

VER7-04

Hidden Within Halls of Iron

A One-Round D&D[®] Living Greyhawk[™] Verbobonc Regional Adventure

Version 1

by Marlene L. Bokholdt and J. Alexander Bokholdt

Circle Reviewer: Tim Sech

Triad Reviewers: Michael Maenza and Vernon L. Vincent

While rumors of haunted halls continue, rampant mischief goes unaddressed and the orderly way of life in the Dwarven tunnels tatters away like a forgotten battle-standard. Hoping to find solutions to the growing mysteries, a private council of concerned residents in the town of Iron delve seeks to recruit trustworthy investigators to help rescue the citizens from themselves. What secrets will the intrepid adventurers find, and what could possibly lay ...Hidden within Halls of Iron? A one-round Verbobonc regional adventure for characters level 2-12 (APLs 4-10).

Metaorganizational Focus: Clan Rockhall, Verbobonc Town Project [Iron delve]

Based on the original Dungeons and Dragons[®] rules created by E. Gary Gygax and Dave Arneson and the new Dungeons and Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 and 1/6	0	0	0	1
	1/3 and 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6

	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- Enlist a sixth player.
- Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round adventure, set in Verbobonc. All characters native to Verbobonc pay one Time Unit per round. All other characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure,

must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

VERBOBONC TOWN PROJECT

Portions of this adventure take place in the town of Irondelve, which is a part of the Verbobonc Town Project. Characters with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Irondelve, the Dungeon Master (DM) is encouraged to visit the Irondelve Yahoo discussion group.

This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Irondelve in the Walker's Guide to Verbobonc.

ADVENTURE BACKGROUND

The town of Irondelve is composed primarily of Dwarves and Deep Halflings, though it traditionally has boasted friendly ties to Gnomish and Human lands (when necessary), of most note with Cienega Valley, Rhynehurst and Verbobonc City with which they have significant trade agreements. Founded by the late Agnes McDoos, some miles from the site of the original Irondelve settled by one Grimbold Ironshanks many centuries earlier, the mountain peak surface dwellings only hint at the rich community beneath. The bulk of the Dwarven community lives in the Upper Halls, an area built high enough for visitors to exist without stooping, and is lit alchemically and otherwise for those without the benefit of

underground vision, and the Lower Halls more snugly sized for the stocky Dwarves. The Great Hall is a natural cavern girded by mighty stalagmites standing like timeless stone sentinels, formidable stalactites descending from the darkness above and awesome columns of stone connecting ceiling to cavern floor. Beneath this level one finds the shorter and more tortuous corridors of the Lower Tunnels where normally only the stout dwarves dwell and work in the mines, forges and smelters that give Iron delve its name.

Some months ago problems started in the Delve, beginning with the disappearance of items of little worth, and seldom reported sightings of strange figures in the Lower Tunnels. As political tensions increased, and the watch on the world above intensified, difficulties underground increased subtly as well. To date, the authorities in Iron delve have maintained that they have more important duties than to investigate claims of “petty theft” and “superstitious mutterings of a few old graybeards.” With an influx of Deep Halfling settlers (refugees from other subterranean parts of the Flanaess) and the establishment of the presence of the influential Clan Rockhall, the voices of the concerned were buried under the morass of political and societal change.

Though lawful authority in Iron delve seems to scoff at the worries of the more observant citizens, and the clerisy of the Dwarven Pantheon attempts spiritual bolstering during these times of difficulties, no one has as of yet mounted any organized probe into the series of thefts, disappearances and strange behaviors of the Iron delve folk. Thus, no claims have been legitimized to the general populace, which means that the campaign of deceit may go unchecked.

In truth, crimes have been increasing, partly due to simple issues of the growing population density, but largely because of a coterie of otherworldly saboteurs which has made its way into Iron delve through the deepest levels of the Tunnels and Mines, nightmares of desperate simple folk and the greed of a few well-placed citizens of influence in the delve. This coterie is led by the extremely devious Deep Halfling Dark Priestess, Zechdobba Shroom'iane [*Zek-DOUGH-bah SHROOM-ee-ayne*] (Death, Trickery), and her similarly clever Deep Halfling Sorcerer Egiflodias Scieszka [*Edge-ih-FLOW-dee-ahss See-ESS-kah*].

