fireplace and two other exits. A steady fall of water slops onto the floor from a stone basin to the left of the door. Most of the chamber floor lies under a puddle of water. Rivulets of sparkling water run into the fireplace, out of the doorway where you stand, and under the other exits, both closed doors.

As you take in the scene, you spy an odd little creature (perhaps 1 foot tall) peering at you from behind the overflowing basin. It squats on all fours, letting water fall on it. It has a slender snout, beady eyes, and frog-like skin spotted green and yellow. It looks something like a cross between a fat bullfrog and a garter snake.

After a moment’s hesitation, the creature sniffs the air and waddles toward you, like the family pooch looking over visitors.

The creature is a spitter, an elemental being that feeds on liquids. The spitter would love to snatch a potion or some holy water from the party and gulp it down. If the party doesn’t attack, the spitter gets underfoot and sniffs



Chapter 4: Radruundar

around for a round or two. Then it jumps up on a character carrying a potion or holy water (it prefers the former) in a belt pouch or some other accessible place, grabs a flask, and tries to gulp it down.

It takes the spitter 2 rounds to rear up, grab a flask or bottle, open it, and drink it down. The party can attack the creature anytime. The spitter returns the favor if the group tries to harm it.

Some goblin children got in here and stopped up the drain in the basin, then turned on the cold water and left. The basin has since cracked, and even a slight touch will make it fall right off the wall, accompanied by a spray of water. Anyone standing with 5 feet must attempt a saving throw vs. breath weapon. Characters who fail suffer 2d4 points of damage. The falling basin is not a trap, just a hazard. Everyone within 15 feet of the basin gets soaked to the skin, suffering a Dexterity loss as noted in the *Alert* section of the area 25 description.

The chamber holds nothing else of interest.

26A. Larders: These chambers have walls lined with empty shelves and wet floors. Water from the kitchen drains slowly away through cracks in the floors.

Spitter (Elemental Vermin): AC 6; MV 6, Sw 6; HD 2; hp 9; THAC0 19; #AT 1 (bite or spit); Dmg 1d4; SD regenerate 1 hit point a turn if immersed in water; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ T (1' tall); ML steady (12); Int animal (1); AL N; XP 175.

Alert: Most of the water flows out a crack in the fireplace, but some flows to areas 19, 20, 25, and 26A.

27. Tavern

The dwarves built this room to serve as an antechamber for areas 28 and 29. The goblins have turned the place into a tavern. They've knocked together a makeshift bar out of wood salvaged from the stronghold and set it up along the north wall. Kegs of beer and jars of strong liquor rest on a table behind the bar, along with a rickety stack of crusty mugs (the goblins use the mugs often, but never wash them).

The tavern is standing room only, but the first drink is free. Two Biggut warriors are always on duty here (see area 28 for statistics), ready to serve just about anyone. If no alarm has been raised when the party arrives, the bartenders simply ask, in goblin, what the characters would like (they assume the group is just another set of mercenaries). The goblins become suspicious of anyone who can't understand goblin, but they're also a little addled from sampling their own wares and overlook the lapse if the party drinks up and then orders another round. Drinks cost a few coppers each, and the barkeeps will barter, too.

If there has been an alarm, the goblins use the same approach, but pick up a *thunderpot* from under the bar and pitch it at the group instead of serving drinks. The two goblins are just drunk enough to catch themselves in the blast radius.

A cash box behind the bar holds 126 cp and 11 sp. There's also a collection of animal pelts, dried meat, iron spikes, and other items the goblins have taken in trade. None of the items have any notable value.

Alert: Even if the party manages to get on good terms with the barkeeps, the goblins won't let them enter area 28, and they warn the characters to stay away from area 29. They explain that area 28, the Brewery, is off limits (though it's an easy matter for one character to distract the barkeeps while another walks into the brewery). They warn that some pretty nasty "rock monsters" (xorn) lurk in area 29. They explain that "the wizard" (Tairdo) wants the creatures lurking there to remain unharmed, and that only the wizard can go in there and live. The last comment isn't true, but the goblins believe it. If questioned about the area, the goblins admit that it's a gold mine (another untruth that the goblins believe), but insist that entering the area is death. If the party enters area 29 despite the goblins' warnings, the goblins send a runner to the palace on Level F to warn Tairdo about the intrusion.

The workers in area 28 note any disturbance in here. They take cover and prepare for the worst.

Very loud noises, such as *thunderpot* blasts, alert the xorn in area 29 to trouble, and the creatures lay an ambush for the party.

28. Brewery

The air in here feels warm and humid, and a pleasant smell, like baking bread, delights your nostrils until you catch an accompanying whiff of unwashed goblin.

Off to your right, you see two low slabs of soapstone covered with layers of dampened grain just beginning to sprout. Straight ahead lie two smaller slabs heaped with fragrant herbs. Off to your left, a cauldron simmers over a big, bright hearth fire. An ankle-high stone wall forms a circle about the size of a shield on the floor near the fireplace; the wall surrounds a vertical shaft, and a well-used bucket attached to many fathoms of chain lies nearby along with an untidy pile of wooden kegs.

The dwarves brewed ale, beer, mead, and a few stronger beverages here. The goblins do much the same. The goblins don't produce beverages in the same quantity or quality as the dwarves did, but they produce enough to keep the stronghold well supplied with strong drink.



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Six goblins busy themselves with a batch of beer right now. The simmering cauldron and sprouting grain are all part of the process. The kegs, all empty, will hold the brew for aging.

The shaft in the room's northeast corner is a well almost 400 feet deep; it taps into a natural reservoir of pure water which proves much better for brewing than the lake and river water that comes from the stronghold's taps.

Goblin Guards (8)

28A. Aging Chamber: This chilly cavern is the perfect place to age, beer, mead, and ale. Currently the goblins have the place stocked with dozens of kegs and barrels. Most of the containers hold either passable beer or a foul-tasting strong liquor the goblins distill from a mishmash of ingredients.

About a dozen kegs contain newly brewed beer just beginning to age; the fresh brew has developed considerable gas pressure. If the party fiddles with the stoppers or shakes up the kegs, the stoppers pop and a fountain of suds erupt. The miniature explosion inflicts no damage beyond discomfort and embarrassment.

The chamber also holds two small casks of reasonably fine whisky. Each weighs 10 pounds and is worth 50 gp on the open market, but if the party reveals where they came from, the selling price falls to 10 gp.

Alert: The goblins dislike visitors and brandish their weapons at any characters who enter. Skilled brewers can talk shop with them for awhile, but the conversation reveals nothing beyond what they're working on right now (beer) and the ingredients they're using (a mixture of wild and domestic grain along with malt and hops looted from a dwarven caravan). Particularly glib characters can get a free drink out of the deal, but little else.

29. Playground

The dwarves set aside these caverns for their children. The little tykes were free to romp through the chambers and even try their hands at digging tunnels, though digging at the eastern end near the tombs was forbidden.

The caverns contain a wealth of quartz crystals shot through with veins of pyrite (fool's gold) and a little silver, but not enough to make a silver mine. Many young dwarves got their first taste of mining and gem cutting here.

The goblins have done some digging in here themselves. The miners of the Redclaw clan quickly determined the minerals were worthless, but the Bigguts and the Rattlebones still speak of the area as "the gold mine."

These days, four particularly powerful xorn have claimed the area as their own. For the moment the xorn gladly feed on the pyrite and silver, but they're not above trying to extort gold from the party. Tairdo occasionally

comes here to visit, bringing pouches of gold for the xorn to snack on. The xorn have tentatively agreed to join the wizard's crusade against the dwarves (to reduce competition for gold and other precious metals), but so far have done little to further the cause.

If the party comes here, one xorn confronts them and demands a tribute of 300 gp. If the party refuses, the xorn's three companions rise out of the floor and attack.

29A. Main Cavern: The ceiling in here is about 20 feet high. A mound in the center rises some 8 feet high, a perfect place for a kid to stand tall and survey the surroundings.

29B. Side Caverns: These chambers have ceilings about 10 feet high. Young dwarves dug the small tunnels leading from them; they have ceilings only 3 or 4 feet high.

29C. Grotto: This small chamber has a ceiling about 12 feet high. An impressive thicket of stalagmites, stalactites, and crystal formations fill the chamber. Though the dwarves appreciated the chamber's stony beauty, the sinkhole in the western end worried them. The hole plunges some 200 feet to the underground river that flows through Level I. The dwarves decided it was only a matter of time before some child took a fatal tumble into the sinkhole, and they sealed off the chamber with a set of massive bronze bars.

When goblins moved into the stronghold, they naturally wondered what might lie beyond the barrier and dug a tunnel to bypass the bars. Several waves of goblins have explored the chamber, digging and poking around, but ultimately finding nothing worthwhile to them.

The chamber's rock formations remain pretty despite the goblins' abuse; however, there's nothing here of value to anyone but an ardent mineral collector. The sinkhole could prove valuable to the group as an exit from the stronghold. The underground river meanders about 2 miles before emerging in area 3 on Level I. The water flows over several waterfalls along the way. Only characters who can breathe water (or who don't need air) and are protected from nonmagical cold can survive the trip. Even so, the traveler must make three Swimming checks (see Chapter 14 in the *Player's Handbook*) to avoid being trapped or battered to death somewhere along the way. The journey takes about two hours regardless of the traveler's Swimming moment rate (even a skilled swimmer can do little more than ride the current).

Huge Xorn (4): AC -5; MV 9, Br 9; HD 7+28; hp 63 each; THAC0 13 (10 with bonus for size); #AT 4 (claw × 3/bite); Dmg 1d3+3 × 3/6d4+18; SA surprise, pass through earth and stone; SD immunities; SW cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first, spells; SZ L (9' tall); ML champion (16); Int average (10); AL N; XP 7,000 each.



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Special Abilities: SA—Moves through stone as easily as air. Can blend into the stonework and attack, imposing a -5 penalty to opponent's surprise rolls.

SD—Immune to all forms of fire and cold; suffers half damage from electrical attacks or no damage if it makes a successful saving throw. Cutting (type S) weapons inflict only half damage.

SW—A *move earth* spell flings a xorn back 30 feet and stuns the creature for 1 round. A *stone to flesh* or *transmute rock to mud* spell lowers a xorn's AC to 8 for 1 round. A *passwall* spell inflicts 1d10+10 points of damage to a xorn. A *phase door* spell cast on a xorn while it passes through stone kills it.

Alert: The xorn pay little attention to what goes on in the rest of the level. If they hear a fight in area 27, however, they sink into the floor and wait in ambush for the intruders.

If Tairdo becomes involved in a running fight in the stronghold, he might come here for reinforcements. The xorn agree to help but change their minds and quietly slip away from Radruundar, never to return unless they pass a morale check (one check for all four of them). The xorn have little stomach for battle and aren't willing to go looking for a fight.

Temple and Mortuary Complex

The dwarves of the One Clan lavished all their skill and energies on areas 30–48. Here, they worshiped their gods and buried their dead. The stonework in these areas represents a triumph of dwarven craft and proves as stubborn and resolute as the dwarves themselves. The following notes apply in these areas.

Alteration Spells: No spell of the Alteration school functions if it affects stone or allows travel. Spells such as *jump*, *meld into stone*, *passwall*, *fly* (though creatures with wings and beings from the Elemental Planes can fly normally), *reverse gravity*, *teleport*, *dimension door*, *levitate*, *stone shape*, *spider climb*, and *haste* do not function here. Spell-like abilities and psionic powers that duplicate these effects are likewise ineffective. When a character attempts a prohibited effect, the magic fails in a burst of useless magical energy. Magical items lose charges and spells disappear from memory, just as if the effect had worked. Effects that impede travel, such as *slow* and *feather fall*, work normally.

Various forms of planar travel allow entry into the complex, but not exit. Once a planar traveler sets foot in any chamber, he cannot leave except by exiting through the doors leading west into area 19. For example, a character wearing *platemail of etherealness* could penetrate the walls of the Temple (area 31), but once inside, the character could not exit the Temple via the Ethereal Plane.

The stone in these areas is subject to destruction by physical means and by attack spells such as *lightning bolt* and *disintegrate*. Magical items that can affect stone, such as

horns of blasting and *picks of earth parting*, work as usual. Demihuman detection abilities work normally.

All magical effects from deities, artifacts, and the guardians assigned to the area work normally. For example, although mortal *passwall* spells remain ineffective, a *passwall* effect from the *Axe of the Dwarvish Lords* works. Likewise, the mummies in area 38 can use their *phase door* abilities to full effect.

Conjuration/Summonings: These spells work as usual, but a summoned creature becomes trapped and must exit through area 19, as explained above. A conjured or summoned creature serves normally while the duration of the effect that summoned it lasts.

When the effect ends, make a reaction check for the creature using the *Threatening* column of Table 59: Encounter Reactions in the *DUNGEON MASTER Guide*. If the result is *friendly*, the creature tags along with the party, hoping to escape the area eventually. It no longer obeys the character who summoned it, but might render aid as the DM sees fit. A *cautious* or *threatening* result indicates that the creature leaves the party immediately, seeking its own exit from the area. On a *hostile* result, the creature flies into a rage and attacks the party, seeking to slay the character who summoned it if possible.

Floor Traps: The areas shaded in purple indicate trapped sections of floor. These traps consist of stone blocks set on pivots. Walking in these areas causes the blocks to rotate and trap the intruder's feet. A trapped character must attempt a saving throw vs. petrification. Failure results in 2d4 points of damage and a broken leg (see below). A successful saving throw still results in 1d4 points of damage. In either case, the victim is trapped. The character must make a successful Open Doors roll to get free. The effort takes 1 round and inflicts an additional 1d4 points of damage as the shifting blocks grind the trapped limb.

A broken leg remains useless until at least 9 points of magical healing are applied to the character; these points only serve to knit the broken bone. If left to heal naturally, the fracture heals in two months (one month if someone with the Healing proficiency tends the character). A character with a broken leg is reduced a crawling movement rate (about 30 feet a round or one quarter the normal rate, whichever is less) unless the character uses a crutch. If the specific injury rules from the *PLAYER'S OPTION: Combat & Tactics* book are in play, use the rules for broken bones in Chapter 6 instead.

Simple probing won't reveal the trap. A rogue can locate a trapped section of floor with a successful Find Traps roll and can jam the blocks in place with a successful Remove Traps roll; a -40% penalty applies to both. Dwarves can locate the trapped section by successfully detecting stonework traps.



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Secret Doors and Shifting Features: The secret doors in the complex work just as described on page 55, except that they don't depend on the machinery on Level G for power; a separate system buried deep within the mountain keeps these features operating.

30. Temple Entry

Beyond the shattered portals, a passage broad enough to allow four humans to walk comfortably abreast leads west perhaps ten paces to a lofty chamber filled with cool light. At the mouth of the passage, four stone goblins crouch in a ragged line. The northernmost pair clutch each other, as though startled. A third, standing almost in the center, slinks low as if trying to enter the chamber unseen. A fourth leans against the south wall and looks back fearfully over its left shoulder; the other three figures stare into the chamber.

The chamber beyond the figures contains a titanic statue of a noble-looking dwarf dressed as a smith. A forge constructed on a similar scale lies at the statue's feet. Smaller statues line the chamber's walls, though it's difficult to tell how many from your current vantage point.

Closer at hand, you note that the passage walls bear life-sized bas reliefs—all badly chipped and gouged. Most of the figures appear to be dwarves engaged in mining, exploration, and fighting. Every dwarven face has been chiseled away. Here and there, whole figures have been hewn out. The destruction has left patches of ragged stone interspersed with carvings of unsurpassed detail and subtlety.

Dust and shards of stone litter the passage floor. The fragments crunch and grind under your feet, sending up flurries of powder that sting your nostrils. Through the debris, you see a floor of smooth red marble.

The stone shards on the floor are fragments from the vandalized bas relief; see the description of area 31 for details. Beneath all the rubble, the red marble floor looks as smooth and reflective as a pond on a windless evening.

The entry hall contains five magical wards placed here to keep looters away from the Temple (area 31). Colored bands on the map show each ward's position. Anyone touching, passing over, or passing through a ward triggers its effects. Each ward can function an unlimited number of times.

To the unaided eye, the wards remain completely invisible. Rogues who examine the 10-foot section of wall or floor that contains a ward can note something ominous with a Find Traps roll, but they suffer a -40% penalty. If successful, the rogue experiences an unpleasant sensation and notes the presence of a magical trap. If the roll was more than 20 points above the success number, the rogue triggers the ward.

A *find traps* spell reveals a magical trap in a 5-foot section of the floor, wall, and ceiling where the ward lies and on the space the band surrounds.

A *true seeing* spell reveals a shimmering field 5 feet thick and extending 10 feet into the floor, walls and ceiling. A band of intricate dwarven runes becomes visible on the floor. Anyone familiar with the dwarven language can tell that the inscription consists of hundreds of dwarven prayers and invocations for protection.

Erase spells cannot remove the wards. A *dispel magic* spell deactivates a ward for 1d3 rounds if it succeeds vs. a 12th-level effect; however, only the portion of the ward within a *dispel magic*'s area of effect becomes inactive. If a *dispel magic* spell is cast so that it covers parts of more than one ward, roll for success against each one separately. An *antimagic shell* negates a ward for as long as the *shell*'s area of effect overlaps the ward's.

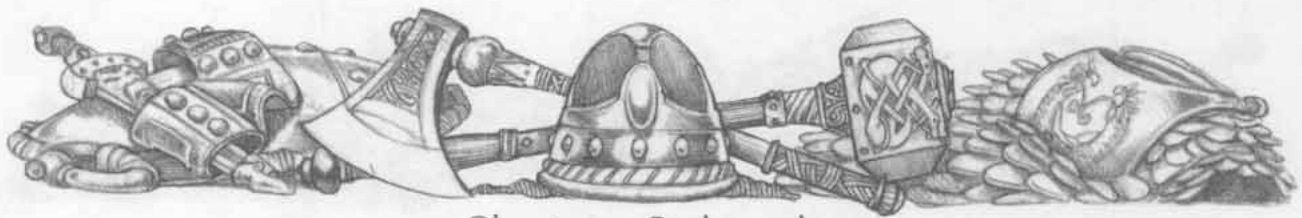
Defacing an inscription triggers the ward but does not negate its effects. Eliminating an entire inscription with a *disintegrate* effect removes the ward permanently.

Characters familiar with the correct passwords can pass the wards safely. The 13th stanza of Farvik's rhyme gives clues to the passwords. The list below gives the passwords and effects for the five wards.

a: A character must strike an anvil or other metallic object with a hammer while passing through the ward. Otherwise, the character suffers a -1 penalty to all attack, damage, and saving throw rolls for 12 rounds. The ward allows no saving throw.

b: A character must utter the words: "look upon the dwarves, Moradin's creation" in the dwarven tongue or be struck blind. A successful saving throw vs. spell negates the effect. Blinded characters move at two-thirds the normal rate (faster movement requires a successful Dexterity check to avoid falling down). Blinded characters also lose any damage bonuses they otherwise enjoy in combat and suffer a -4 penalty to attack rolls, saving throws, Armor Class, and ability checks. The Blind-fighting proficiency negates the combat penalties but not the penalties to movement, saving throws, and ability checks. Blindness persists until the character receives a *cure blindness*, *heal*, or *restoration* spell.

c: A character must make a spark (with flint and steel or other means) while passing through the ward. Striking the spark is automatic for characters with the Fire-building proficiency. Others must make successful Dexterity checks. Failure to strike a spark brings a *fire storm* down on the warded area, which inflicts 2d8+12 points of magical fire damage on everyone within its confines (even if they successfully struck sparks). A successful saving throw vs. spell reduces the damage by half.



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d: A character must utter the words: “the dwarves shall endure” in the dwarven tongue or become petrified. A saving throw vs. petrification at a -4 penalty negates the effect. The four statues are goblins that succumbed to the ward.

e: A character must divest himself of all weapons before entering the warded area. If not, any forged weapon he carries becomes animated and attacks, striking with a THAC0 of 10 and gaining a damage bonus of +4; the attacking weapons follow the character wherever he goes. Magical weapons gain their normal bonuses in addition to the +4 damage bonus. Note that most weapons are forged unless made wholly from a nonmetallic material; wooden staves and clubs do not become animated, nor do flasks of oil unless carried in metal containers. Melee weapons attack once a round for 1d4+1 rounds in a manner similar to a *sword of dancing*. Missile weapons launch themselves at the character once each—arrows or darts erupt like a cloud of angry hornets and attack the character. Weapons usable in both melee and missile combat function as melee weapons. Missile devices (bows, crossbows, slings, and the like) do not attack.

When the weapons cease attacking, the character can gather them up safely; however, if he moves to the west and later enters the warded area again, his weapons become animated and attack again. In addition, the DM might decide that weapons such as arrows and darts break

during the attack. Magical missile weapons that can be used only once are expended during the attack.

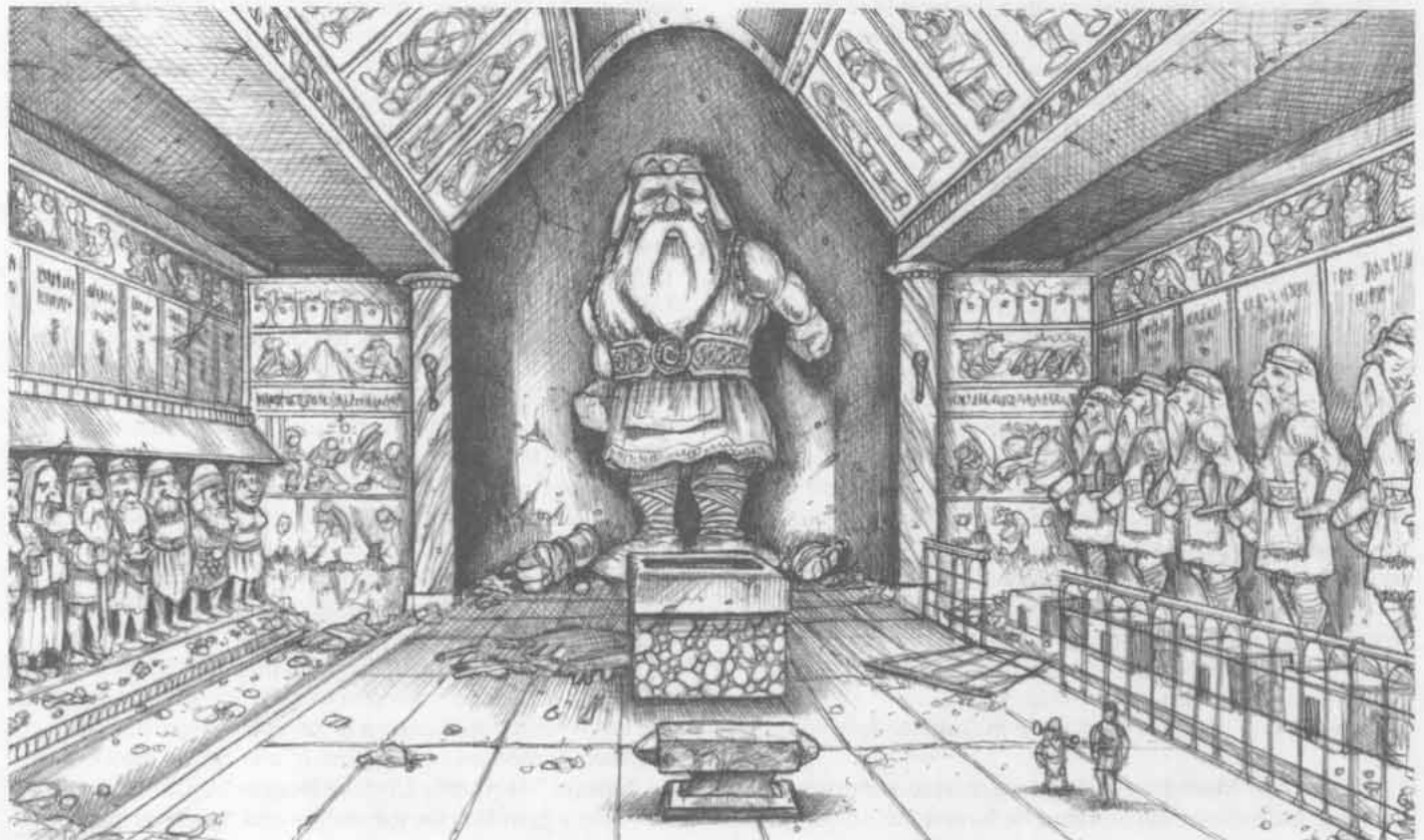
31. Temple of Moradin

You have entered a spacious, well-lit chamber where your footfalls echo, making you sound like an army on the march. Despite extensive damage, an air of magnificence still clings to the place. A statue of a dwarven smith, ten times as tall as any human, dominates the scene. Vandals have broken off its nose and hands, and two vacant holes the size of bucklers mark where its eyes once were.

A massive forge large enough to serve as a dwelling for a small human family lies at the statue's feet. No fire burns in the forge, though it contains some charred material.

A rusty, cast-iron anvil nearly 15 feet long lies before the forge. It shows some nicks and cracks, but seems otherwise intact.

A wrought-iron grille some 10 feet high stands to the statue's left. Beyond, you see a row of five smaller statues (merely giant-sized) and forges. These, too, have been defaced, but they appear to depict the same being as the main statue.





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Against the wall to the main statue's left stands a row of seven more statues of dwarves, these merely ogre-sized. Each figure looks different, and one is female. These also appear badly marred.

Though the wall behind the main statue is bare, the chamber's remaining walls and vaulted ceiling bear life-sized bas reliefs of dwarves engaged in heroic tasks. The reliefs in the lower 10 feet have been mostly obliterated, leaving a layer of stone debris on the polished red marble floor.

Above the band of destruction, the carving remains mostly intact except for an occasional chip and numerous grooves and hollows where material has been removed. The surviving sculpture shows an elegant technique and has a remarkably lifelike appearance.