In the greater scheme of things, Iron delve plays an important part in the strangers' plan, both because its success means a powerful potential enemy will be brought to heel, and because the undermountain complexes may serve as easy access to surface matters

while allowing a defensive position in the event of discovery. Currently, the Dark Priestess and her Otherworldly Sorcerer consort aim to sow seeds of dissent while learning as much as possible about Iron delve.

In order to accomplish this, they have managed to manipulate two influential Dwarven figures, Shaftmaster Gar Haftsplitter and Forgemaster Yorri Deepchasm to unwittingly assist in their acts of treachery. Because of their involvement they have continued to slide down a slippery slope, and, embittered or frightened by their choices and guilt, have been talking themselves into championing what they believe to be the cause of their mysterious Svirfneblin benefactor “Ilbersaugen [*Ill-burr-SOW-gen*] (Egiflodias, via *Alter Self*).” This association, although it started innocently enough on the part of these two Dwarves, they work hard at deceiving themselves that what they have become has nothing to do with their own greed and pride.

They are also responsible for many, though not all the petty crimes, which are performed to cover reconnaissance activities, as well as to obtain actual goods and items of import. Zechdobba has created a few undead from missing workers from the deepest parts of the mines as of very late. She plans, when she is able and the time is opportune, to create more powerful minions as well. Aside from handling more mundane tasks and leadership duties, Egiflodias has used well-timed compulsions and illusions to further confuse, disrupt and incite various Iron delve folk working or living in the Tunnels and the Lower Halls. He and Zechdobba worked together to raise the Obfuscated Shrine and to cover its whereabouts.

ADVENTURE SUMMARY

Introduction

The party is contacted by a Master Vardeep Shieldinghammer who has heard of many of their goodly deeds within the Viscounty, and abroad, and asked to travel to the town of Iron delve.

Encounter One: A Favor Asked

The party is asked to travel *in cognito* to the Dwarven Town of Iron delve high in the Lortmil Mountains, where they are to investigate the nature of strange and disturbing occurrences. They are told that assisting in this matter will mean a great deal too some concerned citizens of the beleaguered town. Assuming the PCs accept the task, a cover-story is recommended to them, and they are informed that arrangements have been made for their time within the under-mountain town.

Encounter Two: The Sound ...of Silence?

Making their way from their meeting in Green Valley through the picturesque Kron Hills, the adventure begins on a deceptively peaceful note. As they follow the indirect, but unwatched route described to them by the Dwarf who enlisted their aid, the trek becomes rougher, the weather forbidding. As the adventurers reach a critical juncture shortly before dusk, they encounter danger swooping down at them from the sky above.

Encounter Three: Enterin' th' Delve

Having survived some dangers of the high mountain passes, the party arrives at the stockade surrounding the entry gate to the Dwarven Town of Iron delve Itself. Here they are confronted by resolute guardsmen who forbid entry until daybreak. In the morning, the guards allow entry; at this point the party may begin their investigation in the Skyside Quarter, or they may petition the Watch Captain and descend into Iron delve proper to meet a special contact who will lend them limited aid.

Encounter Four: The Lay o' th' Land

Meeting their contact within the clerisy of the Soul Forger (Sister Eldessa), beginning their investigation and maintaining a plausible cover story should be the PCs main concerns as they explore the lay of the land. This encounter is non-linear and role-play intensive. Characters will find racial, organizational and personal attributes to have a significant affect on their experience and success.

Encounter Five: The Dead Giant Riot

Having been invited to sup and wind down at the Dead Giant Tavern before retiring for the night, they find themselves faced with a slew of brawny Dwarven brawlers. How they react (or fail to react), will likely have some lasting effects. (Trust us on this one... heh heh heh)

Encounter Six: Things That Go Burn in the Night

The PCs finally get to rest their weary heads, only to have their slumber interrupted by countermeasures taken by the antagonists, in the form of some very conflagratory insinuations.

Encounter Seven: Worried Wives and Missing Miners

The name of an important figure to the Iron delve mining industry comes up when rumors of his disappearance surface. Encounter Seven occurs when the PCs visit the aristocratic wife of the missing miner.

Encounter Eight: Rocks, Stones, and Boulders

Rushing after a desperate and dirty Dwarf to aid endangered community members, the party makes a grisly discovery. Soon after doing so, the PCs uncover something unexpected in the Coldhammer Smeltery which just might lead them deeper into the heart of the mysterious happenings.

Encounter Nine: The Obfuscated Shrine

It is here that the party catches a glimpse of the Truth behind all the trouble in Iron delve—just before being engaged in a battle that may leave them changed forever more.

PREPARATION FOR PLAY

Mood and Tone

The role of the Dungeon Master throughout the adventure is to create a mood similar to the realm of gothic-horror, the hidden intensity of supernatural thrillers, and a sense of *film noir*, then transplant them to the fantasy setting of Greyhawk, and you should have a fair idea of the mood sought for this adventure.

Confronting the Saboteurs: Though extremely unlikely (other than during the unsettling and climactic final scene), it is at least conceivable that PCs may come into direct confrontation with Zechdobba Shroom'iane, Egiflodias Scieszka, or both saboteurs at once—all good Gods forbid! In this adventure, such combat will not occur. Zechdobba and Egiflodias are high-level adversaries with greater power than any player character could pull out of a *Heward's Handy Haversack*. These mysterious figures are much more than they seem, and they have farther-reaching concerns than wasting time with such heroes-come-lately. The Saboteurs' tactics, if at any time they should be actively opposed, include disabling the PCs and disappearing, only to resurface elsewhere to continue their unfathomable machinations. As adversaries pulling strings from the shadows, stat blocks are not included in this adventure.

Structure and Role-playing:

Many of the encounters are presented as non-linear scenes, in which players should find they are able to act in any way they desire, taking or leaving the "bait" offered on any of various adventure hooks as they wish. Especially in a adventure intended to evoke a sense of foreboding intensity, the players should find their actions have a life of their own, and can not be easily unmade.

Due to the growing tension within the Delve, party members will find the normally taciturn Dwarves even more difficult during interactions required for

successful Bluff, Diplomacy, Gather Information, or related checks (DM should be judicious when considering how PC in-character behavior influences the Dwarves and other residents of Iron delve). **The DM should note that despite any Iron delve's initial reaction as described in boxed text, that unless otherwise noted, their NPC Attitude starts at Unfriendly.**

However, in **Encounter Four: The Lay o' th' Land**, several shopkeepers will not be unfriendly, as they are business people trying to make a living. The DM will be able to discern which are Friendly and which Indifferent are and which are Unfriendly based on the tone of the boxed text for each shop.

Regional Affiliations and Memberships.

Racial, organizational and personal attributes have a significant affect on their experience and success. In addition to initial NPC reaction discussed above, members of the following metaorganizations receive a +2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks during this adventure:

- *Clan Rockhall (if a member of the Earthwardens of Clan Rockhall or the Mithral Guard, the bonus increases to +4*
- *Dwarven Church or Pantheon of the Dwarven Gods*
- *Verbobonc Town Project (Citizen of Iron delve)*

Characters that are halflings or half-orcs receive a -2 circumstance penalty to Diplomacy, Gather Information, and Intimidate checks.

ENCOUNTER 1: A FAVOR ASKED

It is a beautiful spring day. Certainly, there could be no evil afoot with sunshine such as this?

It is early afternoon and you have arrived at the door of the Dusty Traveler, a small, but clean inn several hours journey into the Kron Hills, in the Gnomish city, pleasantly named "Green Valley." Telling your party in a hushed voice that you have been expected, a jovial innkeeper welcomes you and escorts you to a private room, offers food and drink and closes the door.

"Thank ye for comin'." I be Vardeep Shieldinghammer. I've asked ye here on behalf of a

few o' me kin what's concerned an' need unconcernin'."

Players should receive **Player Handout #1**.

The players can take the time here to introduce themselves. Some may be known to Clan Rockhall, Iron delve, the Mounted Borderers, the Dwarven Church, in some cases causing Vardeep to address them by name, thanking them personally for attending this evening's matters.

"Many within in th' delve think that the goin's on are nothin'; but I tell ya, have ye ever heard of a Dwarf stealing mining tools or playin' mischief? It's just not in ar' nature.' Some o' us think that it's much more sinister. We need a few adventurers of stout heart, with a sprinklin' o' th' sneaky to investigate the strange things goin' on in th' mines." He takes a long drink of his ale. "Do ya' have any questions?"