In the days when Radruundar was a thriving dwarven community, the Temple served as the center of group worship and a place for solitary meditation. When intact, the bas reliefs here and in area 30 depicted scenes from dwarven mythology: Moradin forging the dwarven race, the dwarves' struggles to claim their homeland, quarrels and deeds of the gods, and the adventures of legendary heroes. The temple's centerpiece, however, was the gigantic statue of Moradin (31A).

The dwarves originally decorated the temple with enough gems and precious metals to make a dragon jealous; any flame lit within the chamber was reflected a hundred thousand times in the facets of the gems and the gleaming metal surfaces, making the temple seem like a living, breathing thing.

During the final months before the dwarves abandoned the stronghold, worship in the temple ceased as the priests of Radruundar used the temple to work the protective magic that wards parts of the complex today. Before the last dwarf fled, the priests deconsecrated the temple and carefully stripped away all the gold and gems that once decorated it, leaving the exquisite carvings and statuary mostly intact. The dwarves had neither the time nor the means to remove and carry off all the reliefs and statues.

The original illumination for the temple came from flames lit in the various forges and numerous magical stones embedded in the ceiling. When the priests removed the stones, they placed numerous *continual light* spells (one on each statue and forge) to provide illumination.

When Tairdo, Qamhuul, and their allies located the temple, they defaced what was left, partially because of their hatred for dwarves but mostly to vent their frustration at finding nothing worthwhile to loot.

Other features within the temple include the following.

31A. Statue of Moradin: This 60-foot marble sculpture depicted Moradin at the moment he forged the first dwarf.

The statue holds a life-sized figure of a dwarf made from opal and quartz in its left palm. Once, the statue carried a metal hammer in its right hand and featured two jeweled eyes that seemed to wink at visitors. The dwarves removed the hammer and jewels when they abandoned the temple. The looters broke off the statue's nose and hands, which still lie at the statue's feet.

31B. Forge of Moradin: In the temple's heyday, this stone-and-brick construct always burned with a smokeless flame fed through a natural gas jet. A massive bellows fitted to the forge's north side allowed the dwarves to fan the flame and create intense heat. The bellows have since rotted and become nonfunctional. The forge radiates both *Evocation* and *Conjuration/Summoning* magic.

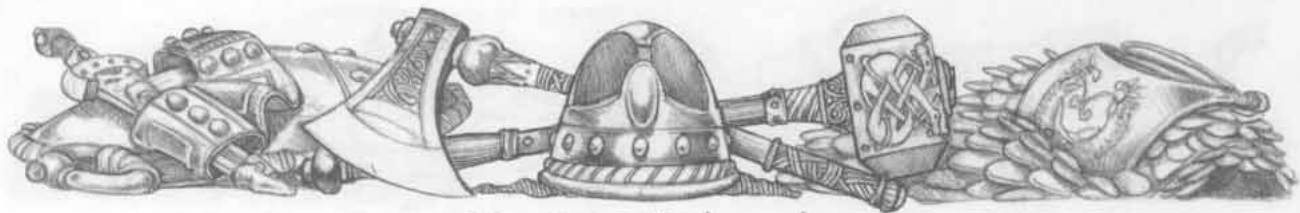
When the priests left the temple, they conjured a fire elemental to guard the temple. The looters defeated the elemental. Before moving on to loot the tombs (areas 32–48), the thieves cremated their dead in the forge, then doused the flame. A search through the ashes reveals only a few teeth and shards of bone. A successful search for secret doors reveals a gas vent.

Gas still seeps from the forge. Most escapes through vents in the chamber's ceiling, but enough remains near the forge to pose a hazard; the shaded area on the map shows the cloud of gas, which extends all the way to the ceiling. The gas is odorless and colorless. A *find traps* does not reveal the gas. A *true seeing* spell reveals the cloud as a transparent cloud of gas little different from the surrounding air. The spell also reveals the vent if the user looks inside the forge. The gas is both flammable and toxic; a *detect poison* spell reveals the gas if directed at the air above the forge.

Anyone spending at least 5 minutes in the cloud must attempt a saving throw vs. poison. If the saving throw fails, the character passes out. Once unconscious, a character dies in 1d4+2 rounds unless removed from the cloud. If rescued before death occurs, the character wakes up after 5d6 rounds. A character who makes a successful saving throw feels lightheaded and temporarily loses 1 point of Strength and Constitution. The loss persists until the character leaves the cloud and rests for 5d6 rounds.

Any form of fire or lightning used within the cloud sets it afire. The cloud burns for 1 round, creating a very hot normal fire that inflicts 4d4+24 points of damage to everyone within the cloud. A successful saving throw vs. breath weapon reduces damage by half. The fire clears the gas, eliminating the cloud for 24 hours.

Should the party locate the vent, they find it blocked with a shard of stone and a lump of ash. Clearing the vent makes the forge burst into flame on its own. If the gas cloud has not been burned away, it ignites. In any case, a fire elemental appears 2d4 rounds after the forge is lit. The creature serves as a guardian for the temple and attacks anyone it



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sees carrying a weapon. It attacks orcs, goblins, giants, ogres, and other traditional enemies to the dwarves on sight.

Fire Elemental: AC 2; MV 12; HD 24; hp 108; THAC0 -3; #AT 1; Dmg 3d8; SA hit ignites flammable objects; SD +2 or better weapons to hit, immune to fire; SW cannot cross water or other nonflammable liquids, cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ H (20' tall); ML fanatic (17); Int low (7); AL N; XP 18,000.

Notes: If unable to make melee attacks, the elemental can hurl shards of stone once a round for 2d8 points of damage; range in yards is 30/60/90.

If the party slays the elemental, another appears 2d4 rounds later as long as the forge stays lit. Putting out the flame requires a *quench fire* spell or something that completely blocks the gas, such as a *wall of stone* spell.

Blocking the gas with an object while the flame burns requires a hit vs. Armor Class 0 to jam the object into the vent. The character inserting the item suffers 5d6 points of flame damage each round he makes an attempt; there is no saving throw. Treat flame as magical fire to determine the effects of fire resistance.

Dousing the flame with a *pyrotechnics* spell or a large quantity of water extinguishes the flame, but it relights itself after 1d6 rounds.

31C. Anvil of Moradin: The anvil served as the temple altar. The priests honored Moradin by striking the anvil with a hammer whenever they entered the chamber. Every session of mass worship also began and ended with notes struck on the anvil.

The anvil has no special properties, and the attentions of the looters, coupled with years of neglect, have left it worse for the wear. The anvil is not attached to the floor, but it weighs more than 5 tons.

31D. Private Worship Area: This area contains five identical statues depicting Moradin in his smith guise. Each is 18 feet tall and well battered. The forges next to each statue have been shattered. Like the main forge, natural gas vents kept them fueled and now they leak gas. They're too badly smashed to be lit again, however.

This area was set aside for personal worship. Dwarves stood or knelt before the statues to offer prayers, make offerings, or simply reflect on their lives. In rare cases, dwarves with important projects used the forges to make items.

31E. Shrines: Opposite the private worship area stand 10-foot statues of the remaining deities of the dwarven pantheon. Each statue stands atop a base that provides a step where a supplicant can kneel. Each base bears the deity's symbol. From east to west, they are (the notes in parenthe-

sis indicate the deity's symbol): Dugmaren Brightmantle, The Gleam in the Eye (open book); Muamman Duathal, The Wanderer (mace held in gauntleted fists); Vergadain, The Merchant King (gold piece); Abbathor, Trove-Lord (jeweled dagger); Berronar Truesilver, Matron of Home and Hearth (two silver rings); Clangeddin Silverbeard, Father of Battle (two crossed battle-axes); and Dumathoin, Keeper of Secrets Under the Mountain (gem inside a mountain).

Characters with the Religion proficiency can identify the statues, as can dwarves. The priests placed the statues here to honor the whole dwarven pantheon and to provide a place where visiting dwarves could honor their individual patrons.

The statue of Dumathoin in the temple's northeast corner conceals a secret door leading to the Main Catacombs (areas 32-48). The portal would normally be all but impossible for nondwarves to discover, but the looters left it open just a crack. Any careful examination of the statue reveals the portal, as does searching for secret doors or shifting stonework.

Pulling on the statue's shattered left arm opens the portal. Otherwise, the party can open it with a *knock* spell or a successful Bend Bars roll. If characters whose combined Strength scores total at least 44 work together, they can open the portal without a roll.

32. Main Catacombs

You've found a wide, vaulted hall extending north. The air seems cool and infused with the barely discernible odor of mold.

Stone statues about 6 feet high line both walls, making a series of six facing pairs, like an honor guard. The walls between the first and second pairs of statues bear tablets covered with runes. Five-foot openings, either alcoves or side passages, occupy spaces between the remaining pairs.

Most of the statues depict dwarven warriors with a shield in their left hands and faintly glowing gems in their outstretched right palms. The glow fills the hall with soft light. The closest pair of statues, however, seems to be more elaborate.

Characters who paid even the slightest attention to the statuary in the Temple (area 31) quickly recognize the southernmost pair of statues. They are Moradin (on the west side) and Berronar (on the east). Even characters who aren't familiar with the deities recognize the figures as similar to ones they saw in the Temple.

The tablets next to the deities' statues bear inscriptions welcoming the respectful living to visit the honored dead of the One Clan, along with a plea to the gods to protect this place. The tablets also contain numerous dwarven homilies about duty and achievement, such as, "Let it be known to all that the dwarves here interred strove to achieve perfection in their crafts, to serve their clan, and to honor their



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gods. Such was their duty and their joy." Anyone who can read the dwarven tongue (and rogues who make successful Read Languages rolls) can read the runes.

The remaining ten statues depict warriors buried here. Each warrior's shield bears the symbol of a dwarven deity. The sequence on the east side, from south to north, is as follows: Dumathoin (gem inside a mountain), Vergadain (gold piece), Berronar (two silver rings), and Moradin (hammer and anvil). On the west side, also from south to north, the sequence runs: Dugmaren (open book), Clangeddin Silverbeard (two crossed battle-axes), Dumathoin (gem inside a mountain), Moradin (hammer and anvil), and Muamman (mace held in gauntleted fists).

The glowing gems in the statues' palms are *glowgems* set to low brightness (see Appendix I). Each has 10 charges.

Secret Door: The east wall contains a shifting section that serves as a secret door. The statue in that section bears the symbol of Dumathoin. To open the door, however, one must approach the statue on the west wall, which bears Dugmaren's symbol. The western statue's head can be pulled forward like a lever. Doing so causes the secret door to open; hence the clue "a nod from the explorer reveals the keeper's secret."

The secret door is so well concealed that nondwarves—even elves—have difficulty locating it. The portal is warded against magical detection as well; see the **Secret Door** section on page 55 for details.

Once opened, the door closes on its own after five minutes. The party can reopen the door from the east by pulling a lever that sits in plain view in the alcove beyond the door.

Burials: The 5-foot corridors leading from the 10-foot hallway have walls lined with triple rows of memorial tablets (15 tablets per corridor). The individual tablets are slabs of black marble 4 feet square and 6 inches thick. About a third of the tablets remain blank—nobody lies buried behind them. The remainder mark graves. Each tablet gives the deceased's name and lineage along with brief notes regarding the dwarf's accomplishments (or profession) and manner of death. A sample inscription might read: "Johdona, daughter of Bain, gem cutter, returned to Moradin in the usual way." No birth or death dates are included. Many tablets record multiple burials, and the runic letters are very small.

Single burials have a dwarf's body laid in a niche 3 feet wide, 3 feet tall, and a little more than 4 1/2 feet deep. The body is always clad in some type of metal armor (usually chainmail). Each niche also includes two well-made (and sometimes well-used) melee weapons or a single weapon and a favorite tool of the deceased. About a third of the burials (104 of them) also include a piece of jewelry worth 1d8 2 100 gp. Anyone familiar with dwarven lore can recognize them as funerary jewelry and will become

suspicious for (if not hostile to) anyone wearing or selling it. The jewels can be broken apart for covert sale, but lose half their value in the process.

Multiple burials contain stone urns with the ashes of cremated dwarves and one pair of weapons for each urn.

The party can open an empty burial or group burial niche simply by removing the tablet, which requires a successful Open Doors roll. Niches with individual burials are mortared shut. Prying one open requires a successful Open Doors roll vs. a *wizard locked* portal. The party can smash its way in by inflicting 70 points of damage on the tablet, which has an Armor Class of 0. Slashing (type S) weapons inflict only 1 point of damage per successful attack, regardless of the wielder's damage bonuses.

One tablet serves as the trigger for a secret door leading to the false tombs (area 35). Any tinkering with the tablet causes the secret door to slide open.

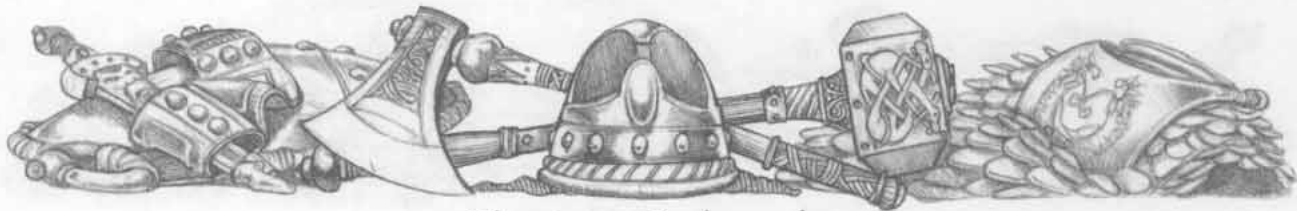
Traps and Denizens: The main catacombs are not without their perils. The shaded areas on the map indicate trapped sections of the floor, as explained on page 151. The traps in front of the secret door become inactive when the door opens, allowing safe entry into the alcove and stairway beyond.

Ten mummified dwarf warriors lie ready to defend the catacombs; the ten warrior statues in the hall are likenesses of these warriors. Unlike typical mummies, these creatures are neither desiccated nor wrapped in bandages. They look like pale, gaunt dwarves, and the similarities between them and their stone likenesses are immediately apparent. Each mummy occupies a burial niche near the mouth of one of the 5-foot corridors. Any attempt to damage the catacombs or bypass the floor traps rouses the warriors (opening the secret doors does not wake the guardians).

Once roused, the mummies seek to drive the intruders out. Mummies who cannot reach their opponents use their *fear* power to make enemies flee. One of the mummies' favorite tactics is to grapple characters in a party's front rank and drag them away from the battle, leaving the second rank open to attack. Once a mummy has dragged an enemy out of battle, it shoves the opponent onto one of the floor traps, where it can chop the hapless creature apart with its battle-ax.

The mummies attack relentlessly; however, they do not pursue enemies who flee back to the Temple (area 31) or exit through the secret door leading to the north antechamber (area 33). Once they have slain or driven away a group of intruders, the mummies return to their burial niches to rejuvenate (see below), but they remain ready to meet further intrusions for one hour before slumbering again.

Guardian Mummies (10): AC -2; MV 12; HD 12; hp 54 each; THAC0 9 (6 with Str bonus); #AT 3/2 (battle-ax) or 1 (punch); Dmg 1d8+7 (Str bonus) or 3d6; SA *fear*, wounding,



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grapple; SD stone or +2 or better weapons to hit, immune to sleep, charm, hold, paralysis, fear, poison, cold and electricity, half damage from physical attacks, never check morale, +5 saving throw bonus vs. magical attacks, weightlessness, rejuvenation; SW can be turned by priests; MR 44%; SZ M (4 1/2' tall); ML fearless (20); Int high (14); AL LG; XP 10,000 each.

Special Abilities: SA—Spell-like ability creates a cone of fear 5 feet wide at the base, 44 feet long, and 20 feet wide at the far end, range 0. Creatures in the area of effect must save vs. spell at a -2 penalty or flee in fear for 1 turn. Usable once a round.

Melee hit causes a bleeding wound. Opponent loses 1 hit point each round until bound or healed magically. Magical healing closes a wound, but restores no lost hit points. A wounded character cannot recover hit points by any means until all bleeding wounds are magically healed.

To grapple, a mummy must hit the defender's normal Armor Class. If successful, the mummy grabs the opponent, inflicting 3d6 points of damage each round until the opponent breaks free with a bend/bars lift gates roll. Each time the opponent suffers damage, he suffers a new wound (see above). The mummies cannot grapple huge or gargantuan creatures.

SD—Weightless movement allows the mummies to ignore hazards on the ground, such as pits, caltrops, spike stones spells, and the floor traps in this area.

When resting in its burial niche, a mummy can regain 4 hit points a turn. The process is similar to regeneration, but remains possible even if the creature's body has been completely obliterated. A mummy will rejuvenate no matter how it was destroyed, unless a *wish* is used to lay its remains to rest or both the statue depicting the warrior and the memorial tablet from its burial niche are destroyed.

SW—Evil and neutral priests cannot control the mummies, but they can turn them as specials. Good priests turn them as specials. The mummies ignore successful turning attempts if they make successful saving throws vs. petrification.

Alert: If the group provokes the guardian mummies here, the mummies in area 38 also take notice. The mummies from area 38 take no actions until the party's battle with the guardians has continued for at least 5 rounds or the party opens the secret door behind the statue. See the description for area 38 for details. If the party opens the secret door behind the statue without rousing the guardian mummies, the mummies in area 38 do nothing.

If defeated in battle, the mummies return to their burial niches to rejuvenate. If the party returns to the area (as they must to exit the complex), the mummies attack again.





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33. North Antechamber

The secret door opens into a small alcove. Beyond, you see a plain block of white stone with a blue flame burning steadily at the top. Sparkling jewels lie scattered around the flame. Dozens of silvery objects on the walls shine feebly in the blue light.

The dwarves constructed this chamber to distract grave robbers from Irontooth's Tomb (area 46). The stone block is a chunk of pure white marble, 5 feet square and 2 feet high. A gas vent similar to the one in the Temple (area 31) feeds the flame atop the block. Twelve pieces of funerary jewelry (see area 32 for details) lie scattered around the flame; one jewel is actually an *amulet of inescapable location*.

About three dozen assorted weapons and bits of armor hang on the walls. All the items have been well polished, but several show excessive wear (battlefield trophies). Three items—a longsword, a footman's mace, and a large shield (well battered)—have been enchanted with *Nystul's magic aura*. The swords radiate an aura of Evocation, and the shield has an Abjuration aura.

Two secret doors hidden behind the weapon displays lead from the chamber; any search reveals them.

When activated, a door swivels 90 degrees, sealing off the corresponding side of the area beyond (the shaded sections of the map indicate the affected areas). Pushing on the door's left side causes it to swing left and pushing on the right side makes it swing right.

Once opened, a door remains open for 1 turn, then swings shut. The only way to open either door is to use a *chime of opening* or push on it from this room. Characters trapped on the other side can batter their way through. Each door has 120 hit points and an Armor Class of -2; slashing (type S) weapons inflict only 1 point of damage per successful attack, regardless of the wielder's damage bonuses.

Alert: The secret doors automatically shut if water from area 34 reaches them.

34. A Cold Bath

Any search reveals this secret door. Because the door is so cool (see below) any character has a chance of noticing it in passing just as an elf does; elves receive a +1 bonus to their chances of detecting it.

Opening the door even a crack sends a cascade of water (diverted from the lake west of the stronghold) into the corridor. To a rogue or demihuman with the ability to detect stonework traps, the secret door looks like any other concealed portal—it shows no hint of danger except for a fine coating of frost. The door is very cool to the touch. A *find traps* spell reveals a mechanical trap. Tapping on the

door produces a dull thud much different from the sound one hears when tapping on a normal door.

No physical attempt to disarm the trap can succeed, but a magical barrier such as *wall of force* stops the water while the barrier lasts.

The initial gush of water slams into anyone positioned between the secret door and the one-way door to the north. The impact inflicts 6d6 points of damage. A successful saving throw vs. petrification at a -5 penalty reduces the damage by half, and a character's attack bonus from Strength applies to the roll. The water fills the shaded area in 3 rounds. The area remains submerged for 5 hours, when a drain at the bottom of the pit in area 35D opens and lets the water out. All the water drains away in 10 minutes.

DM Note: Parties caught in the flood face a lethal situation, even if they can breathe water. Alteration spells that allow travel don't work (see page 151), so escape via teleport or *dimension door* is impossible. Spells that affect stone, such as *passwall*, also remain nonfunctional. A *rope trick* spell allows respite from the flood, but the caster would have to be at least 15th level for the spell to outlast the 5-hour flood (30 turns).

Parties can batter their way out through the secret doors leading to area 33. If the one-way doors near area 33 are closed, the party must smash through them, too. Breaking through the doors proves difficult while submerged, however. Only thrusting weapons have any effect at all, and the characters suffer a -4 penalty to their attack rolls; a *free action* effect negates the penalties.

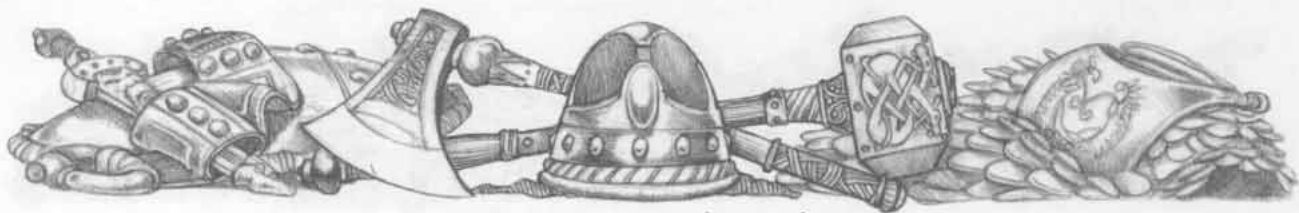
The icy cold water enters through hundreds of 2-inch pipes in the south wall of the alcove beyond the secret door. Characters not protected against cold must attempt a Constitution check at a -3 penalty each hour they remain submerged. Failure indicates that the character in question loses 1d6 Constitution points. Characters whose Constitution scores fall to 0 freeze to death. A character regains Constitution points at a rate of 1 per hour if he rests in a warm area. A *restoration* spell instantly restores the character to full Constitution points.

Alert: If the party has propped open the one-way door to the north, the secret doors in area 33 swing shut. The whole area floods in 4 rounds. If the one-way door southeast of area 33 is propped open, too, the area takes 5 rounds to flood.

If the party can locate the drain in area 35, they can open it to let the water out early.

35. False Tombs

These four chambers serve as decoys for tomb robbers. One dwarf actually lies buried in each tomb, but each volunteered to be interred here to help fool thieves.



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The short corridor leading to each chamber looks like a dead end until someone steps through the secret door and closes it (if left unattended, a secret door closes on its own after 1 round). When the door closes, the corridor collapses into a slide that dumps the intruder into a covered, 40-foot pit just inside the false tomb. The secret doors are not traps, and characters examining them from their west sides find nothing amiss. The slide/corridors *are* traps and can be detected as such. The slides also serve as entrances to the false tombs and can be located as secret doors or sliding stonework. Any attempt to disarm the “trap” has a –30% penalty. If successful, the attempt jams the slide shut, cutting off access to the false tomb beyond.

The false tombs remain hidden until someone triggers a slide. Then, the chamber becomes visible as the intruder slides toward it; the pit remains covered and looks just like a solid floor until the intruder falls in. After dumping intruders into the pit, the slide resets.

Falling into the Pits: Rusty iron spikes fill the pits’ bottoms, and characters falling in from the tops of the slides suffer 8d6 points of damage (half from the fall of 40 feet and half from the spikes). The intruder also must attempt a saving throw vs. poison to resist the toxic filth on the spikes. Failure results in death after an onset time of 1d4 rounds. Even if the saving throw succeeds, the character contracts a painful disease that causes his joints to swell. After an hour, the character loses 1 point of Dexterity. Each day the disease goes untreated, the character loses another point of Dexterity. The victim dies if his Dexterity score drops to 0. Once Dexterity loss sets in, there is a 50% chance that the character loses 1 point of Dexterity permanently, even if cured.

The pit in area 35D contains a drain that lets water escape if someone triggers the trap at area 34 and floods the place. See the *Alert* section for details.

The pits’ walls are too smooth for anyone but rogues to climb; however, climbing characters cannot open the pits’ covers, which close and lock when intruders fall in. Characters working from above can force the covers open with successful Open Doors rolls or *knock* spells. The covers close again unless held or jammed open.

Avoiding the Pits: Characters using *feather fall* effects can roll aside when they strike the pit covers and scramble to safety. The action is automatic if the character knows the pit is there; otherwise, the character must make a successful saving throw vs. petrification at a –3 penalty (the character’s defensive adjustment for Dexterity applies).

If the party opens a secret door and examines the door-jamb, they find a stud that triggers the slide when pressed—even if the secret door stays open. Once the

group discovers this, it’s a simple matter to descend the slide using ropes and enter the chamber beyond.

Inside the Tombs: Each false tomb contains lifelike bas reliefs similar to the ones in the Temple (area 31), except that these seem to show one particular dwarf’s exploits. In fact, the dwarf represented is entirely fictional.

A massive sarcophagus lies at each false tomb’s north end. The lid bears the likeness of the dwarf depicted in the reliefs. Removing the lid requires a successful Bend Bars roll. A group of characters whose Strength scores total at least 51 points can slide off the lid without a roll.

Each sarcophagus contains a vaguely humanoid figure encased in gold. If tapped, the figure rings hollowly. The gold casing peels away easily, revealing a desiccated dwarven corpse clad in lightweight chain-mail. The gold from each corpse weighs five pounds and is worth 245 gp. Each corpse also bears additional goods, as follows.

35A: longsword with a jeweled pommel (worth 440 gp), battle-ax, ruby and gold ring (worth 750 gp).

35B: *cursed battle-ax* –2, heavy crossbow, jeweled gauntlets (worth 1,000 gp).

35C: longsword, battle-ax, jeweled helmet (worth 1,200 gp).

35D: battle-ax, dagger with a jeweled blade (worth 750 gp), two gold and turquoise armbands (worth 550 gp each).

All the jewelry is dwarven funerary jewelry. See the area 32 description for details.

Alert: The pit in area 35D acts a drain. Five hours after someone triggers the water trap in area 34, slots under the pit’s spikes slide open to let the water out. The drain is shielded from magical detection and so well concealed that nondwarves have difficulty finding it; see the “Secret Door” section in the area 32 description for details.

Opening the drain early requires a successful Bend Bars roll. The mechanism lies within a deep recess and only one character can reach it at a time. A *knock* spell won’t affect the drain, but a *chime of opening* can open it. A *disintegrate* spell directed at the bottom of the pit destroys the closure and lets the water out. The drainpipe is broad enough to admit a man-sized creature. It eventually joins the underground river (see page 174) about a quarter-mile downstream of the stronghold.



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36. Guarded Corridor

Beyond the secret door, you pass down a gently sloping staircase to the east. At the bottom, you find a vaulted passage whose walls bear more bas reliefs. A damp spot somewhere in the vault above leaves you blinking as a few droplets of frigid water splash your cheeks. Only a few paces farther east, the passage turns south.

The reliefs here illustrate the stories of the dwarven High Kings, starting with Silvervein's heir, Granitebrow, and ending with Irontooth (at the entrance to area 37). The sculpture includes scenes of coronations, judgments, and battles.

The shaded area indicates a tomb warden with six sections, placed here to keep intruders out. Unless it attacks, the creature looks just like a series of battle scenes incorporated into the larger story the relief tells. A character using a *true seeing* spell can see the individual figures that make up the tomb warden embedded in the rock.

The tomb warden attacks unless each character takes a gem of at least 50 gp value and wraps it in clay or buries it in a container of earth; however, the character must perform the action while facing the tomb warden. Hence the rhyme's clue, "turn right, traveler, and wrap perfection in an earthen blanket." If the party does not give the proper sign, the tomb warden waits until someone approaches the bend to the east, then attacks. If the party does not suspect trouble, the tomb warden ambushes the group, automatically gaining a free round of attacks *before* the party rolls for surprise (see *Player's Handbook*, Chapter 11: Encounters).

Tomb Warden: AC 5; MV 6; HD 11 per section; hp 50 per section; THAC0 9; #AT 6 (1 per section, punch or stone weapon); Dmg 2d8; SA ignore magical defenses; SD immune to most spells and weapons, never checks morale; SZ M (individual sections about 4' tall); ML fearless (20); Int non (0); AL N; XP 12,000 (6,000+ 1,000 per section).

Notes: A tomb warden has a crystalline heart buried within some portion of the construct. The heart has 45 hit points for each section in the original creature (this one has six sections). If disturbed, the heart produces four stony tentacles, each 5 feet long and capable of striking once a round for 2d8 points of damage per blow. If the heart is destroyed, all the construct's sections stop functioning within 3d6 turns.

Special Abilities: SA—A tomb warden ignores all magical defenses, including protective magical items, invisibility, displacement, and *stoneskin* spells. Magical armor and shields still provide nonmagical protection.

SD—Immune to all weapons except for picks, mattocks, and blunt (type B) weapons of +1 or better enchantment. Most spells prove ineffective, except where noted below.

Stone to flesh renders the heart or a single section vulnerable

to normal weapons for 1d4 rounds. *Transmute mud to rock* (the reverse of *transmute rock to mud*) heals all damage to any section (including the heart) included in the area of effect. *Disintegrate* renders one section inert for 1d6 rounds and causes 1d12 points of damage. If directed at the heart, a *disintegrate* spell inflicts 2d12 points of damage but has no other effect.

Alert: The mummies in area 38 note any combat here and send one of their number (Jalarvim) to investigate after 2 rounds, even if the party casts *silence* over the battle. If the party can convince the mummy that they mean no harm, the mummy orders the tomb warden to cease attacking, and it complies. If the party later attacks the mummy, the warden resumes the attack.

37. South Antechamber

A wave of dry heat rolls over you as you reach the threshold of a small chamber. The acrid scent of coal smoke hangs in the air. A stone urn immediately to your right seems to be the source of heat. Orange light spills from the urn, supplemented by brass torches on the walls. A silvery anvil almost as tall as a halfling and at least 5 feet long stands near the room's center; reflected light from the torches dances over its polished surface.

The urn consists of a stone bowl about 4 feet wide and 3 feet deep set atop a perforated base where a gas jet burns continuously. The flame heats a mass of lava chunks heaped in the bowl. Impurities in the lava create the smell of coal smoke. The heated urn drives out the moisture in the chamber and makes the area seem like a smithy—an ambiance dwarves find agreeable.

The room's four brass torches also burn gas. The metal is blistering hot to the touch (1 point of damage unless protected from fire). The party can put the torches out, but the chamber fills with gas if they do. Roll 1d6 and subtract the number of torches the party has extinguished. The result is the interval before the gas explodes when it reaches the urn. If the result is 0 or less, the gas explodes instantly. Otherwise, it first forms a toxic cloud that fills the room; see the Temple description (area 31) for details. Damage from the explosion is 12d6, but a successful saving throw vs. breath weapon reduces that by half.

If the party extinguishes the flame under the urn, the escaping gas explodes immediately when it comes into contact with the hot rock inside the urn.

The silver anvil is nothing less than the *Anvil of Songs* (see page 185 for details). Characters approaching the *Anvil* must tread carefully—the central section of the floor is trapped as explained on page 151.

Alert: Striking the *Anvil of Songs* at least three times with a hammer awakens one of the mummies from area 38, who



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converses with the party. Any attempt to remove or destroy items in this room brings on an attack from all the mummies in area 38.

Should the party leave this area through the east exit without conversing with the mummies first, one mummy uses its *phase door* power to intercept the party in the corridor beyond; the mummy politely explains that unauthorized visitors may not proceed any farther.

38. Nobles' Catacombs

This area has the same general appearance as the Main Catacombs (area 32), but it has fewer statues and the air feels comfortably warm. The place carries the same vague scent of mold, except at the north end where the odor of coal smoke from the urn in area 37 remains noticeable.

The three statues here depict the dwarves who designed and built the stronghold. Each statue is sculpted from stone and stands 6 feet high. The middle statue depicts a grizzled dwarf warrior wielding a two-handed battle-ax. He wears a fierce expression. The two end statues are dwarf warrior/clerics. The one to the north wields a battle-ax and carries a large shield with the symbol of Moradin (a hammer and anvil) inlaid in gold. The one to the south is a bareheaded female carrying a morningstar in one hand and holding two linked rings in the other.

All three statues wear rings set with *glowgems* that light the chamber. Each *glowgem* has 10 charges.

This area contains 156 burial niches, but only 21 have occupants. None of the niches contain cremated remains. Each corpse interred here has been plated with 10 pounds of gold (worth 450 gp). Unlike the corpses in the false tombs (area 35), the plating shows the deceased's features clearly. Underneath the plating, the corpses are well preserved. Each corpse wears platemail and has two weapons, mostly battle-axes and maces, and two pieces of funerary jewelry. For more details, see the area 32 description.

Traps and Denizens: The shaded areas on the map indicate trapped sections of the floor, as explained on page 151.

Four mummified dwarf warrior/clerics lie ready to defend the area; the two warrior/cleric statues in the hall are likenesses of these creatures. Like the mummies in area 32, these creatures are neither desiccated nor wrapped in bandages. They look like pale, gaunt dwarves. Each mummy occupies a burial niche near the mouth of one of the 5-foot corridors. Any attempt to damage the area or bypass the floor traps rouses the mummies. The mummies also become active if the tomb warden in area 36 or the mummies in area 32 attack. The *Anvil of Songs* in area 37 also can alert the mummies. See the *Alert* section below for details.

The mummies engaged Tairdo and Qamhuul when they came for the *Axe of the Dwarvish Lords*, but failed to stop

them. The mummies also serve as custodians for the burial complex. After recovering from their defeat, the mummies set about repairing most of the damage the looters had inflicted.

Like their counterparts in area 32, the mummies seek to drive out intruders. In battle, one mummy uses its *fear* power on the invaders while a second uses its *phase door* power to go to area 32 and bring reinforcements. Only the mummy who creates the *phase door* can use it, so the warrior mummies in area 32 must exit the secret door and come here through area 36 (the tomb warden in area 36 will not attack the mummies). The remaining two mummies move in to attack.

Thereafter, the mummies use their *phase door* powers to surround intruders, and their *command* spells and *fear* powers to disrupt the opposition. Like the mummies in area 32, they can safely pass over trapped floors.

If the opponents flee, the mummies pursue until the invaders reach the Temple (area 31). If the party passes the tomb warden in area 36 with the mummies in pursuit, it attacks the party.

Negotiation: For all their zeal in defending the catacombs, the mummies remain quite willing to welcome and assist respectful visitors. If summoned by striking the *Anvil of Songs*, one mummy—who in life was Jalarvim Giantsmiter, a fighter/cleric of Moradin—comes to greet the party. The statue bearing the symbol of Moradin was made in his likeness. The mummy places his hand over his heart and introduces himself in the common tongue: "I am Jalarvim, steward of the One Clan and keeper of this place of rest. What has brought you to this place?" He gives a similar greeting if the party passed through area 37 without striking the *Anvil*, but moves to block the party.

If the party got through area 32 without disturbing the mummies there but fell afoul of the tomb warden in area 36, Jalarvim demands to know what they think they're doing. If party gives a satisfactory answer (see below), Jalarvim calls off the tomb warden and orders the party to return to the Main Catacombs (area 32). If the party complies, Jalarvim joins the group outside the secret door for a chat.

Jalarvim's first concern in any nonviolent meeting is to determine why the party has come. He expects each character to give an account of himself, and he examines all visitors with *know alignment* and *detect lie*.

Jalarvim has no patience for sightseers and treasure hunters; he gruffly dismisses groups who have come just to poke around. Unless interlopers leave quietly he orders an all-out attack, supported by his fellow warrior/clerics and the mummies from area 32.

Jalarvim welcomes anyone who comes to honor the dwarven dead, as long as they keep their visit brief.



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If the characters explain that the dwarves have sent them to learn about the *Axe of the Dwarvish Lords*, Jalarvim becomes agitated and says the *Axe* is no longer here. He'll reveal the following if the party asks the right questions:

- A horde of goblins and assorted humanoids led by a human wizard overran the area about two years ago. They located the *Axe* and carried it off.
- One goblin, a female, seemed quite an accomplished warrior.
- The Stewards are charged with the protection and maintenance of the whole area and could not pursue the thieves.
- It is within the Stewards' power to grant a modest reward to any stalwart band who returns the *Axe*. Note: No amount of cajoling will make Jalarvim reveal what the reward might be. If the party presses the issue, Jalarvim says, "returning the *Axe* would be the right thing to do. For most, that would be enough."
- The burial complex contains several more chambers, but none open to any but members of the One Clan (which has no living members) or the ones who return the *Axe* to its rightful place.

If the party is familiar with the history of the *Axe* and asks if Irontooth or Brassbeard are buried here, Jalarvim admits that the remains of last High King (Irontooth) do indeed rest here. As for the traitor Brassbeard, he lies in a tomb as false as his heart.

Under no circumstances will Jalarvim allow the party to proceed beyond area 38 unless they bear the *Axe* of the Dwarvish Lords. If this happens, see the "Afterward" section, beginning on page 174.

Stewards (Mummies): AC -3; MV 12; HD 14; hp 63 each; THAC0 7 (4 with *spiritual hammer*); #AT 1 (punch or *spiritual hammer*) or 1; Dmg 3d6 or 1d4+4; SA *fear*, wounding, grapple, spells, spell-like abilities; SD stone or +2 or better weapons to hit, immune to *sleep*, *charm*, *hold*, paralysis, *fear*, *poison*, *cold* and *electricity*, half damage from physical attacks, never check morale, +5 saving throw bonus vs. magical attacks, weightlessness, rejuvenation; SW can be turned by priests; MR 50%; SZ M (4 1/2' tall); ML fearless (20); Int high (14); AL LG; XP 14,000 each.

Special Abilities: SA—Spell-like ability (at 14th level) creates a cone of *fear* 5 feet wide at the base, 44 feet long, and 20 feet wide at the far end, range 0. Creatures in the area of effect must save vs. spell at a -2 penalty or flee in *fear* for 1 turn. Usable once a round. *Phase door* twice a day creates a passage 5 feet square and up to 50 feet long. The passage remains until the mummy uses it twice.

Melee hit causes a bleeding wound. Opponent loses 1 hit point each round until bound or healed magically. Magical healing closes a wound, but restores no lost hit points. A wounded character cannot recover hit points by any means until all bleeding wounds are magically healed.

To grapple, a mummy must hit the defender's normal Armor Class. If successful, the mummy grabs the opponent, inflicting 3d6 points of damage each round until the opponent breaks free with a bend/bars lift gates roll. Each time the opponent suffers damage, he suffers a new wound (see above). The mummies cannot grapple huge or gargantuan creatures.

SD—Weightless movement allows the mummies to ignore hazards on the ground, such as pits, caltrops, *spike stones* spells, and the floor traps in this area.

When resting in its burial niche, a steward can regain 4 hit points a turn. The process is similar to regeneration, but remains possible even if the creature's body has been completely obliterated. A mummy will rejuvenate no matter how it was destroyed, unless a *wish* is used to lay its remains to rest or both the memorial tablet from its burial niche and the steward's amulet (hidden in area 40) are destroyed.

SW— Evil and neutral priests cannot control the stewards, but they can turn them as specials. Good priests turn them as specials. The stewards ignore successful turning attempts if the make successful saving throws vs. petrification. The stewards affect undead as 8th-level clerics.

Spells (3/3/3/2): 1st—*bless*, *command* (×2); 2nd—*know alignment*, *silence*, *spiritual hammer*; 3rd—*curse*, *dispel magic* (×2); 4th—*abjure*, *detect lie*.

Alert: One of the mummies (usually Jalarvim) from this area goes to investigate any disturbances in areas 32, 36, 37, 39, or 40. If the party has damaged anything or looted any tombs, the mummies attack. Otherwise, they remain neutral toward the party and will converse as noted in the "Negotiation" section, above.

Each mummy in this area possesses an amulet that governs its rejuvenation power; these amulets lie hidden in area 40. See the **Alert** section in that area description for details.

Should the party trigger the trap in area 47, two mummies go to investigate immediately. See the **Alert** section in the area 47 description for details.

If defeated in battle, the mummies return to their burial niches to rejuvenate. If the party returns to the area (as they must to exit the complex), the mummies attack again.

39. Storerooms

These two chambers hold sundry materials the mummies in area 38 use to maintain the catacombs and tombs. No door leads to them, and the mummies don't need any—they use their *phase door* powers to reach them.

Should the party break into the storerooms, they find piles of building materials: stone blocks, mortar, wooden beams for scaffolding, and slabs of unworked stone. The chambers also contain tools for stone working, mining, gem cutting, and metalwork: chisels, levels, trowels, picks, shovels, and hammers.

The northern chamber contains three kegs of steel darts (ammunition for the traps in area 43). Each holds fifty darts.

The southern chamber contains a few treasures the builders left so the Stewards could bargain for additional materials they might need. There is a stack of forty-four gold bars; each weighs 80 pounds and is worth 3,200 gp. A small coffer contains ten diamonds (5,000 gp each), twenty rubies (1,000 gp each), thirteen emeralds (1,000 gp each), and twelve *glowgems* (50 charges each). A chest contains a set of *platemail +3* (dwarf sized), a *bag of holding* (1,000 lbs, 150 cu. ft. capacity), twelve pinches of *dust of dryness*, a container of *sovereign glue* (10 ounces), and the *Shaping Hammer*.

Alert: The alcove in the southern chamber contains four levers that release sections of the trap in area 47 (the westernmost lever releases the westernmost section of the trap and so on). Presently, the levers are all in the “down” position. A character can throw a lever with a successful Open Doors roll, but the action has no effect unless the trap in area 47 has been triggered (the character simply moves a fulcrum that isn’t connected to anything). Once the trap has been triggered, a gong sounds in area 38 and a mechanism connects the levers to the trap; throwing a lever releases the corresponding section of the trap. The lever’s original position is irrelevant.

40. Chapel of Dumathoin

You’ve found a fairly large natural chamber. Hundreds of exceptionally long stalactites—some twisted into fantastic shapes or festooned with clumps of crystal—adorn the ceiling. Masses of equally exotic stalagmites sprout from the floor, about half the height of a human.

A platform of snowy white marble rises above the field of stalagmites, giving you a clear view of the gray stone altar and the looming idol of similar gray stone behind it. The idol is at least twice the height of a man. It looks like a bearded dwarf wielding a two-handed mattock. Two silver orbs serve as the statue’s eyes. The figure’s stony garb features an open bag brimming with uncut crystal. A stone skull lies between the statue’s feet.

A pool of sapphire blue water surrounds the platform on three sides. The pool’s depths glow like a full moon. A staircase leading up from the chamber floor provides the only dry approach to the platform’s top. The steady drip of water from the overhanging stalactites creates a musical cadence as the droplets splash into the pool. Ripples in the water distort the light coming from beneath the water, setting the room’s crystals all aglitter and making the idol’s eyes gleam with cold fire.

The dwarves used this area to honor Dumathoin in his roles as patron of miners and guardian of the dead. The uncut crystals decorating the statue were part of the stone block from which the statue was carved. The dwarves left them in place. The skull at the idol’s feet is part of the statue as well.

A close examination of the crystals reveals veins of metal. In fact, the crystals contain 45 pounds of unprocessed gold ore. If removed and refined, the ore





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would provide 10 pounds of gold (about 440 gp after the cost of refining). The idol's eyes appear to be simple silver globes. In fact, they are solid platinum spheres whose surfaces bear thousands of shallow dimples that catch and reflect light. Intact, each sphere weighs 30 pounds and is worth 15,000 gp on the open market.

The altar in front of the statue is a slab of rough granite that weighs about a ton; it rests on the platform with only its weight to hold it in place. A hollow beneath the altar contains four heart-shaped rubies, each worth 5,000 gp. These gems radiate Enchantment magic; they're actually rejuvenation amulets for the mummies in area 38 (see the *Alert* section for details).

To expose the hollow, the party need only move the altar about 5 feet. The task requires a successful Bend Bars roll at a -20% penalty; a group of characters whose Strength scores total at least 51 can move the slab without a roll.

A *true seeing* spell, a successful search for secret doors, or a successful check for shifting stonework reveals that the slab has no attachment to the platform, but not what the slab hides. In any case, a casual look does not reveal the slab's condition—that requires a deliberate search. A *detect magic* spell directed below the altar reveals the magical aura from the gems there. The spell does not reveal the source, just the magic's presence.

The pool surrounding the platform is only about a foot deep. The glow comes from luminous algae growing on the bottom. The water gets its blue color from dissolved minerals, which also sustain the algae. Each 5-foot square the pool covers bears a *glyph of warding* that delivers 1d4+8 points of damage; a successful saving throw vs. spell reduces the damage by half, but a -4 penalty applies for wading in the water.

Should the party disturb anything here, an earth elemental emerges from the stone at the chamber's east end and attacks to kill. A *true seeing* or *stone tell* spell directed there reveals the creature's presence. If the party remains unaware of the elemental, it imposes a -2 penalty to their surprise roll when it attacks.

Earth Elemental: AC 2; MV 6; HD 24; hp 108; THAC0 -3; #AT 1; Dmg 4d8; SA damage constructions, pass through earth and stone; SD +2 or better weapons to hit; SW -2 points of damage per damage die when fighting airborne or waterborne opponents (minimum 1 point per die), cannot make melee attacks against creatures protected by *protection from evil* spells unless attacked first; SZ H (20' tall); ML fanatic (17); Int low (7); AL N; XP 18,000.

Special Abilities: SA—If unable to make melee attacks, the elemental can shake the chamber's ceiling, causing stalactites to fall. Characters caught in the room suffer 4d6 points of damage (save vs. petrification for half). The elemental can make five such attacks.

SW—To qualify as waterborne, creature must swim or float. Characters wading in the pool do not receive a damage reduction.

Alert: The amulets hidden beneath the altar provide one key to the rejuvenation power of the mummies in area 38. Destroying both the amulets and the memorial slab covering the mummies' burial niche ends the creatures' ability to rejuvenate. If the party removes the amulets, the mummies can unerringly locate the gems anywhere on the Prime Material Plane. If the thieves leave the area, two stewards lead half the surviving mummies from area 32 on an expedition to recover them; if damaged, the mummies delay until they recover full hit points. Note that the mummies can track the gems, not the thieves. If the party sells them, the mummies confront the new owners rather than the player characters.

If not slain, the elemental here attacks characters who damage area 41.

41. Crystal Caverns

These predominately natural areas contain considerable mineral wealth and many beautiful natural rock formations. Dumathoin created it for the dwarves of the One Clan. The dwarves used the area as a sort of garden, but also did some selective mining.

41A: These two grottos contain profuse clusters of eccentric stalactites and blooms of multicolored minerals and crystals—as bright as any flowerbed.

The opening leading to the west side passage is only 2 feet wide and rimmed with sharp crystals. Man-sized characters must attempt a Dexterity check to wiggle through. If the check fails, the character cannot pass through the opening and cannot try again for a day. On a roll of 20, the character gets stuck. It takes a successful Open Doors roll to get a stuck character out, and the victim suffers 1d4 points of damage. Small or Tiny characters can slip through without a roll. Creatures at least size Large cannot pass through the opening.

41B: This chamber contains veins of metallic ore. To the untrained eye, the ore simply makes an appealing pattern in the stone. The dwarves mined some of the ore but took care to preserve the place's natural look. A team of miners working here could extract enough ore to provide 100 pounds of silver (value 440 gp), 100 pounds of gold (value 4,000 gp), and half a ton of iron (value 3,200 gp) in about a month.

41C: This chamber contains a dazzling array of uncut crystals—everything from quartz to diamonds. In a month, a team of miners could extract enough crystal to make 3d20 gems of various types; use Table 85: Gem Table in the *DUNGEON MASTER Guide* to determine the types.



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41D: This chamber contains a natural tar pit. At first glance, the tar pit looks and smells like a pool of pungent, dark water. The tar is very hot, but the pool's hardened surface traps most of the heat. Infravision reveals only a fairly warm surface.

Anything thrust into the pool winds up coated with scalding tar. Anyone touching it suffers 1d3 points of damage per round of contact unless protected from fire. If removed from the pit, the substance cools and hardens into pitch within 2d6 rounds. Hurling the hot tar on a creature inflicts 1d3 points of damage and leaves a dark, sticky stain that is next to impossible to remove.

DM Note: Only a character with the Mining proficiency can determine that areas 41B and 41C contain enough mineral wealth to make a mining effort profitable. A successful Mining proficiency check allows the character to note which minerals are present and in what amounts. A successful roll, however, cannot predict when the ore will run out. The cost to mine and refine the ores and gems amounts to 1d3 × 10% of the material extracted.

Alert: If the party did not slay the earth elemental in area 40, it attacks if they damage anything in the caverns (the party can take pitch from the pit in area 41D without rousing the elemental). The elemental's ability to pass through earth allows it to move through the constricted area with ease. The elemental launches its attack from the party's rear or flank and imposes a -2 penalty to the party's surprise roll.

42. Trapped Corridor

You've found a broad corridor leading south. Two tall humans could lay down head to foot and not span its width. Decorative ironwork covers the passage walls and the vaulted ceiling, which soars at least three times as high as the passage is wide. Glowing gems set high in the walls shed dim light over the corridor.

The air here seems chilly and damp. Most of the ironwork looks rusty, especially in parts of the ceiling where dripping water has caused extensive corrosion.

Four *glowgems* (two on each wall) provide light. Each has three charges remaining. The party can safely extract the gems from the ironwork with successful Bend Bars rolls; otherwise the gems might break if the characters pry them out.

The passage poses a deadly threat to the unwary. The shaded areas mark trapped sections of floor, as explained on page 151. The areas marked with cross-hatching show patches of hybrid russet mold on the ceiling.

This particular variety of russet mold lies quietly until someone walks underneath, when it releases a mass of

spores that fall on the intruder. Exposure to a *continual light* spell makes the mold dormant (a *continual light* spell cast directly on a patch kills it). Dormant mold, however, overcomes its lethargy and sheds spores if someone remains directly underneath for a full round. Note that getting free of a floor trap takes a full round. Legitimate visitors use *continual light*, avoid the floor traps, and pass under the mold patches without harm.

All the natural rust in the corridor makes the mold impossible to locate without a *true seeing* or *detect invisibility* spell, and then only if the caster specifically scans the ceiling. Either spell reveals the mold as a red-orange growth with delicate sensory hairs growing from it.

Salt, alcohol, or acid can harm the mold; however, the mold's perch on the ceiling makes these methods of attack unreliable. The mold suffers no damage unless the attacker uses some method to keep the material in contact with the mold for at least a full round. Furthermore, acid thrown on the mold rains down on anyone below, causing splash hits as described in Chapter 9: Combat of the DMG (see the "Grenade-Like Missiles" section).

A *reverse gravity* spell would be ideal for attacking the mold, but that spell won't work in this area (see page 151). Soaking a cloth in acid, alcohol, or salt and stuffing it into the ironwork containing a patch of mold would work.

The ironwork makes climbing the wall and ceiling possible even for nonrogues. The ceiling's height is 45 feet, measured from the floor to the center of the vault, but the walls rise vertically only 20 feet before the curving vault begins. A character wishing to scale the ironwork must attempt two Climbing rolls: the first to scale the wall, and the second to traverse the vault. Treat the surface as rough with ledges (abundant handholds), but slightly slippery. The roll to scale the wall receives a +15% modifier (+40% for abundant handholds and -25% for slipperiness). The climber loses the +15% bonus when scaling the ceiling, which slopes outward. For details, refer to the "Climbing" section in Chapter 14 of the *Player's Handbook*. Once an attacker reaches the mold, he must make a new Climbing roll each time he attacks a patch of mold.