Answer the PCs questions to the best of your ability at this point. Let them know that the answers to most of the questions they may have should be found in Iron delve. He can help them with preparations.

If that be it, will ye help?"

Assuming the PCs agree to help, Vardeep thanks them, and will recommend a cover story for the adventurers to justify being in Iron delve. In his adventure, party members will play the part of representatives for merchants, mining operations elsewhere in the Viscounty or apprentice engineers wishing to learn from masters in Iron delve. The *characters* that the party members play hope to discuss future trade with the Delve's fine craftworkers and the concept of *exchange apprenticeships* spearheaded by various Verbobonc nobles.

Once they have agreed to help, Master Shieldinghammer will comment:

Although ye' are to be circumspect in all matters concernin' this mission, ye will nae be thrown in th' forge ter temper without th' hand o' th' smith. I have a contact waitin' for ye. Her name be Sister Eldessa o' th' Sunderedstone Sisterhood. Ye can find her at th' Chapel o' Moradin. She's expectin' ye and'll have a few items that might be helpin' ye out."

The apprenticeship-plot is merely a suggestion; if the PCs come up with something else, by all means, let them run with it.

If they leave directly, they should arrive in Iron delve between 8 and 11pm, adjustments being made for the PCs to make purchases, other preparations for travel as needed and whether they will travel on foot, or by mount. Traveling by air will not negate the next encounter as the monsters fly as well. Traveling by magical means, i.e. teleportation will allow them to bypass the encounter, but they will not be able to gain XP or gold for it.

ENCOUNTER 2: THE SOUND OF SILENCE

The beautiful Spring day warms your backs as you walk the green, rich hills of the Kron. You are able to trek at a jaunty pace thanks to the sweet, vernal breezes cooling your traveling feet. All in all, many of you muse that this must be what the life of an adventurer is all about!

But alas, unlike the rocky bergs, not all things are meant to last long. The cool drafts that ushered you on your way through the hills, have turned chilly and biting the higher you ascend into only the least of the lofty Lortmils. The sun seems to fall more quickly behind the mountains than it does in settled parts of the Viscouny, and in too few hours it will disappear altogether.

Scaling a few reclining rock faces and crossing one minor, but still treacherous chasm, you have been lucky enough to have found the broad stony pass that Master Shieldinghammer described with a twinkle in his eye. You may wonder wherefore that twinkle came, but there is no knowing now, so you forge ahead...

The dew running from your brow and the thumping of your breast testify to the nature of the forbidding terrain and the many hours you have climbed, skirted and traversed. Following the quick, though little used route described by your benefactor you hope you are making good time, but the timelessness of the rock all around your party seems to dull your notice of the stars growing in the twilit heavens above.

All your company manages to keep their boots beneath their cloaks, despite the strength of a near-silent, but strange gale that rushes down at you from every side at once. Struggling time and again, the lot of you is able, somehow, to keep your eyes trained on the pass in the growing, near-tangible, dimness. Rising between jutting sheers so high if it

weren't for the coppery, sunset-limned auras, you daren't search for their zeniths.

The characters may make Listen/Spot checks against the Hide/Move Silently checks of a rugged, flying, beastly force of opposition from above. Additionally, the creatures receive a +4 circumstance bonus due to due to the strange winds and the height from which they attack.

Surprise:

Anyone who makes their Listen or Spot check may roll initiative and participate in the surprise round.

APL 4 (EL 5)

Manticore: hp 57; see *Monster Manual* pg. 179

APL 6 (EL 7)

Chimera (black dragon head): hp 76; see *Monster Manual* pg. 34

APL 8 (EL 9)

Yrthak: hp 102; see *Monster Manual* pg. 262

APL 10 (EL 11)

Yrthak (2): hp 102, 102; see *Monster Manual* pg. 262

Development: PCs may try to outsmart the creature, defeat the Magical Beast in combat, or find a way to negotiate with it and still gain full xp in this encounter. The attacking creature is non-evil, and really just looking for a good meal (it has not eaten for a while). PCs who speak to either the Manticore in common or the Chimera in draconic may *attempt* a Diplomacy check to reason with the creature at APLs 4 and 6 respectively. This should generally involve getting it to take an offering of food instead of attacking the party. The Magical Beast can not be looted if the party leaves the creature alive at the end of the encounter.

Tactics: The creature will be soaring high over head when they detect the party crossing through the mountain pass. Sonic attacks will be used as frequently as possible to soften up the PCs from a distance, and to keep the creature safe until someone falls. The creature will make hit-and-run attacks as long as it feels it has a chance of taking home a morsel upon which to dine.

Treasure:

Loot creature for rare hides and materials.

APL 4: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 6: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 8: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 10: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

ENCOUNTER 3: ENTERIN' TH' 'DELVE

Encounter Three is non-linear and role-play intensive. Characters will find racial, organizational and personal attributes to have a significant affect on their experience and success. Upon arrival, give out **Player Handout #1**.

A Note on Vision and Illumination

Much of *Hidden Within Halls of Iron* takes place in the underground town of Irondelve, where daylight is never seen. While this provides little difficulty for a population consisting mainly of humanoids with Darkvision, not every resident, and many visitors are without similar benefit as the deep-seeing folk. Because of this, and the not infrequent need to distinguish between color or other fine details (to read documents, recognize different materials, ores, in their mines or workshops, etc), craftsfolk, alchemists and spellcasters have developed a means of coping with the absence of natural light. While evocation magic is used in some cases where pure illumination is required for some reason, among their more commonly used methods is the use of an alchemical concoction known as *hearthfire* to light the twisting corridors and vast caverns that make up their *terra familiara*. (see Appendix 2: "New Rules and Special Items," page 39).

That having been said, PCs can be assumed to be in shadowy illumination at all times when they are traveling about the Great Hall or Upper Tunnels, with full illumination within 20 feet of significant structures (e.g. Merchantplatz, watch barracks, Chapel of the Soul Forger, etc.). Any area elsewhere can be assumed to be completely unlit, except for locations where light would be required for functional reasons (e.g. inside a remotely-located edifice, at a mining station, etc.). In such places, illumination would follow guidelines as per the Great Hall or Upper Tunnels, listed above.

Part A: The Irondelve Watch

Upon arrival, they may attempt to enter the city at night, but this may cause suspicion. The Irondelve Watch will escort them to the Watch Commander for questioning if they insist upon this course. If they proceed here, include Encounter Three: Part C. If they wait until morning, the Watch will let them enter unhindered and they may investigate at will.

A DC 12 Knowledge [Geography] or Knowledge [Local-VTF] check reveals the following information: *Irondelve is a town of three sections; Skyside, with the stockade where the humans and other surface dwellers reside and conduct the trading between other towns and villages, the Upper Tunnels, where most of the city buildings, merchants, and residences are located. The Lower Tunnels and halls have a few of the more sturdy miners living there, but this section is primarily the mines and the forges.*

Your party approaches a reinforced coldwood stockade, longing for respite from the chill winds that have weathered your faces during the trek from the Kron Hills up through the high Lortmil Mountains.

"Halt! What business would travelers such as yerselves have in our fair delve?"

Two stern-looking dwarves armed with halberds and wearing shining armor guard the way forward. Even to the untrained eye, their weapons and arms proclaim the quality of the Irondelve mines and smithies.

A DC 5 Spot check will let the PCs notice an additional pair of guards, similarly attired, several feet to either side of the large gates.

The guards will let them enter the gates if they enter during daylight, but if it is dark they will insist that they must camp outside the walls as the stockade gates close at sundown and do not reopen until dawn. Camping in sight of the stockade results in a peaceful, albeit chilly, windblown night of rest, but the DM should not let them know it. Ask whether they are setting up watches, etc. to keep them on their toes.

Anyone doing anything overtly suspicious, or failing a Bluff check to maintain the cover story will necessitate being escorted to the Watch Commander at the gates to the Undercity. They will find the guards reflecting the tension within the town and act gruff and distrustful.

All APLs

Dwarven Guards (4): hp 6. 6. 6. 6; see *Monster Manual*, page 91

If the PCs are not perceived as suspicious or dangerous in any way, they will be allowed entrance to the Irondelve Skyside. The guards will indicate that any entrance to the Undercity requires permission to be granted by the Watch Command, located in a pavilion beside the gate leading to the Upper Halls.