Hybrid Russet Mold (5): AC 9; MV 0; HD 3; hp 12 each; THAC0 n/a; #AT 1 (spore cloud); Dmg 5d4; SA spore infection; SD immune to most spells and attacks; SW *continual light* causes dormancy, killed by acid or salt; SZ L (15' patch); ML N/A; Int non (0); AL N; XP 43 each.

Special Abilities: SA—In addition to inflicting damage (no saving throw), anyone caught in the spore cloud must attempt a save vs. poison. Creatures who fail become infected with spores and become instantly paralyzed. The infected creature dies in 5d4 rounds unless a *cure disease* is applied. Corpses sprout mold growths shortly after death and become mold men after 1d4+20 hours. If the infection is not removed (with *cure disease*) within one hour after



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death, the victim cannot be *raised* or *resurrected*, though a *wish* can restore the victim.

SD—Immune to all forms of attack except acid, salt, *continual light*, sunlight, and *cure disease*.

A vial of acid or alcohol or a handful of salt inflicts 1d4 points of damage on a patch. A *continual light* or *cure disease* spell cast directly on a patch kills it. Direct sunlight or its magical equivalent (such as the light from a *sunblade* or a *sunray* spell) kills a patch. A magical item that produces dazzling or blinding light such as a *helm of brilliance*, *gem of brightness*, or *wand of illumination* also can kill a patch.

42A. Secret Door: This portal is shielded from magical detection and so well-concealed nondwarves have difficulty finding it; see the “Secret Door” section on page 55 for details. A hidden stud opens the door.

43. South False Tomb

The passage ends in two monumental bronze doors, each as wide as an ogre and half again as high. The dampness in the corridor has left them streaked with verdigris. Beneath the corrosion you spy a tangle of figures in low relief. The figures are dwarves about a quarter life size, locked in a desperate struggle with each other.

Someone has taken the trouble to scour away the crust in one section, which shows a particularly gruesome scene in which an amorphous creature rips apart struggling dwarves with its six arms.

The decoration on the doors depicts scenes from the civil war that erupted after Irontooth’s assassination (see the “History” section in Chapter 1). The six-armed monster is the Abomination of Diirinka, rendered with fair accuracy. Refer to the creature’s description on page 189 if the party examines it closely.

The doors are locked and the key long lost. The party can force them open, pick the lock, or use a *knock* spell. Because the chamber beyond is a decoy, the dwarves made the lock easy to pick (though the characters don’t know that). All Open Locks roll receive a +20% bonus (rolls of 96–00 still fail).

Once the party deals with the lock, the doors open easily despite their bulk.

The massive doors swing inward with hardly a whisper. Bright light streams from the space beyond, followed by a puff of fetid air. The roughly octagonal chamber features an extensive mosaic that mimics a natural cavern with faux galleries, columns, and stalactites.

At the chamber’s broadest point, two hulking statues of dwarf warriors face each other across a space perhaps five paces wide. The figures of gray stone are at least five times life size. Each bears an oblong shield emblazoned with a short-hafted, spike-backed ax. Each statue also carries an ax similar to the one shown on the shield. The statues glare at each other resolutely.

Beyond the statue, the chamber narrows into a low alcove perhaps 15 feet wide and less than 10 feet high. A sarcophagus sculpted from cream-colored stone fills the alcove; the tomb’s lid features a sizable statue of a stricken dwarf warrior gasping out his last breath. The warrior lies on his side clutching the point of a spear driven through his back.

Continual light spells placed on the statues’ brows illuminate the room. The blazon on the statues’ shields is the *Axe of the Dwarvish Lords* (see Chapter 1 for a more complete description), which is the symbol of the One Clan.

Several hazards await would-be looters here. The shaded areas mark trapped sections of floor, as explained on page 151. The two statues pose the next threat.

Each statue has a hollow torso fitted with four dart throwers and a magazine of steel darts. The dart throwers have delicate mechanical triggers that react to light (perforations in each statue’s front admit light). Whenever anything passes between the two statues, the dart throwers fire with a THAC0 of 6. Even invisible or displaced creatures trigger the darts (the enchantments still distort light somewhat), though the darts suffer a –4 attack penalty. Each dart inflicts 1d4+1 points of damage (owing to its weight and the force the dart thrower provides). Furthermore, the magazines containing the darts are filled with dust from the mummies in areas 32 and 38. This creates a wounding effect that works just like the mummies’ special attack.

An opening in the back of each statue’s neck leads to the dart magazine, which holds thirty darts.

The dart throwers are fragile. If the characters destroy the statues, the mechanisms break. Energy attacks such as *fireballs* and *lightning bolts* can destroy the mechanisms, which must attempt saving throws as metal items.

Darkness effects cast over the statues cause the dart throwers to discharge missiles randomly. Characters passing between the statues must make successful saving throws vs. breath weapon or be struck by a dart.

If removed from the statues, the darts retain their wounding power for 1d3 days. The darts are too large to be used in blowguns and too small to throw. A weaponsmith or fletcher could fit them to javelins, darts, or heavy quarrels (using them as heads).

A *find traps* spell reveals the statues and the area between them as mechanical traps. A rogue examining



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either statue can note the holes in the statues' fronts as potential traps, but any Find Traps roll of 21 or higher triggers the dart throwers (the rogue's shadow fell in the wrong place). Once located, it takes four successful Remove Traps rolls to completely disarm each statue. Again, any roll of 21 or higher triggers the darts.

The sarcophagus poses the final threat. The statue atop the lid depicts Irontooth, the last High King of the dwarves, dying from a treacherous blow. The figure is hollow and contains concentrated acid under pressure. The statue bursts if it suffers a blow or any mishandling, releasing a stream of acid 20 feet wide and 70 feet long (the chamber doors block the acid if the party closed them). The acid inflicts 18d6 points of damage on anyone caught in the stream. A successful saving throw vs. breath weapon reduces the damage by half.

A *find traps* spell reveals the lid as a mechanical trap. A rogue examining the lid can find no evidence of a trap.

The dwarves built the sarcophagus so it can be opened only by lifting the lid off (a series of pegs prevents it from sliding off). However, the alcove is too low to allow the lid to rise while the statue remains intact. The wall above the alcove is fine dwarven stonework; hewing out a space to accommodate the lid would take days with hand tools, though an earth elemental could accomplish the task in about 20 minutes. The party can also smash the face of the sarcophagus. In either case, the effort ruptures the statue and releases the acid.

The sarcophagus contains a well-preserved dwarven corpse encased in 10 pounds of gold (see the area 35 description for details). The body is clad in *platemail* +1 and carries a longsword and a *battle-ax* +1. Three pieces of jewelry round out the grave goods. The first two, a diamond pendant (worth 5,000 gp) and a gold and emerald ring (worth 7,500 gp), are normal items. The third piece, a platinum and opal brooch, is worth 9,500 gp as a jewel but is a *talisman of ill luck*. The corpse is none other than Brassbeard, interred here to atone for the act of slaying Irontooth.

44. Foyer

You've found a tiny chamber whose walls bear bas reliefs showing a funeral procession. Identical reliefs adorn the north and south ends of the chamber. Each includes a bier and a procession of dwarven mourners flanked by an honor guard of burly dwarves. The twin processions begin near the entrance, wend their way around the chamber, and disappear into a mock arch at the back of an alcove directly across from the doorway where you stand.

The twin bas reliefs are tomb wardens that attack anyone not accompanied by one of the mummies from area 38.

The secret door in the alcove has a mechanism similar to the ones described in area 33. Two hidden studs operate the door. One causes the door to pivot left, blocking off the southwest passage beyond. The other causes the door to pivot right, blocking off the northern passage. The left pivot is fairly easy to find, and any search for secret door in the alcove's west wall reveals it. The right pivot is well concealed and warded against magical detection. See the "Secret Door" section on page 55 for details.

Once opened, the secret door remains open until closed from this room.

Tomb Wardens (2): AC 5; MV 6; HD 11 per section; hp 50 per section; THAC0 9; #AT 5 (1 per section, punch or stone weapon); Dmg 2d8; SA ignore magical defenses; SD immune to most spells and weapons, never checks morale; SZ M (individual sections about 4' tall; ML fearless (20); Int non (0); AL N; XP 12,000 (6,000+ 1,000 per section).

Special Abilities: Notes: A tomb warden has a crystalline heart buried within some portion of the construct. The heart has 45 hit points for each section in the original creature (these have five sections). If disturbed, the heart produces four stony tentacles, each 5 feet long and capable of striking once a round for 2d8 points of damage per blow. If the heart is destroyed, all the construct's sections stop functioning within 3d6 turns.

A tomb warden ignores all magical defenses, including protective magical items, invisibility, displacement, and *stone skin* spells. Magical armor and shields still provide nonmagical protection.

Tomb wardens are immune to all weapons except for picks, mattocks, and blunt (type B) weapons of +1 or better enchantment. Most spells prove ineffective, except where noted below:

Stone to flesh renders the heart or a single section vulnerable to normal weapons for 1d4 rounds.

Transmute mud to rock (the reverse of *transmute rock to mud*) heals all damage to any section (including the heart) included in the area of effect.

Disintegrate renders one section inert for 1d6 rounds and causes 1d12 points of damage. If directed at the heart, a *disintegrate* spell inflicts 2d12 points of damage but has no other effect.

45. Elevator

This plain room begins a gentle descent once anyone enters through the north door and closes it.

The room takes 10 minutes to drop 80 feet to the level of area 46. During the descent, both doors lock tight (there is no keyhole). Any attempt to open either portal causes the chamber to quickly (but still imperceptibly) return to the corridor level, where it remains until someone opens and closes the north door again. A viewer standing in the



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corridor sees nothing unusual; the room's north door actually consists of two similar doors joined back to back. The halves separate when the chamber descends.

Should the party successfully wrench open a door during the descent, they find either a blank wall (if opening one of the doors inside the room) or a shaft (if they opened the door in the corridor).

Once the chamber reaches the bottom, the party can open the south door. If they fail to do so within two minutes, the chamber ascends again, and the north door opens.

Once the party opens the south door, the chamber remains in place until someone shuts the south door, whereupon the room ascends to the corridor level.

The residents of Radruundar had no difficulty using the chamber—they knew its idiosyncrasies. The party, however, might find it frustrating.

46. Irontooth's Tomb

Several guttering torches cast flickering light over this fairly large chamber. Lifelike carvings bedeck the walls, and for a moment you feel as though a real host of dwarves, giants, and other creatures leer down at you.

A dais fills the far end of the room. A pale marble sarcophagus rests atop the platform. The figure of a reclining dwarf warrior, clad in armor and using his shield as a pillow, adorns the lid. The figure holds a double-bladed ax on his breast. A cordon of metal dwarves, all slightly larger than life size, girdles the tomb. To the right and left stand rows of warriors bearing halberds. The statues hold these so the heads interlock over the tomb. In front of the tomb (at the reclining warrior's feet), three more statues crouch low, their backs to the tomb. They hold their pikes low, as though preparing to receive a charge.

Four torches provide light. These wrought-iron fixtures burn natural gas, and the flame has made the metal blistering hot. A character touching a torch suffers 1 point of damage unless protected from fire. The party can put out the torches, but the chamber fills with gas if they do. Roll 2d6 and subtract the number of torches the party has extinguished. The result is the interval before the gas explodes. If the result is 0 or less, the gas explodes instantly. Otherwise, it first forms a toxic cloud that fills the room. See the Temple description (area 31) for details.

The carvings on the walls tell Irontooth's life story, from his first battle (against gnolls), to his tragic death at the hands of his nephew, Brassbeard.

The sarcophagus houses the remains of Irontooth, last High King of the dwarves and the last head of the One Clan. Each of the tomb's four sides bears a short-hafted, spike-backed ax in low relief (see the area 43 description

and Chapter 1 for details). The characters can see the decoration when they come within 20 feet of the tomb.

The figure atop the sarcophagus is a likeness of Irontooth himself, lying at ease. Characters who have seen the statue in area 43 recognize the similarity immediately.

The figures surrounding the sarcophagus are fine steel, forged and blackened to make them tough and resistant to moisture. Together, they form a nearly impenetrable cage around the sarcophagus. The statues foil any attempt to lift the lid or bash a hole in the tomb's side.

An individual statue has an Armor Class of -5 and 105 hit points. Fire, cold, and piercing (type P) cannot harm a statue.

In addition, a Lawful Good *forbiddance* spell cast at 18th level protects the entire dais, and a magical ward similar to the ones protecting the Temple entry (area 30) rings the sarcophagus. The *forbiddance* effect is password-locked. To bypass the spell, a visitor must kneel on the bottom step of the dais and say "All honor to Irontooth, may his rest be serene."

Only the stewards (see area 38) can pass the ward safely. Anyone else touching or trying to pass the statues triggers the ward (even characters who gave the correct password for the *forbiddance* spell). A shower of electrical sparks in a 15-foot radius explodes from the point where the trespasser violated the ward. Anyone within the radius suffers 2d6+18 points of damage. The creature triggering the ward must attempt a saving throw vs. breath weapon at a -2 penalty. If the saving throw fails, the creature suffers full damage and is thrown clear of the dais. Even if the saving throw succeeds, the character still suffers full damage. A *protection from lightning* effect negates or reduces the damage, but does not prevent the creature from being thrown clear. Creatures within the radius are not thrown and suffer only half damage if they make successful saving throws.

If two or more creatures violate the ward at the same time, each could be subject to separate bursts of energy. The intruders suffer damage from each burst.

A single *dispel magic* spell can affect both the ward and the *forbiddance* spell simultaneously, but success must be checked separately for each effect. A successful *dispel magic* merely causes the ward or *forbiddance* spell to become non-functional for 1d3 rounds.

When Tairdo and Qamhuul found this chamber, Irontooth's statue held the *Axe of the Dwarvish Lords* on his breast. The pair negated the ward and the *forbiddance* spell and seized the *Axe*. Then they blasted their way into the sarcophagus with a *disintegrate* spell and looted the body. The stewards restored the corpse and rebuilt the sarcophagus. The corpse lies encased in 20 pounds of gold and bears a longsword and a heavy crossbow of the finest dwarven manufacture. The body wears a golden coronet decorated with emeralds and jade worth 10,000 gp (a pale



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imitation of the one from the original burial). The axe the statue holds is a *two-handed battle-axe* +2. (See the *PLAYER'S OPTION: Combat & Tactics* book for statistics or treat the weapon as a bardiche.)

47. A Weighty Matter

Any attempt to open the false door at the end of this corridor sends a series of four steel portcullises and four needle-sharp steel shafts crashing down in the shaded area. The dots mark where the shafts fall. The portcullises fall every 5 feet, starting with the square east of the false door.

Anyone caught in the affected area when the trap goes off must make a successful saving throw vs. petrification or be skewered and slain. Success still results in 4d4 points of damage.

Once the barriers fall, they remain in place until destroyed or released from area 39. The shafts don't impede movement very much, but the portcullises are impassable even to size Tiny creatures. They can be lifted out of the way with successful Bend Bars roll made at a -20% penalty. A normal Bend Bars roll can create an opening large enough for the creature that made the roll to squeeze through.

A *find traps* spell reveals the door as a mechanical trap but indicates nothing about the corridor.

Alert: Two mummies from area 38 come to investigate if the party triggers the trap. They arrive in 3 rounds. If they find survivors trying to escape, they use their *fear* abilities and spells to discourage the attempt. If the mummies aren't badly damaged from a previous fight (remember their rejuvenation abilities) and the invaders are trapped in different sections of the corridor, they use the levers in area 39 to release some of the portcullises (starting at the eastern end) and attack the isolated opponents.

48. Chantry

This long, dark hall has a row of shallow alcoves containing stone benches along its eastern wall. The west wall runs in a series of flat and diagonal sections, forming a series of angled bays with glassy-smooth walls.

The dwarves performed chants for the dead here. A dwarf or other character with a deep voice hears his voice reflected back at him if he sits on a bench and chants or sings. Only a few voices can combine to sound like a sizable choir in here. The hall has excellent acoustic qualities overall, and the faintest whisper proves audible throughout.

This level is almost completely natural. When Radruundar was still a dwarven community, a nymph and a small colony of myconids occupied the level. The arrangement suited the dwarves well; they used the area as an emergency exit from the stronghold and the residents helped keep the level clear of dangerous squatters. Map 15: Level I, Caverns on page 170 shows the level.

Today, a covey of greenhags and their alaghi servants call the level home. Tairdo has cut a deal with the hags, keeping them supplied with captives in return for daily *control weather* spells and keeping an eye out for invaders.

Most of the passages and chambers in the caverns are limestone worn smooth by flowing water. Changes in the courses of the two underground rivers flowing through the level have left some of these areas dry.

The level's passages have slightly rounded cross sections with ceilings about 7 feet high. Ceiling heights in chambers vary.

All the passages twist and turn quite a bit—nature follows no plans. In many cases, two tunnels cross each other.

The level's sinkholes are 15 feet deep. The walls are slick with moisture, but offer plenty of handholds for climbers. The resident alaghi use them as stairways, and even a cursory inspection reveals signs of their passage (mostly claw marks in the stone and tufts of hair). Characters must make climbing rolls to ascend or descend the walls.

1. Escape Chutes

This room is the terminus for the escape slide that begins in the Citadel (Level D, area 8). It is possible to fly or walk up the chutes, but most parties won't find the effort worthwhile; see page 99 for details.

Creatures descending the chutes in the normal manner—sitting up—skid to a stop in the center of the chamber. The traveler might feel a little heat on the rump, but that's all. Creatures who have increased the speed of their descent by leaning back or hunching forward are in for a nasty shock. The extra speed is just enough to send the traveler skidding across the floor into one of the pits opposite the chutes. The pits are 40 feet deep and have bottoms studded with stone spikes. The fall causes 4d6 points of damage plus an additional 4d6 points for the spikes.








2. Alaghi Chambers

These two chambers have smooth, sandy floors and 18-foot ceilings bristling with small stalactites. A tribe of sixteen sedentary alaghi calls these chambers home. At any given time, 1d4 alaghi are busy fishing in area 3, and a lone alaghi stands guard in area 4. The remaining alaghi are split evenly between the two chambers. If there is an

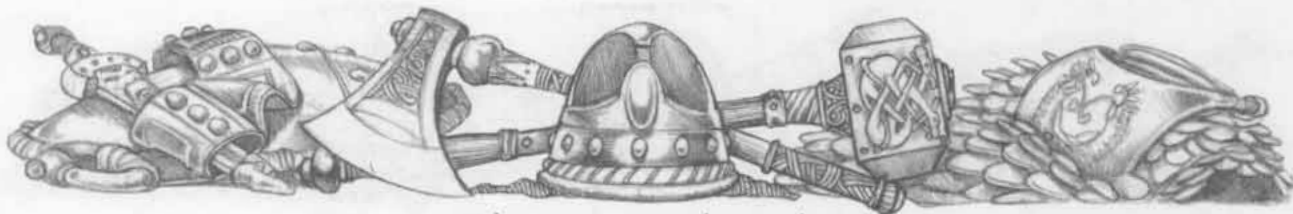
Map 15: Level I, Caverns



Key

-  Covered Pit
-  Door, One Way
-  Raised Passage
-  Ramp/Chute
-  Rope
-  Tunnel Entrance
-  Water

One square equals five feet



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odd number, the extra creature is in the northern chamber. The alaghi elder spends its days in area 2B.

The alaghi meet intruders with violence. Usually, one alaghi stands fast and hurls javelins at the foe while the others hide and try to flank the intruders, using side passages and sinkholes to maneuver.

One alaghi in each chamber wears a *hag eye*. This device looks like cheap gem (value 20 gp) on a leather thong. An examination with a *gem of seeing* or *true seeing* spell reveals a disembodied eye floating in the gem's depths. Smashing the gem inflicts 20 points of damage on each hag in area 5.

2A. Dens: The alaghi favor these nooks for sleeping and mating. A pile of fairly clean twigs and rushes in each den serves as a bed. Each den also has a collection of stone tools and wooden bowls and cups. Each den's collection has a market value of 5d4 gp as curiosities and weighs 5d6 pounds. Each den also contains several lengths of rope woven from tree bark.

2B. Elder's Den: This area has a huge mattress stuffed with goose feathers for a bed and an assortment of other treasures including eight valuable pelts worth a total of 2,300 gp, a set of golden offering plates worth 2,000 gp (weight 15 pounds), and a leering idol carved from jade. The piece represents a deity of the hunt (whichever one is most appropriate for the campaign); it weighs 9 pounds and is worth 4,000 gp.

Sedentary Alaghi (15): AC 4; MV 12; HD 9; hp 45 each; THAC0 11 (9 with Str bonus); #AT 2 (great club/fist) or 1 (javelin); Dmg 2d4+5/2d6 or 1d6+1; SD stealth; SZ L (6' tall with large girth); ML steady (12); Int low (5); AL CE; XP 2,000 each.

Special Abilities: SD—Moves silently 80% of the time and hides in natural surroundings 75% of the time.

Alaghi Elder: AC 4; MV 12; HD 10; hp 55; THAC0 11 (9 with Str bonus); #AT 2 (great club/fist) or 1 (javelin); Dmg 2d4+5/2d6 or 1d6+1; SD stealth; SZ L (6' tall with large girth); ML steady (12); Int high (13); AL CE; XP 5,000.

Special Abilities: SD—Move silently 80% of the time and hides in natural surroundings 75% of the time.

Spells (5/5/2): 1st—*bless*, *cure light wounds* (×3), *command*; 2nd—*hold person* (×3), *trip*, *warp wood*; 3rd—*summon insects* (×2).

Alert: When disturbed, any alaghi not trying to move stealthily or cast a spell emits a series of guttural hoots. The bass sound is audible through the level (except in area 1) unless magically silenced. All other alaghi except the guard in area 4 run to their comrades' aid when they hear the sound.

Alaghi in area 3 can join a battle in the northern chamber in 3 rounds and can reach the southern chamber in 1

round. A trip from the north to the south chambers takes 4 rounds. If the party has cut the ropes at area 3A, it takes the alaghi a turn to string new ones and reach the fray.

The elder begins a battle by gathering as many alaghi as he can and casting *bless* on the group. Then he uses *summon insects* on party warriors, followed by *hold person* on spellcasters. He uses *warp wood* on any wooden missile weapons (such as bows or crossbow bolts) the party might employ. The elder generally reserves his *cure light wounds* spells for himself.

3. Fishing Hole

This chamber has a smooth limestone floor. The river flowing through the place is about 8 feet deep and ice cold. A dip in the river subjects a character to numbing cold; the swimmer suffers a -2 penalty to Dexterity for 2d4 turns unless protected from nonmagical cold. A character reduced to a Dexterity of 0 falls into a hypothermic coma and dies in 1d3+1 turns unless dried off and warmed up.

Characters arriving here from the sinkhole on Level H must make a successful Swimming check at a -2 penalty to haul themselves out of the water before going over the falls at the chamber's east end. The falls drop 50 feet. Characters swept over the falls suffer 5d6 points of damage. To make matter worse, a school of quippers lurks in the pool. They attack anything in the water.

When the unfortunate character hits the water, he plunges to the bottom 30 feet beneath the surface and becomes trapped. (*A feather fall* effect allows the character an immediate Swimming check to get free.) Characters trapped on the bottom must make successful Swimming checks at a -5 penalty to escape the current and return to the surface (see Chapter 14 in the *Player's Handbook* or Chapter 5 in *Of Ships and the Sea*). Characters who receive assistance gain a bonus of +1 for each helper, but rescuers must attempt Swimming checks of their own to avoid becoming trapped. A rope tied around a trapped character allows any number of helpers to lend assistance safely.

A few alaghi (1d4) wile away the hours fishing for quippers from the top of the waterfall. The fishermen gladly drag struggling characters from the water, but only to get a meal.

3A. Ropes: The alaghi use lengths of tree-bark rope as makeshift bridges. Each span consists of a bundle of rope about 3 inches thick attached to a wide stone ring carved out of the walls at each end. The ropes are set about 8 feet off the floor at their anchor points. The longer span angles downward from the top of the falls to the riverbank below.

The alaghi simply swing across by their arms. Characters can do the same, but must make successful Dexterity



Chapter 4: Radruundar

and Strength checks for every 10 feet of travel. Rogues and characters with the Mountaineering skill can make a single climbing check instead.

The ropes have an Armor Class of 4 and 20 hit points. Only slashing (type S weapons) and fire or acid can harm them.

Quippers (Fish) (50): AC 8; MV Sw 9; HD 1/2; hp 2 each; THAC0 20; #AT 1 (bite); Dmg 1d2; SA school attack; SZ T (6" long); ML unsteady (6); Int animal (1); AL N; XP 7 each.

Special Abilities: SA—Up to twenty quippers can attack a single man-sized creature. The fish can attack as individuals or a group of twenty can fight as a single entity with a THAC0 of 5. A hit from the school inflicts 2d10 points of damage. If the school reduces a foe's hit points to 0, the foe has been reduced to a fleshless skeleton.

DM Note: Characters fighting underwater cannot effectively employ blunt or slashing weapons (type P or S) and suffer a -6 initiative penalty unless they have a *free action* effect. An *airy water* effect keeps the quippers at bay.

Alert: Alaghi in the northern chamber of area 3 can join a battle here in 3 rounds, provided the rope in area 3A hasn't been cut free. Alaghi in the south chamber can reach the fray in a single round.

4. Bridge

The dwarves built this stone bridge, which leaps the river in a graceful arch about 3 feet high in the center.

A lone alaghi sentry keeps watch here. If the creature hears its comrades hooting, it crosses to the bridge's southeast end and hides, ready to throw javelins at any foe it sees. The bridge gives it 25% cover (-2 penalty on missile attacks directed against the alaghi and the creature gains a +1 saving throw bonus). Foes standing at the bridge's center or southeastern half negate the cover bonuses.

4A. Vacant Grotto: If anyone enters the level by swimming up the river, this chamber is the first dry spot encountered. It takes a successful Strength check or Climb Walls roll to scramble up the limestone bank. Unless the visitor has been magically *silenced*, the guard hears the intruder.