Give PCs **Player Handout #2**.

You and your companions enter the stockade and come upon a series of low buildings, sturdy as stone, clustered around a high iron gate leading into the very side of the mountain before you, many times the height of a Dwarf, flanked by two matched projecting stone towers. This is the outer city of Irondelve, known as Skyside. It is just like Vardeep described. Skyside is little more than a wall, a guard barracks, and an open air market, where several of the shopkeepers bring wares from shops below to sell here to travelers and other surface dwellers. The only other thing out here that catches your eye is a fairly large statue of a female Dwarf encircled by a large pile of stones.

A DC 15 Knowledge [Local: VTF] or asking anyone in town will let the PCs know this is the Cairn of the Lost Dwarf, a memorial to the town's late founder, Agnes McDoos. In commemoration of Agnes' great deeds, each Dwarf, (or anyone, actually) who wishes to, may add a rock to the growing pile to celebrate her life.

Part B: Skyside Folk

If the adventurers wish to gather any information in Skyside, they will find a few merchants, traders, shoppers and soldiers of various races. They will make vague comments about the tensions in the Undercity; some saying it is "just those Dwarves" others noting that it has made living in the town stressful at best, never knowing when the folk are going to start fights, even more than the usual scuffling of the Dwarves.

The DM is encouraged to embellish, or outright fabricate material for the rumor mill as they see fit. The following vague responses are typical of the various types of folk found up on Irondelve Skyside.

Law and Order:

"A lot of the little folk are causin' trouble down below, 'at's wha' I heard. Them dark Halfings are as sneaky as their upside cousins, they are! So many o' them have come to the 'Delve of late. The thane's men an' th' Watch been keeping th' order tho!"

Merchant:

"There be tales o' dead elves haunting th' tunnels, I tell ye! They be lookin' ter' make mischief in order ter put the Delve ter shame an' outta our rightful claims!"

Traveler/Miscellaneous:

"I overheard some young-ish dwarves (if the stout folk ever ARE young) the other morn. Yes, they

were rattling on, terrible drunkards, dwarves, 'bout tricks some bloke Scieszka [see-ESS-zkah] played on some visitors come to the Delve not long ago. They said they'd take the next joke to one of the Master-shafts, was it? ...Before the next shipment of tools goes out to...hmm, where were they off to again...?"

Part C: The Watch Command

Once the adventurers decide to enter Irondelve proper, they will first have to visit the Watch Command. The Watch Commander (Mischastein [me-SHA-stine] Alecarver (Diplomacy +4, Sense Motive +3) will ask the adventurers their business. If they are able to enter the town above without an escort to the Command, a Bluff check is not required to uphold the cover story and will be allowed free rein within the town, after some friendly (for a dwarf) questioning. If they are escorted by the stockade watch, a Bluff or Diplomacy check versus Alecarver will be required; the party will receive a -4 to their checks, and the Commander will receive a +4 circumstance bonus to Sense Motive.

Any questions here about missing items or strange occurrences will be met with ridicule.

"Och, where would ye' have heard such tales? This is a law-abidin' town. Nothin' but the ramblins' of a few miners who cannae keep track o' their tools."

Questions or failure of the Bluff/Diplomacy checks will result in the Watch Commander having someone follow the group. Any further activity that disrupts the peace of the community will have them brought back to the Mischastein Alecarver for additional questioning, insistence that they desist in the undesirable machinations, or maybe even held for a time, depending how the characters react to such intervention..

Entering the Gate to the Undercity, you are struck by the size of the cavern. It is an area built high enough for visitors to exist without stooping, and is lit magically and otherwise for those without the benefit of underground vision. The Great Hall is a natural cavern girded by mighty stalagmites standing like timeless stone sentinels, formidable stalactites descending from the darkness above and awesome columns of stone connecting ceiling to cavern floor.

Part D: The Chapel of Moradin

The DM should give the players **Player Handout #2**.

You are greeted by a Dwarven female acolyte dressed in cleric's robes overlaid by a leather

smithy's apron, prominently displaying a stylized hammer-and-anvil. She glistens with sweat, her face is flushed and the tips of her braided beard slightly singed from the fire of the forge. She carries a large forge hammer. The chapel is small, the lone forge heats the place to steamy, the altar adorned with stone carvings and bas relief of Dwarves engaged in combat, mining and smithing covers the entire far end of the chapel.