Alert: The alaghi's hooting (see the *Alert* section in the area 2 description) is audible throughout the complex. Alaghi from area 2 converge on the bridge quickly. The group from the north chamber of area 2 arrive in 2 rounds, and alaghi in the south chamber and in area 3 arrive a round later unless the ropes at area 3A have been cut.

The hags in area 5 note the disturbance, but prepare their own defense rather than go to their servants' aid.

The alaghi can hear any attempt to enter the level through areas 4A or 6. If the guard detects someone coming, he runs to alert the elder in area 2B and the whole alaghi colony turns out to meet the intruders after 5 rounds.

A prolonged battle in area 5 might get the sentry's attention. Roll 1d6 for each round of battle. On a roll of 1, the alaghi notices something amiss. The alaghi notify the elder in area 2C, who wisely chooses to evacuate the place while the hags are busy fighting the party. The whole colony vanishes inside of a turn.

5. Hags' Chamber

A covey of greenhags dwells here. In its normal state, the place looks like a charnel house. Gnawed and split bones from many different kinds of creatures litter the floor. The air reeks of rotted flesh, and clumps of toadstools with a vile, purplish tint grow here and there.

If the hags know visitors are on the way, they use their *veil* ability to make the area look like a crystal grotto filled with sunlight streaming in from some unseen source. A flotilla of lily pads in full blossom drifts on the river, and a carpet of moss and delicate ferns covers the floor. Climbing plants and orchids adorn the walls.

The hags cover the carrion stench with a liberal sparkling of perfume (from area 5C), filling the air with a heady herbal scent.

5A. Landing: The river running through here is just as cold as the one in area 3 (though the *veil* effect makes it seem pleasantly warm). The hags keep a decrepit rowboat beached here. About 15 feet from the riverbank, the hags also keep a huge iron cauldron, large enough to hold two humans. The cauldron serves as a cooking pot and meeting place, much as a fireplace would in a human home.

If the hags know they party is coming, they gather here and cast a *veil* spell. One hag sings a sweet love song.

The *veil* makes the boat look like a flat rock and the cauldron look like a mass of ferns. The cavern floor seems to contain a shallow pool. One greenhag uses the *veil* effect and her *change self* ability to appear as a nymph—a willowy, long-haired beauty just finishing a bath. The two other hags look like tawny-haired alaghi, their fur neatly combed, beribboned, and arranged in pompadours. These two servants wrap the "nymph" in thick towels.

When the "nymph" sees the party, she lets out a screech, demands to know what the characters think they're doing, and wonders out loud how the group came to be here. She demands to know if the group has hurt her friends, the alaghi.

Should the party complain about being attacked, the "nymph" shakes her head and declares that the alaghi are gentle souls who wouldn't hurt a fly. "You must have done something to them!" she says.

If the party doesn't attack or leave right away, the hags use the delay to cast a *forcecage* spell over the party warriors, then two of them move in to attack the group's spellcasters while the third hangs back and become *invisible*. The *invisible* hag attacks 1 round later, preferably from an unguarded flank.

DM Note: A *gem of seeing* or a *true seeing* spell penetrates the hags' illusory vignette. A *detect magic* spell reveals a dweomer, and the hags and the area radiate Illusion magic while the *veil* is in place. Spells such as *ESP* indicate nothing, thanks to the hags' *mind blank* spells. However, spells such as *detect evil* and *detect lie* work fine.

5B. Prison: Two semiconscious dwarves stand chained to the wall here. They're Tairdo's most recent payment to the hags. See Level H, area 5 for statistics.

5C. Treasure Chambers: The hags stash their loot in here. Each chamber contains a pair of sacks holding 250 gp each (1,000 gp total). The two chambers hold eight bolts of silk cloth (each weighs 10 pounds and is worth 60 gp) and fourteen bolts of fine wool cloth (each weighs 10 pounds and is worth 10 gp). The west chamber has a big bundle of ebony sticks (to the uninformed eye, the wood looks like charcoal); the bundle weighs 100 pounds and is worth 600 gp. The east chamber contains a wooden box that holds twenty-four vials of rare perfume; the whole affair weighs 20 pounds and is worth 5,000 gp.

Greenhags (Hag) (3): AC -2; MV 12, Sw 12; HD 9; hp 48 each; THACO 11 (8 with Str bonus); #AT 2 (claw/claw) or 1 (spell); Dmg 1d2+6/1d2+6; SA spells, mimicry, surprise; SD superior hearing, *mind blank* grants immunity to all effects that detect, influence, or read emotions or thoughts; SW destruction of a *hag eye* inflicts 10 points of damage to each hag in the covey; MR 35%; SZ M (5-6' tall); ML fanatic (17); Int very (12); AL NE; XP 4,000 each.

Notes: Can mimic human and demihuman voices of any age or gender.

Special Abilities: SD—Stealth imposes a -5 penalty to a hag's surprise roll, acute hearing gives a hag a +2 bonus to its surprise rolls.

Spell-like Abilities (at 9th level): at will—*audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, and *weakness*. Treat *weakness* as a reversed *strength* spell (range touch, no saving throw). As a covey (three hags working together within 10 feet of each other)—*curse*, *polymorph other*, *animate dead*, *dream*, *control weather*, *veil*, *forcecage*, *vision*, and *mind blank*.

Alert: The covey's *hag eyes* and acute hearing alert the hags to the party's presence unless they manage to avoid any encounters with the level's alaghi. The hags prefer to meet the party on their own turf, and don't go looking for a fight.

The hags can withstand the destruction of one of the *hag eyes*; however, if the party destroys both, they flee the level, taking only their box of perfume and their sacks of coins with them.





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6. Exits

A tangle of shrubs and stunted trees shield the level's exits from notice. It takes a successful search for secret doors to locate an opening. Inside, daylight is only faintly visible through all the verdure.

The alaghi have rigged several snares to entangle anyone pushing through the barrier. Anyone passing through must attempt a saving throw vs. breath weapon at a -2 penalty or become entangled and immobile. It takes assistance from a character with a sharp (type S) weapon or a successful Bend Bars roll to get free.

6A. River Outlet: The underground river emerges from the mountainside here in a miniature waterfall. The opening is only a scant few inches higher than the water level. Characters entering the level here must swim underwater 30 feet to area 4A before they can leave the water, which is very chilly (see the area 3 description).

Alert: The guard at area 4 hears any attempt at entry to the level unless the intruders are magically *silenced*.

Afterward

Most denizens of Radruundar fight just as hard to keep the party from leaving as they do to keep the characters from entering; a *teleport* spell could save the group a lot of trouble when they decide to leave.

The party's adventures in Radruundar aren't completely over until they defeat or drive away Tairdo, recover the *Axe*, and slay the Abomination of Diirinka. The party might have to make several trips into the stronghold to accomplish all that.

Tairdo and his minions aren't going to sit and wait for the party to come and kill them between their forays into Radruundar. The *Alert* sections in several encounter areas note additional precautions Tairdo makes after the party visits the stronghold once. In addition, assume that the goblins can replace half their losses each time the party ventures into the stronghold. The extra troops come from youngsters pressed into service, parts of the army recalled from service in the field, and wounded goblins patched together by the stronghold's clerics. Half the replacements arrive within a day, the other half 1d4 days after that.

Important NPCs such as Tairdo, Qamhuul, and Myrle are not replaced.

Tairdo can easily replace any invisible stalkers the party has slain or dismissed, and does so at his first opportunity. Mercenary troops, such as the derro on Level D and the wereboars on Level F, can be replaced in 2d6 days. In the meantime, Tairdo assigns elite goblin troops to the task, reducing the Busted contingent on Level F accordingly.

After the party's first visit, Tairdo and Qamhuul question all their minions closely. They give orders that non-

goblins found in the stronghold must give a password (changed daily) when meeting stronghold residents or be attacked. If the party infiltrated the stronghold disguised as goblins, Tairdo and Qamhuul extend their password order to cover everyone, even themselves. Goblins are not the brightest creatures on the planet, however. Many goblins forget to ask for the password, especially if an intruder looks just like someone they know. A simple *ESP* spell can pluck a password from a goblin's mind if the creature fails its saving throw.

If the party recovers the *Axe* and decides to return it to Irontooth's Tomb, the stewards on Level G gladly escort them to the tomb (area 46). They reward the party with all their monetary treasure (they can mine more from area 41 on Level G). If the party that returns the *Axe* includes a dwarf of good alignment, the stewards present the *Shaping Hammer* to the character. If the stewards don't give up the *Hammer*, they might decide to reveal the location of the *Brutal Pick* or the *Earthheart Forge*. The details involved in retrieving these items are left to you. If the *Axe* has transformed a nondwarf character, the stewards offer to appeal to Moradin to have the character restored to his or her former race (returning the *Axe* is a great service to the dwarves).

In any case, if word of the party's deeds in Radruundar gets out (and it will get out eventually), hundreds of dwarves descend on the place in a matter of months. If possible, the dwarves recolonize the stronghold. If that proves impossible, the dwarves will not leave the *Axe* undefended again. They collapse most of the stronghold, leaving only the eastern end of Level G intact.

Troubleshooting

If the party enters Radruundar and leaves without confronting Tairdo and Qamhuul, the pair's goblin army continues to besiege Oredeep, and the Abomination of Diirinka appears every 10 days or so to slay a few dwarves. Tairdo and Qamhuul may enter the battle themselves from time to time, spreading as much destruction as they can before escaping via *teleportation*. If the party slays one of the pair but the other survives, the result is more or less the same. The assault on Oredeep goes on.

If Tairdo survives but Qamhuul does not, the wizard finds a new bodyguard and equips the NPC with Qamhuul's equipment.

If Qamhuul survives and Tairdo does not, the goblin finds a new wizard, several levels lower than Tairdo, to provide her with magical power.

If Oredeep's peril does not prompt the party to return to Radruundar, you can stage a few assaults on the party by the Abomination or by simulacra—Tairdo and Qamhuul will not confront the party directly outside of Radruundar.

If the party slays Tairdo but not the Abomination of Diirinka, the creature enters the Prime Material Plane



Chapter 4: Radruundar

every 10 days through Tairdo's gates. The creature then wanders the world for a time, killing dwarves. It remains until it slays and consumes 2d4 dwarves.

Should the party recover the *Axe* and decide to keep it, you have to decide how the dwarves on your world react. As artifacts go, the *Axe* is fairly low powered; it's an appropriate item for a high-level warrior. What the *Axe* symbolizes, however, is far more important than its power as a magical item. The wielder of the *Axe* not only has a claim to be a dwarven leader, but first among *all* dwarven leaders. The dwarves on any world will seek to wrest the *Axe* from any nondwarf who owns it, even if the *Axe* transforms that person into a dwarf. Even a dwarf character is likely to suffer endless challenges from ambitious dwarves as long as the character retains the *Axe*. Finally, legend says that the *Axe*'s reappearance can herald great peril for the dwarves. If a player character keeps the *Axe*, some great disaster could befall the race (even more reason for the dwarves to wrest it away).

Most dwarves and knowledgeable sages believe that the best course is to return the *Axe* to Irontooth's tomb. They point out that the Abomination of Diirinka was a great scourge to the dwarves, and that the discovery of the *Axe* started the chain of events that set it loose. They don't want to risk further hazards.

On the other hand, the *Axe*'s reappearance is supposed to herald a new golden age for the dwarves; the player character could start that golden age. In any case, keeping the *Axe* spawns many further adventures. A few possibilities follow.

Radruundar Reopened: A dwarven character trying to recolonize Radruundar attracts a body of followers according to Table 16: Fighter's Followers in the *Player's Handbook*. All followers are dwarven foot troops. If the table indicates mounted troops, the followers have pack animals (mules or ponies) instead of horses.

Radruundar could provide ongoing action for the party. The galeb duhr that has been pestering the goblin miners (see page 105) is not likely to take kindly to dwarven mining operations either, and the new lord of Radruundar will have to defeat it or appease it. The mind flayers, too, will have a continuing interest in Radruundar, dwarves being much more productive and reliable slaves than goblins (see page 137). The hags living in the caverns (see page 172) will pose a continuing threat to the community, as will forays from the local goblins.

Test of the Gods: A dwarven deity (most likely Moradin, Dumathoin, or Dugmaren) visits the *Axe* wielder in avatar form. The avatar might challenge the *Axe* wielder to single combat or some other type of challenge for ownership of the *Axe*. The avatar might lay a *quest* (no saving throw) on the owner so as to prove his or her willingness to keep the *Axe*; the character can avoid the quest entirely by surrendering the *Axe*. (See the "Tool of the Gods" entry, below, for a possible list of quests.)

The avatar might simply tag along with the character for awhile, just to see if the new owner is worthy of keeping the *Axe*.

Curse of the Gods: A deity from the list above appears and lays a curse on the *Axe* wielder (no saving throw). The curse persists until the character surrenders the *Axe*. See Chapter 1 for sample curses. A character who bears the curse without complaint might impress the deity and prove himself or herself worthy of the *Axe*.

Tool of the Gods: The *Axe* wielder might be called upon to run errands for various dwarven deities (who won't take "no" for an answer). Such errands might include rescuing captives from the lairs of the god's enemies, safeguarding a dwarven colony, finding a lost dwarven civilization, foiling the plan of a deity opposed to the god, or averting disasters (see "Disaster").

Disaster: Some grave danger threatens the world. The dwarves feel its effects first, but everyone is in peril. Disasters might include a sudden paucity of gems and metal, an invasion of mind flayers or other creatures from the depths of the earth, a vast plague, or a geological disruption (volcanoes and earthquakes) on an immense scale. The party can end the disaster by sacrificing the *Axe* to the dwarven gods or by using the *Axe* to slay some foe or smash an eldritch device. The act causes the *Axe* to vanish.

Ending such a disaster could allow the *Axe* wielder to evade a curse (see "Curse of the Gods") or serve as a quest (see "Test of the Gods").

At War with the Dwarves: The dwarves simply cannot accept the character as the true wielder of the *Axe*. Dwarves of all types try to snatch the *Axe* in various fashions. Even the derro and the duergar get into the act.

CHAPTER 5: SLAYING THE ABOMINATION

The adventures surrounding the *Axe of the Dwarfish Lords* cannot truly end until the party seeks out and defeats the Abomination of Diirinka. If freed from Tairdo's influence, the creature begins seeking out the holder of the *Axe*, especially once the *Axe* begins transforming its wielder into a dwarf.

The Lair of the Abomination

When not devouring dwarves on the Prime Material Plane, the Abomination dwells in a pocket dimension that Diirinka crafted especially for it. As long as this place exists, the Abomination cannot be permanently destroyed, and vice versa. Map 16: Abomination's Lair on page 177 details the dimension.

Tairdo discovered the Abomination and its home during his research on the *Axe of the Dwarfish Lords* and constructed two permanent gates leading to it. The portals provide the easiest entry to the pocket dimension, but it also is possible to reach the pocket dimension through a *plane shift* spell or the planar travel power of a *staff of the magi* (see Chapter 3 of the High-Level Campaigns book for details).

About the Pocket Dimension

To mortal eyes, the pocket dimension seems to be a cavern some 50 feet wide, 80 feet long, and 90 feet high. A smaller cavern about 25 by 35 feet is attached to the main one. The cavern is a miniature universe with laws of its own; physics and magic operate mostly as they do on the Prime Material Plane, with the following exceptions.

Spell Alterations: All spells of the Alteration and Illusion/Phantasm schools prove ineffective. Should a character try to cast one of these spells, nothing happens. The character's action for that round is wasted, but the spell does not disappear from memory. Magical items and psionic powers that duplicate Alteration or Illusion/Phantasm effects are likewise impotent; a charged item does not lose a charge when it fails to generate an effect. If an Alteration or Illusion/Phantasm spell belongs to multiple schools it works normally in the pocket dimension (except as noted below) even if the caster does not normally have access to the second school. For example, an *Otiluke's resilient sphere* spell is part of both the Alteration and Evocation schools. The spell works even if the caster cannot employ Evocation spells.

Spells and items that provide special movement abilities or enhance existing ones become nonfunctional in the pocket dimension, no matter what their school. Such effects include *free action*, *hovering road*, and *shadow walk*. All forms of magical flight, polymorphing, shape changing, and teleportation (including *dimension door*, *blink*, *etherealness*, and *astral projection*) are ineffective within the pocket dimension. Likewise all forms of invisibility and magical concealment become nonfunctional, including *invisibility*, *blur*, *blending*, and *displacement*.

All areas of effect are reduced by 50% (round fractions down), except that any spell affects at least one object or creature.

Environment: The cavern has breathable air, but no food or water except what the party carries in or can wrest from the inhabitants. A persistent cloud of reddish dust hangs in the air, limiting all forms of vision to a maximum of 40 feet. The cavern is lit with weak light as if from a setting sun, though no light source is visible. The temperature hovers around the 100-degree Fahrenheit mark, uncomfortably warm for most characters but not dangerous in the short run.

Gravity: Gravity in the pocket dimension has some peculiar characteristics, which affect creatures and objects in different ways. Creatures experience gravity projected outward from a plane running halfway between the top and bottom of the main cavern (a distance of 45 feet). For a creature, "up" is always toward the gravity plane and "down" is always away from it. For example, Raine, a thief, climbs a wall toward the ceiling. She climbs "up" for 45 feet until she passes the gravity plane. When she passes the plane, Raine finds herself climbing "down" toward the cavern roof. Once she reaches the roof, she can walk along it as though it were the floor.

Objects, however, retain their original "up" and "down" no matter which side of the gravity plane they're on. While Raine, the thief from the previous example, climbs "down" toward the cavern roof, her equipment would still fall toward the floor. If Raine drops her dagger, it plummets back to the cavern floor, even though she'd fall to the roof once she's moved beyond the gravity plane. An object from the cavern floor could lift Raine from the roof and carry her back across the gravity plane to the floor like a balloon if it weighs more than she does.

When the characters arrive in the pocket dimension, they find themselves on the cavern floor; thus "down" is always toward the floor with regard to their equipment.

Terrain: The cavern walls appear to be some form of sedimentary rock twisted into organic shapes. The stone shows layers colored gray, ochre, rust, and pale yellow. Treat the walls as dry surfaces, smooth and cracked, for purposes of climbing attempts (see Table 67 in the *Player's Handbook*). A climber must make three Climbing checks to move from the floor to the ceiling or vice versa: one for the first 45 feet, one when passing through the gravity plane (a tricky maneuver), and one for the last 45 feet.

A layer of fine red grit about 3 feet deep covers the floor and ceiling. The grit slows movement. A creature can move a maximum of 5 feet per round times one-half its current movement rate (round all fractions down). For example, Raine, an unencumbered human with a movement rate of 12, can move a maximum of 30 feet a round ($12 \div 2 = 6 \times 5 = 30$). Creatures with movement rates less than 2 become immobile.



Chapter 5: Slaying the Abomination

Mobile creatures can pass through any area not blocked by solid rock. Characters can move off any of the map's blank edges and reappear on the opposite side, just as in an old-fashioned video game. The grids on the map are labeled to help you determine where the traveler appears when leaving a blank map edge. For example, a character exiting from square J9 would reappear on square A9. If the space where the traveler would appear is blocked, the creature cannot leave the map. For example, a character cannot move from square J4 to square A4. Characters see nothing unusual when looking off a map edge; the landscape simply seems to continue. It is possible to fire missiles or cast spells off a blank map edge. Careless individuals might hit themselves with their own attacks.

Combat Effects: Wading in the dust imposes a -2 initiative penalty on creatures of size M or smaller.

If a creature and its weapons experience "down" in different ways (such as a player character walking on the roof while the character's weapon tends to fall toward the floor), the creature suffers a -2 penalty to attack, damage, and initiative rolls; the penalty is cumulative with the penalty for wading in the dust. The penalty applies to all melee attacks and most missile attacks. Missiles fired or thrown across the gravity plane are not affected.

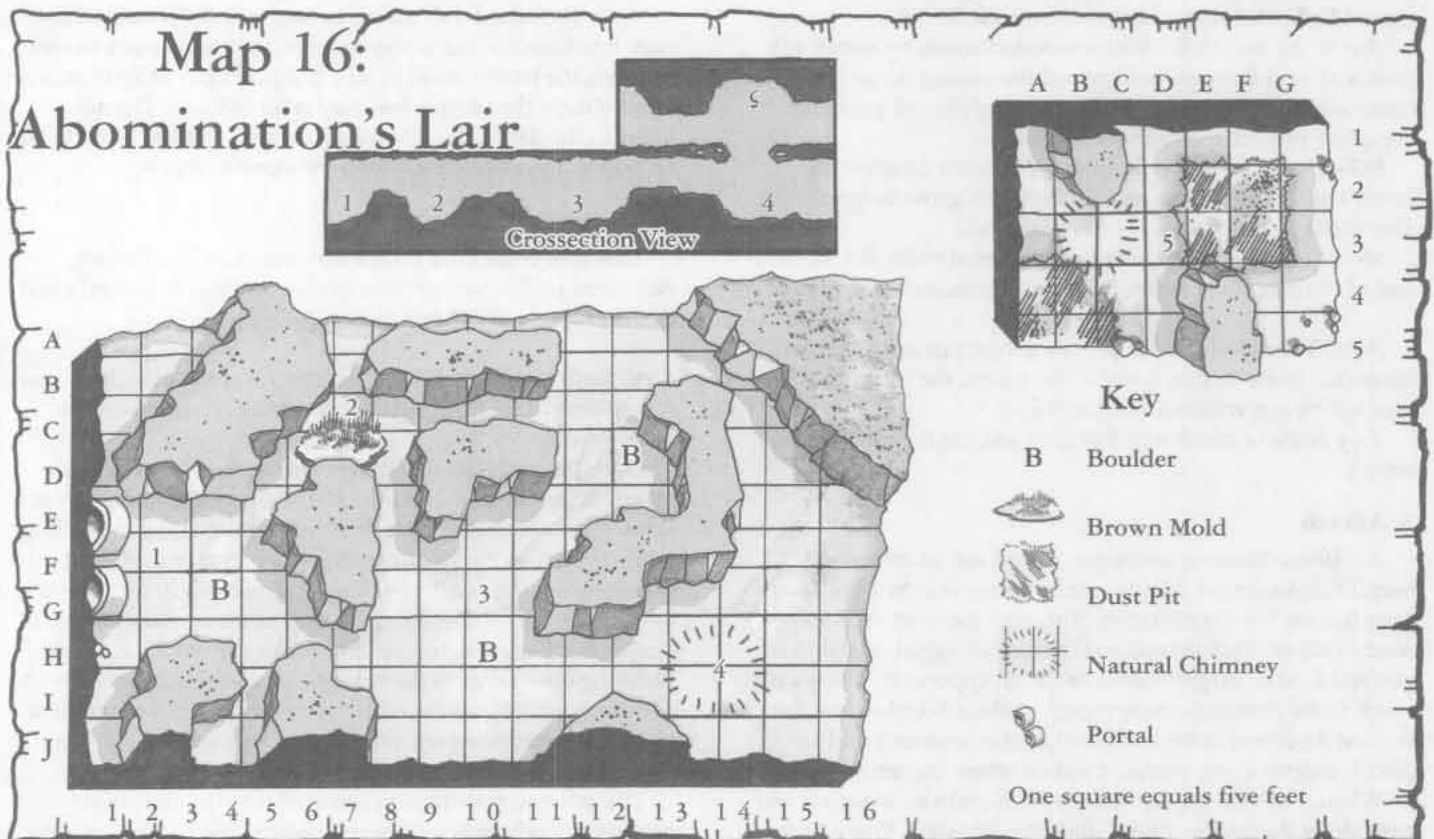
The gravity plane and dust layer reduce danger from falls. Within the main cavern, the maximum damage any creature can suffer from a fall is 4d6 (for a 45-foot fall). If the falling creature makes a successful saving throw vs. paralysis, the dust layer cushions the fall and damage is reduced by half (round fractions up).

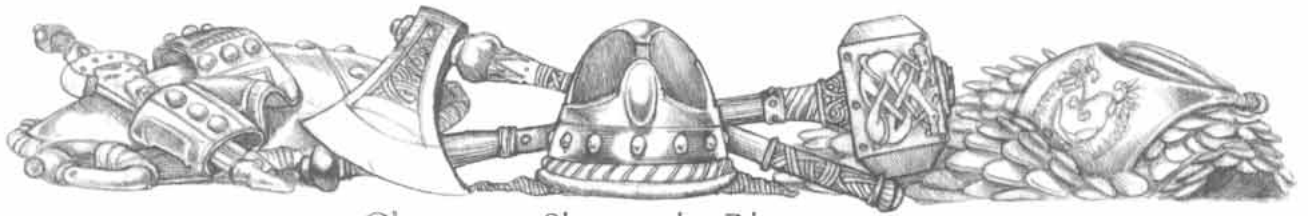
Leaving: The portals leading into area 1 (see below) are the only way out of the pocket dimension while the Abomination lives.

1. Arrival Area

The characters appear here when they first enter the pocket dimension. The shaded bars at the bottom of the map mark Tairdo's portals. The left-hand portal leads to Radrundar, Level F, area 20. The right-hand portal leads to area 25D on the same level. Parties arriving through the portals appear next to the portals they used, just as if they had walked through normal archways. Characters arriving by other means appear near the area's center.

Both portals look and function exactly like their counterparts on Level F. The portals can only be opened from the Prime Material side, and the party is trapped here until the portals open on their own, someone opens them, or they slay the Abomination.





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Other than the portals, the area's only notable features are a large pile of melon-sized boulders stacked loosely on the ceiling (at the spot marked with a "B") and a wave of cold that seems to emanate from ahead and to the left.

Alert: The athach in area 3 made the pile of boulders so that it would have a ready supply at hand when defending the arrival area. The pile contains 30 boulders, each weighing 40 pounds.

If the party lingers here for more than a turn, the athach takes notice and comes to attack the group.

The wave of cold comes from the brown mold in area 2.

2. Mold

A 10-foot patch of brown mold lies on the floor here, reducing the temperature to a mere 75 degrees. The mold's rust-red color makes it almost indistinguishable from the dust, and the party stumbles right into the mold when they pass through the area.

DM Note: A *detect invisibility* or *true seeing* spell reveals the mold. If a character pauses and takes a good look at the area, the character has a chance to notice the mold. Roll 1d20; the character notes the mold on a roll of 8 or less. The character's magical defense adjustment from Wisdom applies as a bonus for the roll.

Brown Mold: AC 9; MV 0; HD, hp, THAC0, and #AT n/a; Dmg n/a; SA cold; SD affected only by magical cold and plant-affecting spells; SW killed by sunlight; SZ L (10' diameter); ML N/A; Int not ratable (0); AL N; XP 15.

Special Abilities: SA—Warm-blooded creatures suffer 4d8 points of cold damage each round (no saving throw) if they come within 5 feet of the mold. A *ring of warmth* provides complete protection against the cold.

SD—Heat makes the mold grow. A torch doubles the batch's size. Flaming oil makes the patch grow to quadruple size and a *fireball* makes it grow eight-fold.

SW—A *cone of cold* or white dragon breath kills the mold. A *wall of ice* or *ice storm* makes it become dormant for 5d6 turns.

Alert: Though the mold proves dangerous only to creatures that come within 5 feet of the patch, the coolness it creates can be felt within a 30-foot radius.

Any noise or combat in this area attracts the athach from area 3.

3. Athach

An athach (three-armed giant) camps out on the ceiling here. Diirinka bound it to the pocket dimension to serve as a guardian for the Abomination. Although the creature does not need to eat or drink (thanks to the deity), it eagerly consumes any real food it can get—including slain opponents. There's not much to the creature's camp except a pile of boulders just like the one described in the *Alert* section of encounter 1 and an athach-shaped depression in the dust where the creature sleeps.

When it detects the party, the athach grabs its weapons and runs along the ceiling until it finds the intruders. When facing

creatures on the floor, the athach hurls boulders, taking them from a nearby pile or from a sack it carries along. It hurls boulders until it runs out of them, then it either switches to its trident (an 80-foot monster that can spear anything standing on the floor) or moves to the nearest boulder pile for a reload.

If someone climbs up to the ceiling to fight, the athach uses its clubs and bite.

DM Note: If the athach attacks creatures on the floor with its trident, it suffers a -2 penalty to its attack, damage, and initiative rolls.

If the athach drops its trident or hurls a boulder, the item falls back to the ceiling.

Athach (Giant): AC 0; MV 18 (currently 9); HD 14; hp 84; THAC0 7; #AT 4 (club×3/bite) or 1(hurled boulder) or 1 (trident); Dmg 2d6+7×3/2d10 or 2d10 or 2d8+9 (Str bonus) (hurled boulder); SA poisonous bite; SZ H (18' tall); ML champion (15); Int low (7); AL CE; XP 8,000 each.

Notes: Hurling boulders have a minimum range of 3 yards and maximum range of 200 yards.

Special Abilities: SA—If bitten, an opponent must save vs. poison with a -4 penalty. If the save fails, the victim immediately becomes helpless for 1d6 turns.

Special Equipment: Sack of six boulders.

Alert: The athach has orders to keep watch on area 4; however, it notices the characters and attacks if they linger in area 1 or attack the brown mold in area 2. It notes any activity in area 4 and attacks the party when they enter the area. The athach fights to the death; the Abomination fights until reduced to 20 hit points, then retreats through the stone to area 5.

4. Chimney

This area contains a pile of boulders just like the one described in the *Alert* section of encounter 1. A vertical shaft in the ceiling rises 40 feet to area 5.

Alert: Both the Abomination in area 5 and the athach in area 4 keep an eye on this chamber, and both attack when the party enters.

Once the party defeats the monsters, the characters can search for a way to ascend the shaft. A rogue or mountaineer can scale the main cavern's walls and walk across the ceiling to the shaft, but the shaft's walls are smooth as glass and unclimbable. The shaft is 40 feet long, ending 20 feet above the floor in area 5. The simplest way to travel the shaft is to simply jump in. The jumper falls 60 feet to the floor of area 5, suffering 6d6 points of damage; a successful saving throw vs. paralyzation reduces the damage by half, thanks to the dust in area 5. Note, however, that the party cannot see the floor from here (vision is limited to 40 feet).

The safest way to traverse the shaft is to use the pocket dimension's odd gravity. Because objects always "fall" toward



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whatever surface (floor or ceiling) they originally rested on, characters can traverse the shaft in a slow, harmless fall just by carrying a load of dust from the main cavern floor.

A load equal to about 90% of the character's weight allows the character to fall as gently as a feather; note that a character's normal equipment "falls" toward the main cavern floor and also helps slow the character in the shaft. For example, Raine the thief weighs 125 pounds. If she can gather a load of at least 113 pounds ($125 \times .9 = 112.5$ rounded up to 113), she can traverse the shaft safely. She already carries 30 pounds of gear, so an additional 83 pounds is needed. While Raine waits on the ceiling next to the shaft, the party fills three large sacks with dust from the cavern floor (according to Table 50 in the *Player's Handbook*, large sacks hold up to 30 pounds each). Raine pulls these up with a rope and ties them securely to her belt. When she has enough to be almost neutrally buoyant, she steps into the shaft and makes the trip safely. She has only to "drop" the sacks back to her friends and they can repeat the process.

A party also might ascend the shaft via a staircase made with a *wall* spell, ladders carried in a *portable hole*, or some other method that does not involve magical travel.

DM Note: The athach, by virtue of its Hit Dice, can harm the Abomination with its physical attacks. The athach uses its trident when it joins the Abomination in a fight so as not to hit it with a stray boulder.

5. Final Chamber

This chamber is just like the main cavern, but lies entirely above the gravity plane and is entirely hemmed in with rock—it has no open edges. The ceiling is 20 feet high.

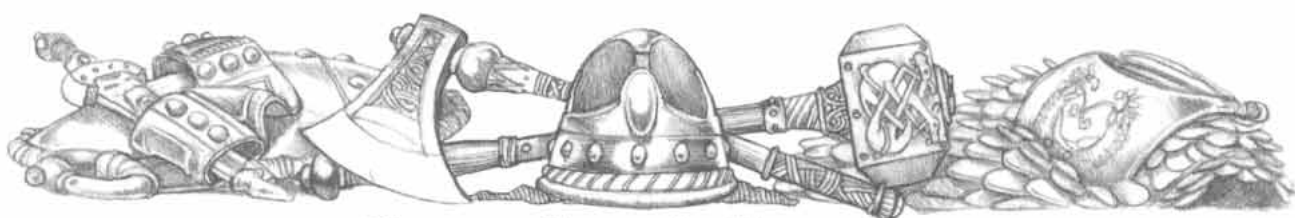
Shaded areas mark bottomless pits filled with exceptionally fine dust that can swallow characters like quicksand. The dust looks just like the surrounding dust. The only practical way to detect the dust pits (short of watching someone fall in) is to probe very carefully. Most probes sink into the dust anyway, so a character searching for a dust pit must make a successful Wisdom check (rogues can use their Find Traps score instead). A *detect snares and pits* spell reveals a dust pit, but a *find traps* spell will not.

Anyone stumbling into a dust pit immediately sinks 1d4×10 feet below the surface. The trapped character cannot breathe and can do nothing but try to struggle back to the surface. A successful Strength check at a -6 penalty allows the victim to rise 5 feet. A *dig* spell can clear away the dust. A character on the surface can tie a rope to himself or herself and dive into the pit, leaving companions on the surface to drag out both rescuer and victim.

The Abomination lurks here most of the time. It moves to attack the party when they reach area 4, then retreats back here if badly injured (less than 20 hit points).

Once here, the Abomination hides within the surrounding rock until it regains full hit points, then emerges to attack anyone in the chamber.





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The Abomination can move freely through the pocket dimension's rock and dust. It immediately moves to attack characters trapped in the dust pits, even if it is below 20 hit points.

Whenever the party reduces the Abomination to less than 20 hit points again, the creature fades into the rock, waiting for regeneration to restore it to full hit points before renewing its attacks.

DM Note: The Abomination ignores the effects of the unusual gravity in the pocket dimension. When moving through earth it is as weightless as a fish in water. The creature also can move through the fine dust in the pits as readily as it can pass through any other kind of earth, and does so without sinking.

To defeat the Abomination, the party must either overwhelm it with massive damage before it can escape, or trap it on the surface so they can kill it before it escapes. A *wall of ice*, *wall of force*, or *wall of thorns* spell can separate it from the earth. Spells such as *Bigby's crushing hand* or *Otiluke's telekinetic sphere* can hold it in place. All the foregoing spells are subject to the creature's Magic Resistance, however. A successful *power word kill* reduces the Abomination to -10 hit points, provided the creature has 60 hit points or less when the spell strikes. Regeneration still restores the creature to life afterward. Note that the Abomination must be reduced to -20 hit points before it can be permanently slain. *Power word kill* can't do the job by itself.

The Abomination: AC -3; MV 9, Br 9; HD 20; hp 140; THAC0 1; #AT 6 (claw ×3, bite ×3); Dmg 2d4+4 (×3)/1d3 (×3); SA surprise, pass through earth and stone, rend, energy drain; SD immunities, spell turning, regeneration; SW cannot claw or bite creatures protected by *protection from evil* spells unless attacked first; MR 30%; SZ L (9' tall); ML fearless (20); Int not ratable; AL CE; XP 22,000.

Special Abilities: SA—Can blend into the stonework and attack, imposing a -5 penalty to opponent's surprise rolls. Can move through earth as easily as humans walk through air.

Whenever two or three claws strike the same opponent, they rend and cause an additional 4d4+4 points of damage.

When a mouth hits an opponent, it remains attached and automatically inflicts bite damage and drains one level of life energy (just as a hit from a wight does). The damage and energy draining continue each round until the creature releases the opponent or the latter breaks free. The best way to break a mouth's hold is to wrench it loose. This requires a successful attack vs. Armor Class 5 (to grab the offending appendage) and a successful bend bars roll with a +20% bonus (rolls of 96 or greater still fail). The opponent suffers 2d6 points of damage when the mouth tears loose. A slashing (type S) weapon can sever the arm connected to the mouth (see appendix 3), but this leaves the mouth attached to the victim, and it continues to inflict damage and drain energy until wrenched loose. A creature completely drained of life energy is forever dead.

SD—The Abomination is immune to normal heat, cold, electricity, acid, and poison. Magical forms of these attacks (and breath weapons) inflict only half damage if the creature fails its saving throw and no damage if its saving throw succeeds.

Only weapons of +3 or better enchantment harm the Abomination. Edged weapons (types P and S) inflict damage equal only to their enchantment and the wielder's Strength bonus. The weapon's damage rating and any bonus the wielder normally enjoys from weapon skill do not apply.

The Abomination's Magic Resistance gives it reasonable protection against spell attacks; however, if the resistance roll fails, a spell attack is turned as though the creature were wearing a *ring of spell turning*.

The Abomination regenerates 3 hit points each round. Any limb severed remains animate and can attack; severed limbs move at a rate of 6 and can pass through earth just as the Abomination can.

The creature can be slain only in its home dimension. If reduced to 0 or less hit points elsewhere, the creature fades away and returns home, where it must rest for 2d6 hours before venturing forth again. To permanently slay the creature it must be reduced to -20 hit points on its home plane, and its remains must be doused with holy water and powdered iron or dust from the amulet that controls it.

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In its cavern, the Abomination regenerates back to life in 2d6 hours and then resumes its attacks on dwarves and the *Axe* wielder. To prevent regeneration, the party must reduce the Abomination to -20 hit points, then douse the Abomination's carcass with at least three vials of holy water and a pound of powdered iron. Or, the party can grind up the *amulet of the Abomination* and sprinkle the carcass with that. A *wish* also slays the creature if used after the Abomination is reduced to -20 hit points.

Characters who wish to survive a foray into the Abomination's lair had best know how to slay the beast before they start. Their chances of survival are nil if they don't. The conclave in Oredeep can give them a few hints, as can Tairdo's notes. A *legend lore* spell cast to look into the matter reveals the following:

Brassbeard's bane
Is not truly slain,
Even after the last thrust;
'Till blessed water and iron dust,
either first, or last,
Over its sundered body is cast.

Alert: Once the Abomination is permanently slain, the whole pocket dimension collapses, forcing the characters back to whatever plane they were on before entering the dimension. Everyone caught in the collapse must make a successful saving throw vs. petrification or be knocked unconscious for 1d4 turns by the jolt.

APPENDIX I: NEW MAGICAL ITEMS

The items presented here represent a combination of ancient dwarven secrets and Tairdo's experiments.

Amulet of the Abomination: The derro power Diirinka crafted this jewel for Brassbeard Moradinson, the dwarf who murdered his uncle Irontooth to get the *Axe of the Dwarvish Lords* (see Chapter 1). The amulet is about the size of a walnut and consists of a single piece of clear crystal cut into the likeness of a dwarf's head; however, the piece has no curves, so only angles and facets define the head's contours. The crystalline material looks and feels something like diamond. It is tougher, but less bright.

The amulet has no pin or chain; it has to be carried in a pouch or tucked into the user's clothing.

By clutching the *amulet* and concentrating, the user can summon the Abomination of Diirinka from its extraplanar home to any place the user can see—distance is not a factor. The Abomination usually appears in 1 round, but if the creature has previously been slain outside its home, it will not appear until it has recovered (see creature description on page 189).

Once the Abomination appears, the *amulet* wielder can command the Abomination to perform any action the user desires, provided that action is within the creature's capabilities (which include return to its home dimension). Control lasts 1 turn and can be exercised at any range so long as the Abomination stays within sight. If the creature passes out of the viewer's sight it tends to follow its last instruction to the best of its ability. Once the control's duration runs out, however, the creature becomes uncontrolled and usually charges off in search of dwarven prey. An uncontrolled Abomination generally remains on the plane where it has been summoned until it slays and consumes several dwarves (usually 2d4) or for 1d4 months, whichever takes less time, then returns to its home dimension.

The Abomination's Magic Resistance does not apply to attempts to control it via the *amulet*, but each time someone uses the amulet to control the Abomination its power fades somewhat and the creature gains a saving throw to resist the effect. The saving throw starts at 21 the first time the amulet is used, and falls by 1 with every subsequent use; there is never a saving throw vs. the summoning effect, but each summoning counts as a use.

Roll the saving throw each time the *amulet* wielder uses the control power, not each time the wielder issues the Abomination a command. For example, Tairdo invokes the command power and orders the Abomination to attack the party. Tairdo can command the creature for 1 turn (provided it failed its saving throw), but if Tairdo keeps the creature busy for 30 minutes, he must use the command power three times. The creature never gains any bonus to the saving throw. Magical effects that block mental control, such as *protection from evil*, block the amulet wielder's con-

trol, but usually also hedge out the Abomination.

If the *amulet* lies unused for a century, its power regenerates and the creature's base saving throw vs. the command effect rises to 21 again.

The *amulet* cannot be destroyed except by a blow from a weapon of +3 or better enchantment, or a *wish*.

XP Value: Nil **GP Value:** 10,000

Glowgem: The priests of both Dumathoin and Dugmaren create these enchanted crystals to aid dwarf miners and explorers. Usually about the size of crabapples, *glowgems* are always either clear and colorless or only lightly tinted. Most glowgems are simple cabochons or prisms, but more complex, faceted cuts are not unknown.

On command, a *glowgem* produces a dim radiance about equal to torch light; this illuminates a 20-foot radius brightly enough for writing or craftwork. The radiance has no adverse effect on infravision, making a *glowgem* the ideal light source for dwarves.





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A second command causes the gem to shine brilliantly, illuminating a 60-foot radius as a *continual light* spell. The brilliance spoils infravision.

A third command word causes the gem to extinguish itself.

A glowgem has a maximum of 50 charges and cannot be recharged. Commanding the gem to dim itself or to go out consumes no charges, but making it brighten drains a charge (commanding the gem to go from "off" to full brilliance drains two charges). Once lit, a glowgem can shine indefinitely, so most owners never command them to go out. When they don't need the light, they simply stuff their glowgems into opaque containers.

A glowgem's radiance illuminates even magical darkness. If a magical darkness effect is cast directly on a glowgem, the gem either loses two charges or ceases functioning for 1 turn. If directly struck by a *continual darkness* effect, a glowgem loses 10 charges or goes out for a full day. In either case, the individual carrying the glowgem decides what it does, provided he knows the gem's command words. Unattended or uncommanded glowgems always lose charges.

XP Value: 700 **GP Value:** 3,500

Ring of Spell Snatching: These baneful items appear to be rings of spell storing. Anybody donning one immediately receives an empathic impression indicating one or more spells stored within the ring (see the *ring of spell storing* description in the *DMG*).

The impression of stored spells is false, and each time the wearer tries to loose a spell, one spell (determined randomly by the DM) disappears from the character's memory. If the wearer has no memorized spells to lose, he must make a successful saving throw vs. spells or permanently lose one point of Intelligence instead.

The wearer cannot remove the ring once he puts it on. A *remove curse*, *limited wish*, or *wish* spell allows the wearer to take off the ring, but the ring immediately burns out and becomes a worthless lump of scrap when removed.

XP Value: Nil **GP Value:** 1,000

Spellcache Ring: Similar to a *ring of spell storing*, this bit of enchanted jewelry holds a single wizard spell of level 1–6. (A variant that holds a priest spell is possible; such a spell would be level 1–4.) With the proper command word, the wearer can release the held spell; the action has an initiative modifier of +3 regardless of the spell held in the ring. If the spell has any level-based variables (duration, range, damage, and so on), the ring functions as a 12th-level caster.

Unlike a *ring of spell storing*, a *spellcache ring* imparts no information about the spell held within, though divination spells such as *detect magic* and *commune* can reveal the spell. In some cases, the ring will bear an engraving, usu-

ally on the inside of the band, giving the spell's name or the ring's command word (or both).

A *spellcache ring* functions only once and cannot be recharged. When used, the ring turns into a worthless lump of scrap metal.

XP Value: 150* **GP Value:** 450*

* per level of spell held in the ring.

The wizard Tairdo created numerous *spellcache rings* for his goblin troops. The command word for each ring is a single word in the goblin tongue. A stone or decoration on the ring's golden band serves to identify the spell held within, as noted below:

anti-magic shell: peridot cabochon; "shield"

enlarge/reduce: two jade spheres, one a little larger than the other; "grow"/"shrink"

dispel magic: chrysolite prism; "begone!"

grease: tilted disk set with a malachite chip; "fall!"

flame arrow: tiny ruby arrowhead; "burn!"

haste: turquoise wedge; "fast"

mirror image: quartz prism; "me me me"

monster summoning: one or more hematite chips (the more powerful the spell, the more chips); "help!"

nondetection: serpentine cube; "hide"

phantasmal killer: bit of jet shaped like an hourglass; "die!"

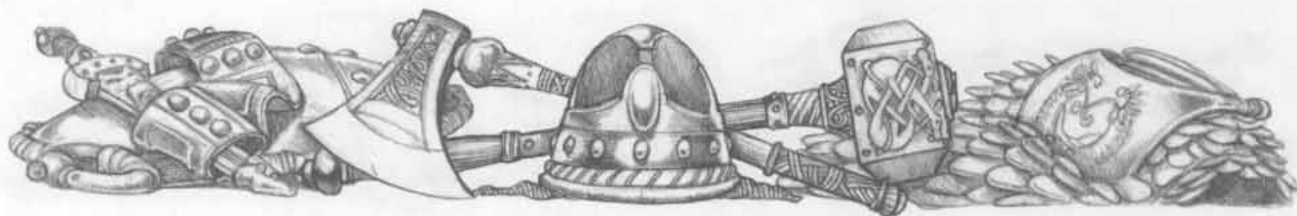
spectral force: copper pyramid set with a small opal; "behold!"

stoneskin: lozenge set with a diamond chip; "armor"

DM Note: The fiery bolt version of the *flame arrow* spell (which the goblins prefer) does not require an attack roll.

Talisman of Ill Luck: These items usually appear as pendants, brooches, or amulets bearing opals, medusa heads, or locusts. The more elaborate versions often have more value as jewels than as magical items. If a prospective owner experiments with the item, it appears to have the powers of a *stone of good luck*. However, misfortune follows the owner wherever he goes. The character suffers a -1 penalty to any roll in which chance takes a part: saving throws, encounter reactions, surprise rolls, and defensive ability checks. All rolls for climbing, using thief skills, resurrection survival, and system shock survival suffer a -5% penalty. Opponents gain a +1 saving throw bonus against any spell the owner casts; if the spell normally allows no saving throw, the target still successfully resists the spell on a roll of 20.

The owner cannot be rid of the stone while he lives—it turns up on his person no matter what he does. Should the item ever be destroyed (through a failed item saving throw, a hit from a *rod of cancellation*, or similar event), its effect lingers. A *wish* or *limited wish* can rid the owner of the *talisman* and its effects, but there is a 5% chance the



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attempt will fail. If the owner successfully discards the item, it falls into useless dust.

Should a greedy owner ever sell the *talisman*, knowing or surmising that it will return to him, he suffers a permanent loss of one point of Charisma. A character drained of all Charisma becomes a ghost.

XP Value: Nil **GP Value:** 1,000

Thunderpot: The wizard Tairdo created these incendiary devices to give his goblin troops an edge in combat against foes more powerful than they. A *thunderpot* consists of a ceramic container about the size of a hen's egg, but roughly spherical. The container has a pebbly surface. A braided wick soaked in pitch and about 6 inches long sprouts from one end. A volatile substance, similar to *smoke powder*, is packed inside.

When ignited with a flame or spark, the wick burns at the rate of 1 inch per round. If the wicks burns all the way down, the *thunderpot* bursts in a fiery blast that fills a 15-foot radius. The *thunderpot* bursts earlier if shattered while the wick is lit. The user need not light the wick at the end (for example, the user could light the wick in the middle so the *thunderpot* bursts after only three minutes). Once the wick is lit, the user can spend a round snuffing it out anytime before the *thunderpot* explodes. Immersion in water won't put out the wick, but a *pyrotechnics* or *quench fire* spell will.

A *thunderpot* does not tolerate rough handling. It makes item saving throws as glass, with no bonuses for its enchantment. If a *thunderpot* ever fails a saving throw vs. acid, lightning, or any type of fire, it explodes.

An exploding *thunderpot* inflicts 4d10 points of damage on everyone within the burst radius. A successful saving throw vs. breath weapon reduces the damage by half. If the creature enjoys saving throw bonuses against magical fire attacks, those bonuses apply to the saving throw, but no damage reduction applies. Creatures immune to magical fire gain a +1 saving throw bonus.

Unattended items and items carried by creatures who failed their saving throws must make successful saving throws vs. crushing blow to avoid destruction.

If broken open, a *thunderpot* yields 1d4 tablespoons of a silvery powder. Treat this powder as fully mixed *smoke powder*, except that it becomes inert and worthless within 2d4 days.

XP Value: 350 **GP Value:** 750

The Great Tools

Silvervein, heroic first high king of the dwarves, created these five powerful items mainly to keep himself occupied in the later years of his rule. The last and most famous of the great tools is the *Fierce Axe* (also called the *Axe of the Dwarvish Lords*), as described in Chapter 1. The remaining four tools are described below, in the order that Silvervein created them.

The four Great Tools are minor artifacts. They share the general properties of the *Axe of the Dwarvish Lords* in that divination magic reveals little about them and they resist destruction by mortal means. Also like the *Axe*, each of the Great Tools can be destroyed by a specific means. Unlike the *Axe*, the four Great Tools can be destroyed by successful attacks from *Mordenkainen's disjunction* or a *rod of cancellation*. A *sphere of annihilation* can destroy the *Brutal Pick* or the *Shaping Hammer*, but a *sphere* will merely bounce off the *Earthheart Forge* or the *Anvil of Songs* and travel in a random direction. Use the grenade scatter diagram (*DMG*, Chapter 9) to determine the direction, rerolling a result of 1. To determine the *sphere's* speed after impact, roll 5d6.

The Brutal Pick

This one-piece, steel implement has a handle about 3 feet long and slightly less than 2 inches thick. It has a massive head featuring a mattock blade shaped like a cupped left hand—roughly dwarf-sized—backed by a stubby, four-sided spike about 6 inches long.

The implement weighs about 20 pounds, most of that concentrated in the head. To wield the pick, a creature must be at least 42' tall, weigh 150 pounds, and have a Strength score of at least 18/51. Creatures unable to wield the pick can carry it, but they move and attack at half the normal rate.

In the hands of a creature large and strong enough to wield it, the *Brutal Pick* serves as an extraordinary digging tool. When excavating normal dirt (including sand and mud), the wielder can move 6,000 cubic feet of material in a single round—enough to clear a trench 10 feet wide, 10 feet deep, and 60 feet long. The wielder can excavate a space of any shape, but unsupported vertical shafts or tunnels are subject to collapse as noted in the description for the 4th-level wizard spell *dig*. Bystanders might fall into pits created in their immediate vicinity. Creatures caught within 1 foot of a pit's edge must attempt Dexterity checks to avoid falling in. (Creatures without Dexterity ratings can be assumed to have Dexterity scores equal to their land movement rates or half their flying or swimming movement rates; a roll of 20 always fails.) If the wielder creates a pit immediately in front of a rapidly moving creature (charging, jogging, or running at any speed, or moving normally at a speed greater than 12), a -4 penalty applies to the Dexterity check.

When digging in hard earth (heavy clay, packed sand) or loose gravel, the wielder can excavate 4,000 cubic feet of material in 1 round. Likewise, the wielder can excavate 2,000 cubic feet of solid stone each round.