"Aye welcome, welcome, travelers are e'er welcomed a' th' home o' the Soul Forger. How can I help ye?"

If the characters ask for Sister Eldessa, she will introduce herself as such; if the PCs ask for someone else, she will not do so. She will escort them to a private antechamber near the back so they may speak freely. If they do not mention her, she will have been expecting them, introduces herself and lets them know she is to be their guide.

After whatever role-playing they wish to engage in, read the following:

"Hold here a hammer-stroke would ye?"

The Sister retrieves some items from a nearby alcove, including a set of furled parchments and an odd pair of stout walking staves of Dwarven styling.

"These'll help you know where yer goin' in th' Delve, an' these Hearthfire Staffs should help some o' ye see more like a proper Dwarf."

She hands you the items and tells you she has provided a full set of engineer's sketches of Irondelve's environs. Eldessa also offers you a heavy, leather pouch embossed with the symbol of a glowing headed hammer-crossed shield upon its face.

"We were able t' put together a few things that might be of some use. Me sister's boyfriend's apprentice an' him have been experimentin' wi' some new tricks down at th' Pestle. These here capsules can be tied t' yer weapons with this thong. I think he says it helps ye apply it faster. The capsules themselves'll make yer weapons work better agin unrestin' spirits or those ha' been touched by faerie-werebeasties an such."

"I have me duties to attend to, but if ye would like, there be several shops in th' marketplace where ye could ask around."

All APLs

L: 8 gp – 1 alchemical weapon capsule: *ghostblight*, 4 gp – 1 alchemical weapon capsule: *quicksilver*, 8 gp – 1 alchemical weapon capsule retainer; C: 0 gp; M: 0 gp

APL 4, 6 and 8

L: 2 gp – 1 pair *Irondelve Hearthfire Staffs* (one Small and one Medium); C: 0 gp; M: 0 gp

APL 10

L: 0 gp; C: 0 gp; M: 1,000 gp – *goggles of night*

She gives them a list and map of town. (**Player Handout #4**) If the PCs talk about starting at the Tavern, she will let them know that she's planning to meet them there later and they might be better off starting at some of the other shops.

"I'll meet ye for dinner at th' Dead Giant."

ENCOUNTER 4: TH' LAY O' TH' LAND

Encounter Four is non-linear and role-play intensive. Characters will find racial, organizational and personal attributes to have a significant affect on their experience and success.

There are several places in which the adventurers can gather information. The information will be pretty much the same no matter where they go; word of missing mining tools, vague stories of strange sights in the mines, even a highly placed official (Forgemaster Yorri Deepchasm) has gone missing. Each NPC has a slightly different take on the happenings; some think it is significant and the authorities should take it more seriously. Others think they are minor inconveniences blown out of proportion by the retellings. As the day goes by, an additional piece of information will be available – Gar Haftsplitter, the influential Shaftmaster has vanished!

Below is a list of all the shops (mostly found in and around the Merchantplatz [merchant-plah-ts]) and places of learning (found throughout the Great Hall and Irondelve's tunnels) at which, they can attempt to gather information. Each contains a description of the shop/shopkeeper, or other important personage. Questions the party may ask and several possible answers appear in DM Aid 1. Choose answers randomly according to DC.

Angus McDoos School of Battleragin', Giant-Slayin' and Hooliginizin'

Headmaster: Angus McDoos

The entrance to the school in the lower halls has a detailed sign depicting a highly detailed painting of a Dwarf standing over the body of an ogre that is obviously newly dead. The features of the Dwarf bear an expression that is more than slightly crazed, with wide eyes and a bit of spittle in his snarled beard. The waraxe he is wielding drips with blood.

The door opens easily and your ears are assailed with the sounds of battle. Dwarven insults flying as fast as fists and weapons. An older Dwarf with wild eyes points to various locations on a large, impossibly thick-boned skeleton erected in one corner of the building.