The wielder can opt to make the debris from an excavation simply vanish into the Elemental Plane of Earth. Otherwise, the wielder can direct the debris in a stream 2 feet in diameter and up to 30 yards long. The excavated material lands in a neat pile. Any creature caught in the stream must make a saving throw vs. petrification; fail-



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ure results in 2d6 points of damage. The wielder can send the stream in any direction he wishes, space permitting. The wielder can change the stream's direction at the beginning of each round, but must briefly stop digging to do so; the stream of debris stops, then resumes in the new direction.

A creature armed with the *Brutal Pick* can bore through earth or stone fortifications at the rates listed above. The wielder can use the pick to pry open doors, bars, and other closures and to break chains. When employed in this fashion, the *Brutal Pick* grants a +30% bonus to the wielder's Bend Bars/Lift Gates score (but any roll of 100% fails). If employed against ships or siege engines, the brutal pick inflicts 2d8 points of structural damage (see *Of Ships & the Sea*, Chapter 4 and *Combat & Tactics*, Chapter 8).

As a melee weapon, the *Brutal Pick* functions as a footman's pick, inflicting 1d6+1 points of damage vs. creatures up to man size and 2d4 points of damage vs. larger creatures. Bonuses from the wielder's Strength score and weapon skill apply. The *Brutal Pick* grants no attack or damage bonuses, but functions a +1 weapon with regards to the creatures it can harm. The *Brutal Pick* can harm all creatures constructed of stone or earth, including stone golems, clay golems, and creatures native to the plane of Earth, regardless of any special defenses they have.

No mortal wielder can employ the *Brutal Pick* in any fashion for more than 10 minutes out of any hour, no matter how often the wielder rests; after reaching the limit, the wielder must set the pick aside or move and attack at half rate for the next 50 minutes. If the wielder uses the *Brutal Pick* for 10 consecutive melee rounds, he must rest for the balance of the hour. If the wielder attempts any action more strenuous than normal conversation during the mandatory rest period he must attempt a system shock roll; failure indicates the creature died from the exertion. Even if the roll succeeds, the wielder moves and attacks at half the normal rate until he gets 50 minutes of rest.

The *Brutal Pick* can be destroyed by slaying an avatar or Moradin with it or wounding Moradin himself. If the *Pick* is used to destroy seven wonders built by the dwarven race, it will shatter.

The Earthheart Forge

It is said that Silvervein used the *Brutal Pick* to carve the *Earthheart Forge* from the living core of the world's tallest mountain. Because it remains part of the mountain, it is effectively unmovable.

The largest portion of the *Forge* consists of a seamless, open-topped oval of dark volcanic rock some 15 feet long and 10 feet wide. The oval's front is about 2 feet high, but its rear rises more than three times than that tall. Two doors of gleaming black metal lie in shallow recesses on the oval's front, looking like heavily lidded, sunken eyes. The doors allow workers to fuel the forge.

The forge's interior is mostly hollow. It contains a glowing crucible about 6 feet in diameter and 4 feet deep. Silvervein molded it from magma he collected at the mountain's root, making it solid, but still white hot. The crucible hangs suspended between two stout pillars of stone, where it can swing freely. A character working at the forge can tip the crucible so that any molten contents empty into a trough leading out the rear of the forge.

A single opening below the trough serves as an outlet for sweeping ash out of the interior.

The crucible always maintains a temperature of 2,200 degrees Fahrenheit, hot enough to forge steel, but not hot enough to melt ferrous metals or smelt unprocessed ores. To get extra heat, the forge must be filled with fuel (charcoal or hard coal). Hidden vents in the forge's interior bring a draft from the bowels of the mountain to fan the flames, and vents concealed in the rock above the forge carry away the smoke. When fueled in this manner, the forge can melt almost anything, including solid rock.

When fired to maximum capacity, the *Earthheart Forge* consumes 30 tons (6,000 cubic feet) of fuel an hour.

Whether fueled or unfueled, the forge's heat can sear flesh and destroy items, as noted below. Artifacts will not melt in the forge, nor will any magical item or magical effect not normally susceptible to heat damage. (Though the *Axe of the Dwarvish Lords* can be destroyed by first heating it in the forge, the forge alone cannot harm it.) Special defenses that provide resistance to magical fire prove effective against the *Forge's* heat unless noted otherwise. Immunity to normal fire is of no avail unless noted otherwise.

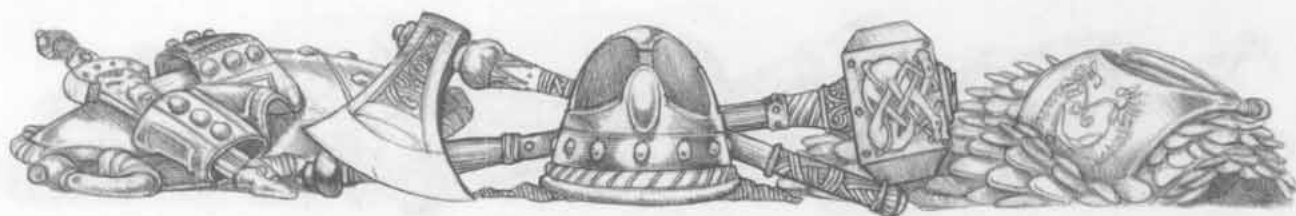
A creature touching the crucible when the forge has not been fueled suffers 3d6 points of heat damage. A creature placed inside the crucible suffers 6d6 points of heat damage each round. No saving throw is allowed in either case.

An item placed within the crucible must attempt a saving throw vs. magical fire immediately to avoid destruction, and an additional saving throw for every turn it remains inside. (Metal items won't melt, but the crucible's heat can still damage them).

When fueled, the *Forge* produces even more deadly heat. Touching the crucible inflicts 6d6 points of damage (a successful saving throw vs. breath weapon reduces damage by half). Creatures placed inside must make successful saving throws vs. death each round or be instantly incinerated, even if protected against magical fire. If the saving throw succeeds, the creature still suffers 12d6 points of damage.

The intense heat the forge generates when fueled makes it dangerous to approach. Creatures coming within 40 feet of the forge suffer 3d4 points of damage each round (a successful saving throw vs. breath weapon reduces damage by half).

The crucible's heat when fueled destroys normal items instantly. Magical items must attempt saving throws vs. magical fire each round; those that fail either melt or burn.



Appendix 1: New Magical Items

Placing the *Axe of the Dwarvish Lords* in the crucible creates a *fire storm* once per hour. The effect fills the entire chamber containing the forge and inflicts 4d4+20 points of magical fire damage each round. The storm lasts 1 turn. The DM should roll 1d6 to determine when the storm occurs during each hour.

A user who knows the proper command words, *oll buhrreft* ("fire eye"), can invoke a spell-like power that controls the temperature around the forge to a limited extent. This power functions like the 4th-level priest spell *control temperature 10' radius*, except that it lasts one hour per use and the radius is 40 feet. The power can never lower the temperature surrounding the forge to less than 60 degrees. The effect negates damage from being too near the forge when fully fueled, but does not protect creatures or items touching the crucible. Any kind of magical fire, including the forge's own *fire storm* effect, ends the temperature control effect.

The forge will be destroyed if water taken from the Lethe, the river of forgetfulness, is poured into the crucible. This action, however, creates a cloud of superheated steam that inflicts 8d8 points of damage on everyone within 60 feet with no saving throw. Anyone caught in the cloud must also make a successful saving throw vs. breath weapon or forget his entire past life. Victims who fail their saving throws retain all proficiencies and class skills, but lose all memory of who they are and what they have done in their lives. They do not recognize their friends, enemies, or property. Only the direct intervention of a greater power can restore the lost memories.

The forge also can be destroyed if all the wealth from a dwarven kingdom is melted down within it, or if the blood of a dwarven king who has been slain in single combat is poured into the crucible.

The Anvil of Songs

Cast from bright steel smelted in the *Earthheart Forge*, the *Anvil of Songs* stands 2 feet tall. The anvil has an overall length of 5 feet and is a foot wide. It weighs 2½ tons. A close look at the anvil's burnished surface reveals the viewer's fuzzy reflection.

Any smith would treasure the *Anvil of Songs*. When a skilled smith works at the anvil, it rings melodiously. The anvil's notes provide an unerring guide to the work, allowing the smith to forge a new item in half the normal time and without fear of failure (no proficiency roll required).

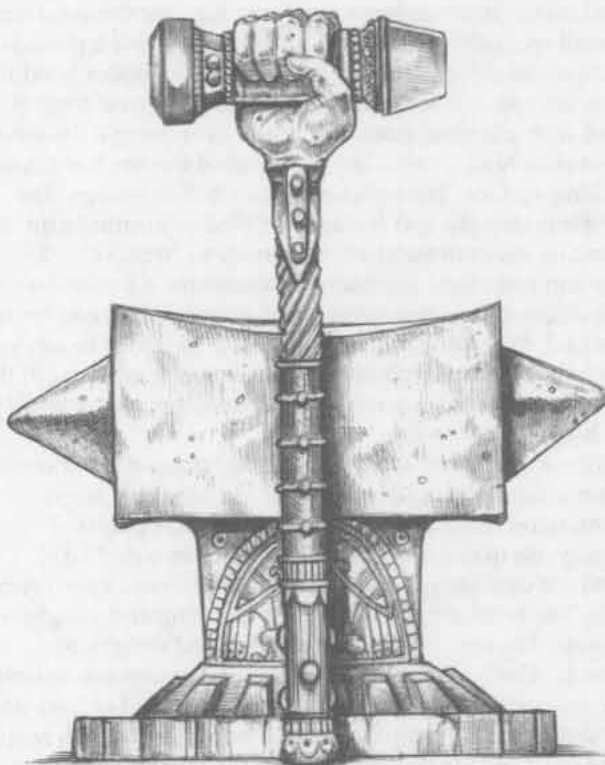
Anything produced on the anvil proves exceedingly fine, the smith's best work, but a smith who pushes himself to his limit can create items of extraordinary quality. Crafting such items takes twice the usual time, and never less than 12 hours. The smith must make a proficiency roll at half the normal success chance (if the proficiency rules from the *Skills & Powers* book are in play, the smith suffers a -2 penalty instead).

If the reduced proficiency roll succeeds, the smith has produced an item of quality. The item is suitable for enchantment and gains a +1 bonus to any item saving throw it attempts. If the item is an edged weapon (type P or S), it gains a nonmagical +1 bonus to damage. If the item is a full suit of armor, it gains a nonmagical defensive bonus of +1. Should the item ever be enchanted, its nonmagical bonuses are not cumulative with any magical bonuses it might have, but the character placing the enchantment gets a +5% bonus to his chance for success.

The market value for an item of quality is at least five times its basic value (as listed in the *PHB*), and could be as much as twenty times the base value; the DM can set the actual value or roll 5d4 and multiply the base value by the result.

If the reduced proficiency roll fails, the anvil gives a discordant chime and the item shatters (see below), utterly destroyed.

Anything small enough to fit atop the anvil can be smashed if struck with a magical hammer. The item to be destroyed is placed on the anvil and the creature wielding the hammer must make an attack roll vs. Armor Class 0. Bonuses from the hammer's enchantment apply, but no others do. No being can attempt more than one crushing blow on the anvil per round, even if normally entitled to multiple attacks each round. If the attack roll fails, the item





Appendix 1: New Magical Items

remains unharmed and the anvil emits an earsplitting thrum; all creatures within a 30-foot radius suffer 4d6 points of damage and become deafened for 2d6 rounds. A successful saving throw vs. breath weapon negates the deafness and reduces damage by half. Deafened creatures suffer a -1 penalty to surprise rolls and have a 20% chance to fail outright when speaking command words or spells with verbal components.

If the attack roll succeeds, the item must attempt a saving throw vs. crushing blow at a -5 penalty. If the saving throw fails, the item breaks. If the failure occurred on a roll of 5 or less, the blow pulverizes the item, creating a spray of shrapnel that inflicts 6d6 points of damage on every creature within a 10-foot radius, with no saving throw.

Artifacts prove impervious to shattering on the anvil, except for the *Axe of the Dwarvish Lords*.

By striking various cadences on the anvil with a magical hammer, a smith can create the effects of an *emotion* spell with a range of 200 yards. Creating the effect takes a full round.

The anvil will split asunder if the *Axe of the Dwarvish Lords* is broken on it. Smashing the skulls and weapons of thirteen dwarven heroes has the same effect.

Dragging the anvil through five layers of the Abyss without pause causes the anvil to fall into rust.

The Shaping Hammer

This tool features a silvery head with a handle of blackened metal. It can assume any form the user desires, from a small tool only a foot long and weighing half a pound, to a 10-pound sledgehammer 4 feet long. No matter what the hammer's size, it retains the same general form: a metal head with a central mass cast in the likeness of a dwarven hand clenching a metal bar. One end of the bar has a broad striking surface. The other end has a ball or wedge. The handle is straight and features a fluted or knurled grip. By speaking the command word, *wurskyrr* ("remake"), the user can command the hammer to assume a particular size and shape within the limits noted above. When employed as a tool, the *Shaping Hammer* grants a +4 bonus to any proficiency roll that involves hammering stone or metal (if the proficiency rules from the *Skills & Powers* book are in play, the bonus is only +2).

When employed as a weapon, the hammer functions as either a *warhammer* +3 or a *maul* +3 (a maul is a large, blunt, two-handed weapon that inflicts 2d4 points of damage on man-sized or smaller opponents and 1d10 points of damage on larger opponents; it has a speed factor of 8). The warhammer form is 1½ feet long and weighs 5 pounds. The maul form is 4 feet long and weighs 10 pounds. The hammer inflicts double base damage against any foe composed of stone or metal. Damage bonuses do not double. For example, Barad, who has a Strength score of 18/62, uses the hammer's maul form to strike a stone

golem. The blow inflicts 2d10+6 points of damage.

Once a day the hammer can produce a *knock* effect at 20th level. The user must strike the closure to be opened and speak the command words *sabrak nuu* ("open now").

Also once a day, the wielder can use the hammer to reshape up to 30 cubic feet of stone as though employing a *stone shape* spell. The wielder must tap the stone to be shaped. No command word is required, but each cubic foot of stone affected requires 1 round of work. Once invoked, the power remains active until the wielder stops shaping stone or reaches the hammer's volume limit—any unused volume is lost.

If the *Shaping Hammer* is used to smash the *Axe of the Dwarvish Lords* (see below), the hammer shatters along with the *Axe*. A major power whose areas of control include metalwork, crafts, art, or individuals engaged in such pursuits can twist the hammer into useless junk, though few such deities would be inclined to do so. Stuffing the hammer into the primary gear of Regulus (on the plane Mechanus) will crush it; however, the action might temporarily jam the gears, which could have repercussions throughout the multiverse.

Destroying the *Axe of the Dwarvish Lords*

As noted in Chapter 1, three of the Great Tools, used in combination, can destroy the *Axe of the Dwarvish Lords*. A character seeking to destroy the *Axe* must first place the *Axe* in the *Earthheart Forge* and stoke the forge to full capacity for three days. Maintaining maximum heat in the forge for three days requires 1,080 tons (216,000 cubic feet) of fuel. During the three days, the forge generates damaging heat within a 40-foot radius and a *fire storm* erupts each hour (see the forge description for details).

After the *Axe* has heated for three days, it must be removed from the forge and placed on the *Anvil of Songs*. Then, someone must strike the heated *Axe* nine times with the *Shaping Hammer*. The nine blows must be struck on nine consecutive rounds. Any delay or faulty blow causes the *Axe* to vanish and the whole process must begin anew. All nine blows must be struck within 1 turn after the *Axe* was removed from the forge, otherwise it cools and becomes invulnerable to the blows. If a being successfully strikes nine consecutive blows within the time limit, the *Axe* shatters without an item saving throw. The anvil and the hammer also break, and a spray of fragments flies from the anvil as noted in the *Anvil of Songs* description.

APPENDIX 2: THE AXE WORLD TO WORLD

This adventure has been created to fit easily into most AD&D game worlds. It's up to you to decide exactly where the action takes place and how the appearance of the *Axe* affects the world at large. Here are some tips for selected TSR game worlds. If you use a world of your own creation (or a world not included here), you still may find some of the ideas presented here useful.

The FORGOTTEN REALMS® Setting

The Realms are rich in dwarven lore; the western Realms in particular teem with lost dwarven strongholds and cities for stalwart adventurers to discover and perhaps restore.

The lost kingdom of Gharraghaur, which fell in -3611 DR, seems the most likely home for the Dwarves of the One Clan at the time of Irontooth's death.

The kingdom stood at the north end of the Dessarin River; it stretched from the Spine of the World and the Lurkwood northwest to the northern corner of the Savage Frontier (currently represented by Icewind Dale) and southwest to the present site of the city of Neverwinter. What is now the city of Triboar marked the southern boundary, and the site of the present city of Mirabar stood at the kingdom's center.

Historians in the Realms attribute Gharraghaur's fall to invasions by orcs. The civil war that raged after Irontooth's death (see Chapter 1) undoubtedly weakened the dwarves so much that they finally succumbed to the orcs after a thousand years of successful resistance.

The city of Oredeep, featured in Chapter 3, is modeled on Mirabar. If you own a copy of *The North* boxed set (TSR #1142), see the *Cities* book for additional information on Mirabar.

The abandoned stronghold of Radruundar is located in the Spine of the World mountains, just north of the headwaters of the River Khedrun, which branches north from the Valley of Khedrun. The dwarf hero Khedrun, who lent his name to the river and its valley, might have traced his roots to the One Clan or might have been a member who assumed a new name after the clan's fall.

Tairdo and Qamhuul recruited their army from the lands east of Radruundar. During Chapter 3 the army moves through the Lurkwood and then down the Valley of Khedrun toward Mirabar.

Once word of the *Axe* gets out, the dwarves of the north will expect to occupy and reopen Radruundar and they'll want the *Axe* returned to Irontooth's tomb. The dwarves point out, rightly, that the tomb was looted and they demand that the burial be restored. It's possible that a dwarf player character of reasonably high level (and with a good Charisma score) would be entrusted with governing Radruundar and keeping the *Axe* safe.

Certain powerful NPCs, especially Bruenor Battlehammer, will insist on this resolution. Bruenor's friend Drizzt Do'Urden and company will back him, as will Alustriel Silverhand of Silverymoon.

The GREYHAWK® Setting

Within the Flanaess, the area near the city of Haverhill in the Principality of Ulek (or Haverhill itself) will do nicely for the city of Oredeep. In the postwar Flanaess, Haverhill/Oredeep will be an armed camp watching for invasion from the Pomarj, and the goblin army in Chapter 3 will come from the Pomarj.

Radruundar is best located far north of Ulek, somewhere in the Yatil Mountains northwest of Exag.

The dwarves of the Flanaess have little interest in reclaiming Radruundar, but like the dwarves of the Realms they regard the *Axe* as a dwarven heirloom not suitable for nondwarven hands. Members of the Circle of Eight will tend to support the dwarves' claim.

A dwarf player character who chooses to reopen Radruundar will have little trouble attracting dwarven retainers to operate the stronghold; however, the action draws unwanted attention from the derro in addition to all the complications noted in the previous section.

The BIRTHRIGHT® Setting

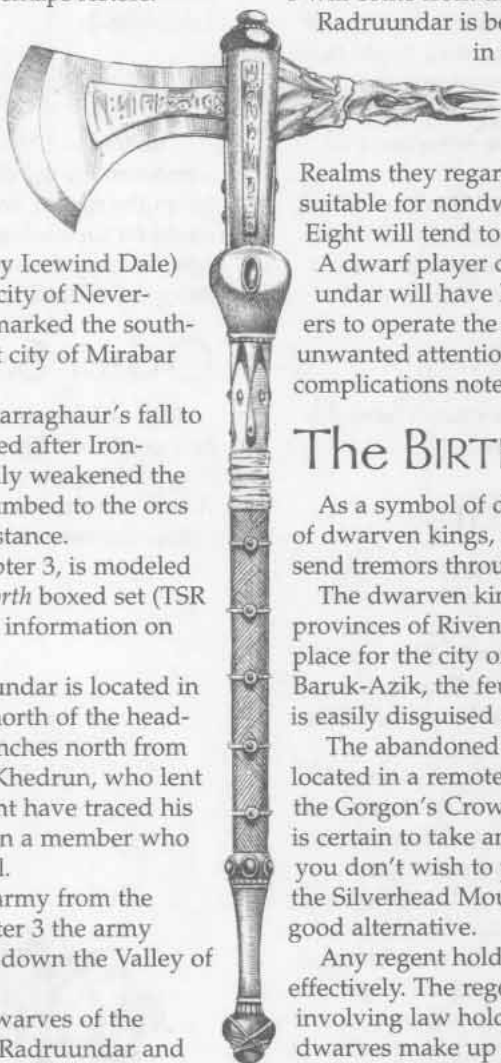
As a symbol of dwarven power and the divine authority of dwarven kings, the *Axe of the Dwarvish Lords* is sure to send tremors through any Cerilian campaign.

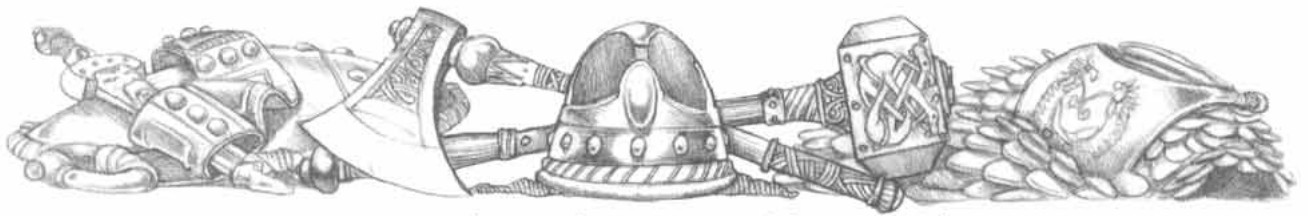
The dwarven kingdom of Baruk-Azik (especially the provinces of Rivenrock and The Promontory) is a great place for the city of Oredeep. If a player regent controls Baruk-Azik, the feud between the Filwhyrns and Morklists is easily disguised as a random event during a realm turn.

The abandoned stronghold of Radruundar should be located in a remote area. The province of Stone's End in the Gorgon's Crown is an ideal place, though the Gorgon is certain to take an interest in the adventure if this is so. If you don't wish to pit the characters against the Gorgon, the Silverhead Mountains (north of the Giantdowns) are a good alternative.

Any regent holding the *Axe* can govern dwarves more effectively. The regent gains a +1 bonus on realm actions involving law holdings (creating, contesting, or ruling) if dwarves make up the majority of the population in the province containing that holding. A dwarf regent gains a +1 on all realm actions if dwarves are the majority of the population in the affected province.

The *Axe* would be a great prize to any ruler; the Gorgon and Godar Thurinson of Mur-Kilad likely would try to seize the *Axe* from anyone who claimed it.





Appendix 2: The *Axe* World to World

The PLANESCAPE® Setting

With the exception of the pocket dimension where the Abomination of Diirinka resides, all the locales in this adventure are located on the Prime Material Plane. The optional encounter that begins the adventure, however, could take place in Sigil as easily as in Oredeep. Dwarves might pass through the City of Doors on their way to the wedding, and planar merchants might do business with Oredeep as well.

Characters who become embroiled in the brawl might find themselves invited to accompany some dwarf to the wedding if they prove themselves good tavern fighters or good allies. If the party catches Chundras, they might find a wedding invitation among his effects or among the papers he stole. Some merchant also might hire the party to travel to Oredeep and negotiate a trade agreement or pick up a shipment of goods.

It's quite possible that Radruundar and Oredeep do not lie on the same world. Tairdo might have chosen Oredeep as a target for early conquest simply because it lies near a portal where he can funnel troops from several worlds together and form an army quickly.

Characters who decide to retain the *Axe* may find themselves drawing unwanted attention from the deity Moradin and his proxies, especially if they don't have the best interests of the dwarven race at heart.

The MYSTARA® Setting

The Rockhome area is the perfect setting for this adventure's opening. Any small settlement on Rockhome's borders can be substituted for the city of Oredeep; a small town in the Stahl Lowlands (south of Lake Stahl) would be ideal. The goblin army in Chapter 3 could advance along the Larovar River (which flows north into Lake Stahl from the surrounding mountains).

On Mystara, the Denwarf clan of Rockhome claims Silvervein (creator of the *Axe*) as a member. As the Denwarfs tell the tale of the *Axe*, it was only Silvervein's branch of the clan that perished after Irontooth's assassination.

Tairdo, the dwarf-hating wizard, is almost certainly a citizen or former citizen of Glantri. Radruundar is best placed in the northern reaches of Rockhome, near Vestland.

The discovery of the *Axe* should produce quite a stir in Rockhome. King Everast XVI of Rockhome will seek to secure the *Axe* for the dwarves and to protect Irontooth's tomb. The Denwarf clan will hotly contest Everast's claim, asserting that they are the proper custodians of the *Axe* (and perhaps the proper rulers of Rockhome). Neither Everast nor the Denwarfs are likely to sit idly by while any nondwarf character wields the *Axe*. A dwarf player character who lays claim to both the *Axe* and to Radruundar

would do well to choose sides in the Everast/Denwarf conflict quickly, and thus avoid being caught between the two.

The AL-QADIM® Setting

The adventures surrounding the *Axe* have a decidedly European flavor, and most of the action should take place outside the Land of Fate or on its fringes. Oredeep could stand at the end of a caravan route beyond which few Zakharans go. Such a route might lead the party through the World Pillar Mountains and into barbarian lands.

Once the party ventures beyond Oredeep, they leave Zakhara, with its rules of honor, purity, hospitality, and fate behind.

The RED STEEL® Setting

The town of Merkovic in the City State of Zvornik can substitute for the city of Oredeep. The goblin army could be on the march from the nearby Goblin Hills. Radruundar could lie somewhere in the Black Mountains. Creatures tend to carry firearms in this setting instead of crossbows. Also, the wizard Tairdo has the Armor legacy.

Other Settings

If your favorite setting isn't listed, use the material here as a guideline. For example, the text on the AL-QADIM setting could apply to a campaign that uses the *Oriental Adventures* rules, and a SPELLJAMMER® campaign could follow the notes for the PLANESCAPE setting.



The Abomination of Diirinka

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy, minerals
INTELLIGENCE:	Not Ratable
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	9, Br 9
HIT DICE:	20 (140 hit points)
THACO:	1
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	2d4+4/2d4+4/2d4+4/1d3/1d3/1d3
SPECIAL ATTACKS:	Rend, energy drain, surprise
SPECIAL DEFENSES:	Immunities, regeneration, spell turning
MAGIC RESISTANCE:	30%
SIZE:	H (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	22,000

The Abomination is an otherworldly creature, loathsome to behold. It has an oblong body and stony flesh. The creature has three dead, white eyes spaced at equal intervals around its upper body. The eyes have neither lids nor pupils. Three double-jointed arms sprout from the top of the body. Each arm bears a taloned hand. Three smaller arms jut from the mid-body, one below each eye; each ends in a drooling mouth.

Swirling patterns of light and dark ripple along the Abomination's skin. A close look reveals these patterns to be the images of dwarven faces writhing in torment.

Combat: The Abomination can move through earth (dirt, sand, mud, stone, or metal) freely. When moving through earth, it can sense opponents through vibrations they create. It can detect a motionless opponent's heartbeat and breathing. The creature's favorite tactic is to rise up from below like a fish striking an insect. The maneuver imposes a -5 penalty to opponents' surprise rolls.

The Abomination attacks with its six limbs; it can attack six different targets, but usually concentrates on only one or two. The creature's mouths inflict only 1d3 points of damage, but once they strike a target they remain attached. An attached mouth automatically inflicts bite damage and drains one level of life energy per round (the same as a wight) until the Abomination releases its hold or the opponent breaks free. A mouth can be wrenched loose by making an attack vs. Armor Class 5 (to grab the offending appendage) and a Bend Bars roll with a +20% bonus (rolls of 96+ fail). The victim suffers 2d6 points of damage when the mouth tears loose. A slashing weapon can sever an arm with a called shot (-4 attack penalty and -1 initiative penalty) that inflicts at least 10 points of damage in a single blow. A blow directed at an arm has no effect if it inflicts less than 10 points of damage. Severing the arm leaves the mouth attached to the victim, still inflicting damage and draining energy.

A creature completely drained of life energy becomes a dry husk and is forever dead. If the Abomination drains all the life energy from a dwarf, the victim's tortured visage appears on the creature's body.

The Abomination's claws inflict 2d4+4 points of damage. If two or three claws strike the same opponent, they rend and cause an additional 4d4+4 points of damage.

The Abomination regenerates 3 hit points each round. Severed limbs continue fighting (move 6) until the Abomination is slain.

The creature can be slain only in its home dimension. If reduced to less than 0 hit points elsewhere, the creature fades away and returns home, where it must rest for 2d6 hours before venturing forth again. To permanently slay the creature it must be reduced to -20 hit points on its home plane, and its remains must be doused with holy water and powder from the amulet that controls it.

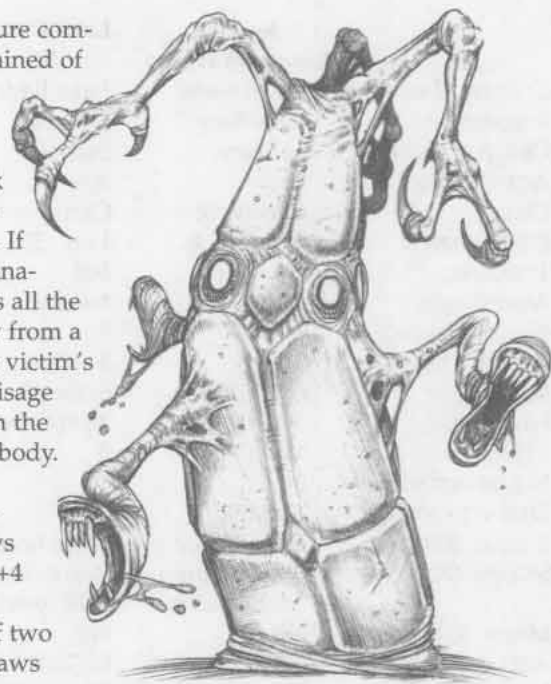
If the Abomination's Magic Resistance roll fails, spells are still turned as though the creature were wearing a *ring of spell turning*.

The Abomination is immune to normal heat, cold, electricity, acid, and poison. Magical forms of these attacks (and breath weapons) inflict half damage if the creature fails its saving throw and no damage if its saving throw succeeds.

Only weapons of +3 or better enchantment harm the Abomination. Edged weapons (types P and S) inflict damage equal only to their enchantment bonus plus the wielder's Strength bonus.

Habitat/Society: The derro power Diirinka created the Abomination aeons ago in answer to a plea from Brassbeard Moradinson, a dwarf whose desire to own the *Axe of the Dwarvish Lords* drove him to betrayal and murder. Brassbeard was given a talisman to control the creature, but (according to Diirinka's plan) it failed, freeing the Abomination to run amok.

Ecology: The Abomination has a taste for minerals, which suggests that it might have once been a xorn corrupted by Diirinka's magic. Its favorite food is life force, particularly dwarven life force.



Aquatic Lernaean Hydra

	Aquatic Lernaean Hydra	Lake Radruundar Monster
CLIMATE/TERRAIN:	Fresh water	Lake Radruundar
FREQUENCY:	Very Rare	Unique
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Low (5)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	5	3
MOVEMENT:	6, Sw 18	6, Sw 18
HIT DICE:	5-12	18 (144 hp)
THAC0:	Variable	3
NO. OF ATTACKS:	5-12	18
DAMAGE/ATTACK:	Variable	3d8
SPECIAL ATTACKS:	Extra heads	Extra heads
SPECIAL DEFENSES:	Regeneration, cold resistance	Regeneration, cold resistance
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (30' long)	G (200' long)
MORALE:	Elite (13-14)	Fearless (19-20)
XP VALUE:	variable	22,000

A bizarre hybrid between a lernaean hydra and a great sea serpent, the Lake Radruundar Monster and its lesser spawn combine the worst aspects of both creatures. The Lake Radruundar Monster sports eighteen flat, oval serpent heads, each with cruel, black eyes like spheres of onyx. The creature's necks are about a hundred feet long and as thick as tree trunks; these join a serpentine body almost 10 feet thick and also a hundred feet long. The heads are ultramarine blue, which gives way to alternating bands of greenish gray and ultramarine on the necks and body. The colors give the creature excellent camouflage when gliding over a lake's choppy surface.

The creature's lesser spawn have the same general body structure. They are blue, sea green, or black, with bands or spots of a lighter color, usually gray, ochre, or olive.

Combat: Aquatic lernaean hydras prefer to lie in shallow areas and snatch creatures passing by on land or the surface.

Like land-based hydras, these creatures have 1 Hit Die with 8 hit points per head. Each time the creature suffers 8 points of damage, one head is slain and two new ones grow back in 1d4 rounds unless fire is promptly applied to the stump. The creature can never have more than eighteen heads.

To prevent a head from growing back into two, a flame of at least torch size must be applied to the stump before the new head appears. This requires a successful called shot (-1 penalty to initiative, -4 attack penalty). Directional fire-based attacks, such as *burning hands*, can scorch the stump automatically. A *flametongue* sword can scorch a stump, but the wielder must attempt a separate called shot attack to do so.

The creature instinctively keeps to the water to avoid fire. It submerges any stump until new heads appear. Unless the monster ventures onto land or opponents can use fire underwater, a stump must be scorched on the same round the head was severed. Otherwise, it submerges.

Area-effect spells slay one head per 8 points of damage inflicted. If the damage is not evenly divisible by 8, leftover damage is divided evenly among the surviving heads. Heads killed by fire do not form two new heads.

The creature rolls only a single saving throw against an area spell. Spells such as *finger of death*, *slay living* and *disintegrate* slay the creature outright if they succeed, and prevent any regeneration.

Attacks on the creature's body have no effect. After a battle, the number of heads gradually returns to normal. Extra heads fall off and burned heads grow back at the rate of one per day.

Aquatic lernaean hydras are unaffected by nonmagical cold.

An aquatic lernaean hydra has a number of attacks, THAC0, damage, and XP values that vary with its initial number of heads, as on the following table.

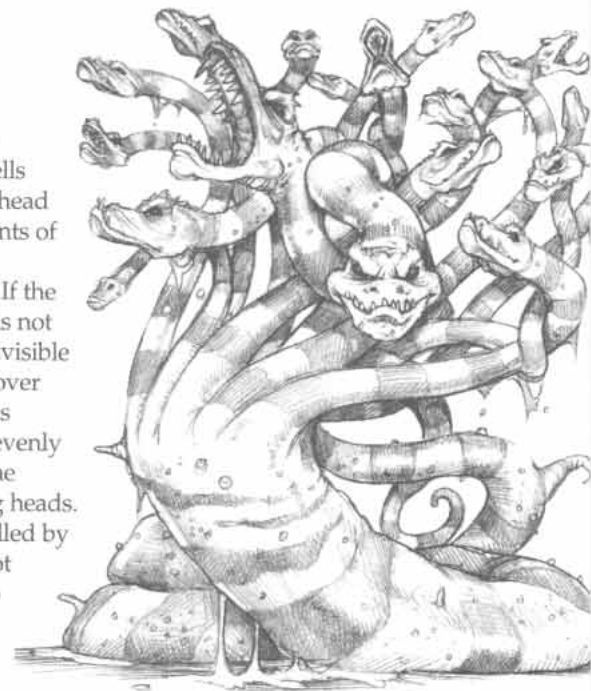
Heads	Attacks	THAC0	Damage	XP Value
5	5	15	1d6	1,400
6	6	15	1d6	2,000
7	7	13	1d8	3,000
8	8	13	1d8	4,000
9	9	11	1d8	5,000
10	10	11	1d8	6,000
11	11	9	1d10	7,000
12	12	9	1d10	8,000

Habitat/Society: These creatures spend most of their time floating on the surface, waiting for prey to happen by. They sleep on the lake bottom. They are fiercely territorial, driving out other large predators.

All aquatic lernaean hydras trace their lineage back to the Lake Radruundar Monster, and at present their range is limited to those bodies of water that connect to the lake in some fashion. Considering their ability to travel overland, however, they could live almost anywhere.

Ecology: These creatures eat only freshly killed meat. They can go months without a meal, but eat voraciously when they get the opportunity. They breathe in both air and water with equal ease. The creatures mate once in their lives and bear 6-8 live young a year afterward. They live about 300 years.

The Lake Radruundar Monster: This creature is the progenitor of its race. It can have up to twenty-four heads.



Dwarf Crusher

CLIMATE/TERRAIN:	Any Land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	14 (60 hit points)
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	+1 attack bonus vs. dwarves, <i>heat metal</i>
SPECIAL DEFENSES:	Immune to most spells and weapons, traps edged weapons, +2 bonus to surprise rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Fearless (19-20)
XP VALUE:	8,000



The dwarf crusher is a specialized version of the stone golem specifically created to defeat dwarves, though any group of warriors would find it formidable.

At first glance, the dwarf crusher looks like a statue of a squat, ugly dwarf, crudely done. The head seems small for the massive body, and features two faces (one on each side) with rosy beards, slack jaws, beady eyes, jug ears, cob noses, and sloping brows. The chunky torso is made up of several flat, rotatable discs. The construct has sausage-shaped arms that hang down past its knees, and the legs are thick and stumpy. All the joints look bulbous, as though inflamed or arthritic. In fact, the joints allow the limbs to swivel in any direction.

The dwarf crusher seems to move with a ponderous waddle, but its swiveling joints make it surprisingly agile.

The creature's outer skin seems stony, but actually consists of very dense clay laid over a stone core.

Combat: The dwarf crusher is mindless and unrelenting in combat. It strikes at opponents with its massive fists. The construct's two faces and swivel joints allow it to attack in any direction; it has no rear. The dwarf crusher's all-around vision gives it a +2 bonus to its own surprise rolls. Once a turn, the dwarf crusher can send forth a wave of volcanic heat. The effect is equivalent to a *heat metal* spell from a 12th level caster. The construct can generate heat and make a physical attack. It always favors creatures engaged in melee against it to any other target. The dwarf crusher gains a +1 bonus to attack rolls when fighting dwarves of any type.

The construct is immune to all weapons except those of +2 or better enchantment. There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. Roll 1d4 along with the attack die; if the d4 shows a 1, the edged weapon is stuck in the dwarf crusher even if the attack missed (the weapon

struck the construct, but inflicted no damage). When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder's hand. (A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.) To recover a stuck weapon, a character must make an attack roll vs. Armor Class 0 to seize the weapon, followed by a successful Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). If the dwarf crusher is destroyed, stuck weapons can be loosened in one turn with no risk of breaking them.

Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause direct damage. When the dwarf crusher is thus vulnerable, weapons cannot become stuck in it, and trapped weapons fall out.

Habitat/Society: The dwarf crusher is the brainchild of the evil wizard Tairdo, whose hatred of dwarves borders on the pathological. To date, Tairdo has created only a few dwarf crushers, and they guard his subterranean lair.

Ecology: Like all golems, the dwarf crusher does not eat, sleep, breathe, or reproduce. Barring destruction in combat, it is undying. Creating a dwarf crusher would require access to Tairdo's notes on its construction, 85,000 gold pieces for materials, and three months of work. The creator must be a wizard of at least 16th level, and must cast the following spells: *wish*, *polymorph any object*, *geas*, and *wall of fire*.

Tomb Warden

CLIMATE/TERRAIN:	Dwarven delvings
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6 (but see below)
HIT DICE:	11 (50 hit points) per section
THACO:	9
NO. OF ATTACKS:	1 per 5-foot section and see below
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	Ignores magical defenses
SPECIAL DEFENSES:	Immune to most spells and weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (each section is 5' square)
MORALE:	Fearless (19-20)
XP VALUE:	6,000+ 1,000 per section

Tomb wardens are related to stone golems. Dwarf priests construct them to serve as tireless guardians for areas they cannot otherwise protect.

At rest, a tomb warden looks like a group of finely rendered figures of armed and armored dwarves carved in high relief on a seamless stone surface. When trespassers invade the area guarded by a tomb warden, the figures animate and attack.

Combat: Each figure in a tomb warden occupies a section of wall about 5 feet square. Most tomb wardens have at least four sections, but could have many more. The sections form a single, continuous carving. Each figure has its own hit point total and fights separately. If the creature's heart is intact, any section destroyed regenerates in one month.

An animated figure becomes three dimensional, but at least half of its mass remains embedded in the wall. As the figure turns to attack various opponents, different portions emerge from the wall and others meld back in. A figure can reach about 5 feet to attack.

A tomb warden has a crystalline heart buried within some portion of the construct. The heart has 25 hit points for each section in the original creature; for example, a tomb warden with four sections has a heart with 100 hit points. Attacking the heart requires digging through solid stone or some magical effect that can expose it. If disturbed, the heart produces four stony tentacles, each 5 feet

long and capable of striking once a round, for 2d8 points of damage per blow. If the heart is destroyed, all the construct's sections stop functioning within 3d6 turns.

A tomb warden ignores all magical defenses, including protective magical items, invisibility, displacement, and *stone skin* spells. Magical armor and shields provide nonmagical protection. For example, a character wearing *platemail* +3 and carrying a *shield* +4 would still enjoy a base Armor Class of 2 (plus Dexterity adjustments). *Bracers of defense* or a *ring of protection* provide no protection at all (AC 10).

Tomb wardens are immune to all weapons except picks, mattocks, and blunt (type B) weapons of +1 or better enchantment. Only the following spells have any effect:

Stone to flesh renders the heart or a single section vulnerable to normal weapons for 1d4 rounds.

Transmute mud to rock heals all damage to any section (including the heart) in the area of effect.

Disintegrate renders one section inert for 1d6 rounds and causes 1d12 points of damage. If directed at the heart, a *disintegrate* spell inflicts 2d12 points of damage but has no other effect.

Passwall makes an opening in the wall containing a tomb warden. Nearby figures can attack creatures entering the passage. A *passwall* spell cast in the right area exposes a tomb warden's heart to attack.

Meld into stone allows the caster to enter a wall containing a tomb warden.

Habitat/Society: Tomb wardens are found only within dwarf-built subterranean complexes, usually guarding constricted areas where intruders cannot easily evade their attacks. A tomb warden cannot speak, but can obey simple instructions that include conditional phrases, such as: "Attack all orcs, and attack any other creature who does not speak the password."

Ecology: Tomb wardens do not eat, sleep, breathe, or reproduce.

Lawful good dwarf priests of at least 12th level create them. Construction requires two months and 65,000 gold pieces worth of materials, plus an extra month and 10,000 gold pieces per section. For each section in the tomb warden, the

priest must have one assistant priest of at least 7th level.

All the priests involved must participate in shaping the tomb warden's heart and in sculpting the figures. When the stonework is complete, the priests petition their deity for direct aid. The deity grants the favor only in cases where the dwarves involved have no reliable or practical way to protect whatever the warden is to guard. If the optional rules for quest spells in the *Tome of Magic* are in play, the divine favor can be considered a quest spell.



Advanced Dungeons & Dragons® T O M E S

Axe of the Dwarvish Lords

Map Book

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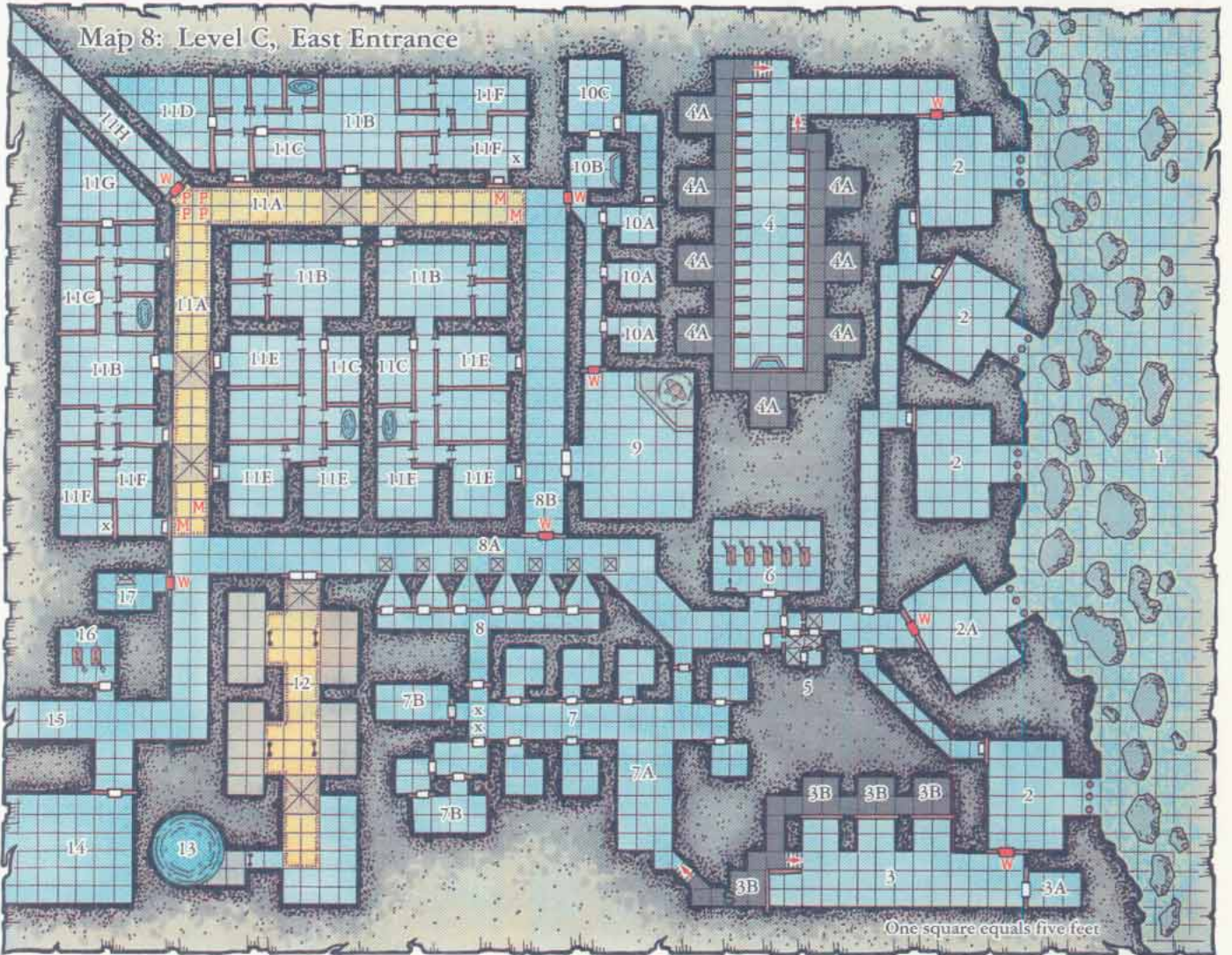
Map 6: Level A,
West Entrance



Map 7: Level B,
West Defenses



Map 8: Level C, East Entrance

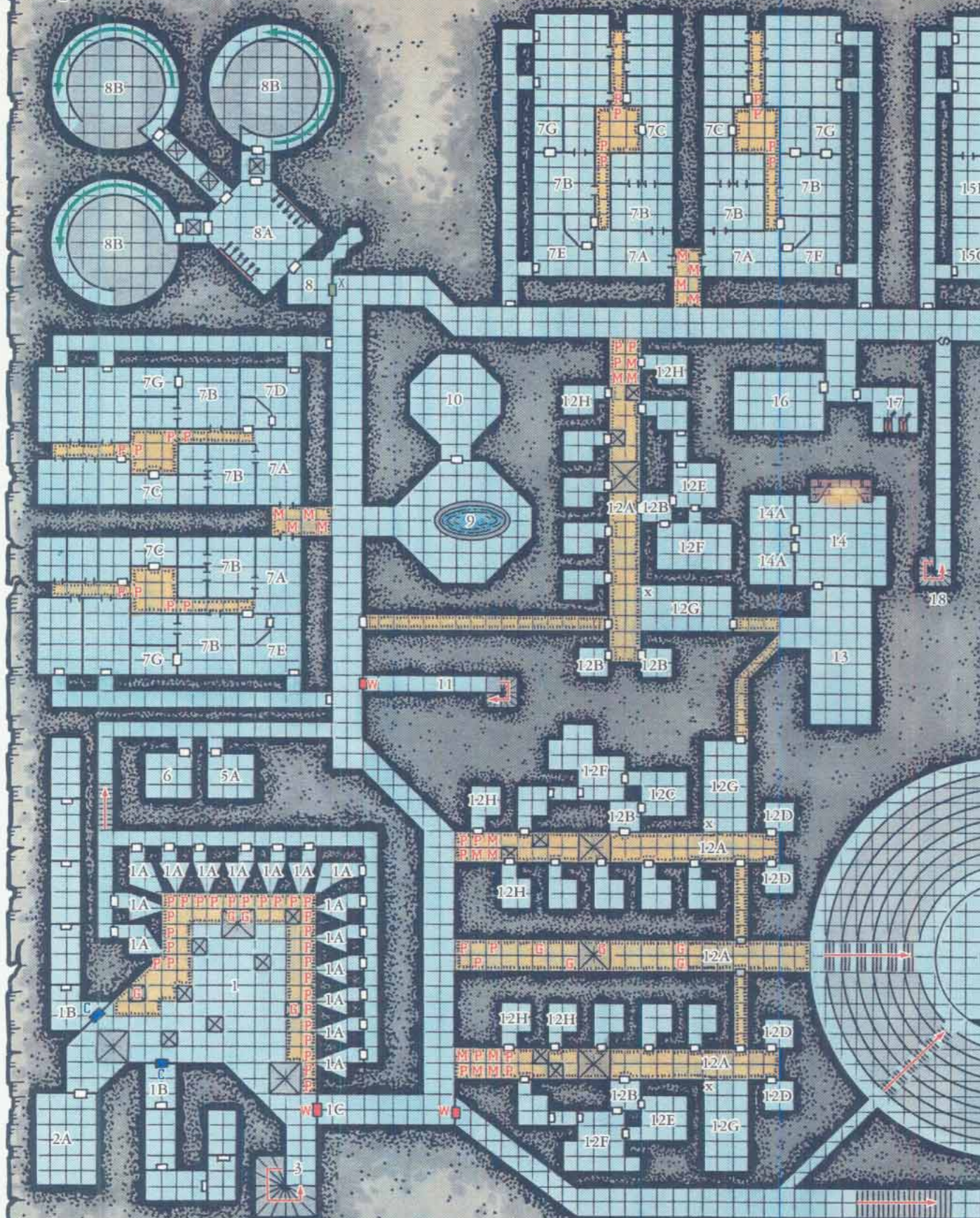


Map 9: Level D, The Citadel



One square equals five feet

Map 12: Level F Main Level



One square equals five feet



Map 14: Level H, Lower Level





One square equals five feet

Master Key

	Altar		Mine Car
	Archway		Murder Hole (Ceiling)
	Arrow Slit		Murder Hole (Floor)
	Bars		Oven
	Bench		Pillars
	Boulder		Pit
	Coal Pile		Pit, Covered
	Creature Starting Area		Portcullis
	Curtain/Tapestry		Pungi Sticks
	Defensive Matting		Raised Passage
	Door		Ramp/Chute (arrow points down)
	Door, One-way		Rot-grub Colony
	Secret Door		Sand
	Concealed Door		Sarcophagus
	Well-Hidden Secret Door		Secret Trap Door
	Warded Secret Door		Shifting Feature
	Fireplaces		Sinkhole
	Fire Trap		Spiral Stairs (arrow points down)
	Forge		Stairs (arrow points down)
	Furnaces		Statue
	Gas Cloud		Subterranean Passage
	Half-height wall		Trapped Ceiling
	Ladder		Trapped Floor
	Levers		Tun
	Memorial Slab		Water


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