Though it appears the frothing, fighting pupils in this unique place of study would be impossible to communicate with; a DC 5 Spot check allows PCs to notice the various and sundry *structure* within the apparent *chaos* of the interplay between the students. This, in turn, allows party members to make a series of three special Intimidate, or melee attacks in order to impress Krillian Rockcrusher, Taggart "Giantbane" Deephold (the Instructors) and their students enough to make talking to them useful. The DM should take the average of the three checks, or attack rolls, and use them in place of what would normally be a Diplomacy check used to alter NPC reaction, or to gain information. Note: any Diplomacy checks will be made at a -8 circumstance penalty (in addition to existing modifiers in effect) due to the hostility and brutality of the "hooliganizin'" within the School.

Angus McDoos' Smithy

Owner: Angus McDoos

The smithy belonging to the Thane of Irondelve has the finest examples of Dwarven craftsmanship. Any weapon you could want can be made here. There are several on display in the front of the shop. The heat from the smith in the back billows out to put a sheen of sweat on all who enter.

"Welcome ter th' best weaponsmith in whole village, heck, in th' whole viscounty!!! Me name's Thondrim. What can we do fer some fine customerss as yer'selves?"

The clerk obviously spends some time at the smith as well. His arms are well-muscled. He wears the leather apron and carries just the faintest aroma of smoke.

Barbarian Brews

Owner: Wulfgar

Barbarian Brews is a small brewery boasting ales from the strongest Dwarven stout to, well, they do

not really brew anything milder. As you enter, you are greeted by an overpowering fermented yeast smell. There is a small sunken seating area strewn with scattered layers of animal skins even adventurers such as you are hard pressed to identify. The seats surround a large vat of ale with several mugs on a table nearby. The walls are of white limestone. Mounted on one wall is the head of a white dragon, the other boasts the head of a frost wyrm. A Dwarf, complete with missing ear and a beard of snowy white, wearing an apron, on which he is wiping his hands, walks toward the door to greet you.

"Good day ter ye and well met. What can I get fer ye? I see yer travelin' folk. Hope ye've got a mule or two to carry the necessary kegs. The road is just tedious without a decent ale."

"Sit, sit and try me latest brew. It's a recipe I got up in th' land o' th' black ice. The ice Dwarves know, that th' winter cannae be endured without an ale ter warm yer toes."

He gestures to the seating area and begins dipping ale out of the vat into the mugs with a ladle made of dire elk antler and hands each player one.

"The name's Rathunde, but mos' folks just call me Snowbeard. Sit, enjoy yer ale and tell me yer tale."

The Deephall o' Reflection

Headmaster: Xorn Shieldinghammer

The Deephall is located in an isolated cavern below Irondelve, the tunnel leading to it noted on map.

Your party finally makes its way to a still pool in a remote location beneath Irondelve. It radiates a soft blue-green radiance from within, and you take note of silvery-inlaid glyphs graven into a stylized diamond shape on a nearby wall.

Any appropriate language proficiency or skill check will reveal that carved into the stone and enameled in platinum, once each in Terran, Dwarven and Gnomish are the words "Stillness-Focus-Welcome."

If you wish to continue, it appears you will need to enter the water to do so.

Assuming PCs enter the pool, the DM should read the following:

Your faces break the surface of the ice-still water, and then you climb a short stair cut into a wall of flowstone to a ledge lining a long, narrow cavern illuminated with small orbs of pure white light.

Looking deeper into the space, you see the forms of many crystals— some as huge as a brewer's dozen of Dwarves standing beard-to-boot, others jutting at amazing angles from the floor, walls, ceiling and even other, larger formations. Beautiful shades of every color beneath the Oerth can be detected among the many niches, passageways, stalactites and stalagmites riddling the length of the Deephall.

The incidental shuffling of your boots seems to echo endlessly in this peaceful place, but the solitary figures you see kneeling or sitting among the crystals seem to take notice neither of the sound of your boots, nor of your presence.

PCs may wish to disturb one of the meditating citizens, but this would be rude; the DM should consider this when evaluating NPC reactions and role-playing rewards.

If party members wish to wait for one of the individuals to complete their reflection before disturbing them, then they may either attempt Diplomacy (to improve NPC reaction) and/or Gather Information checks *without* the penalties for race described elsewhere in this adventure. NPCs meditating in the Deephall of Reflection begin as Indifferent, rather than Unfriendly.

Ghostdragon Forgeworks

Owner: Thiddle Pwent

The Forgeworks is a large, sprawling, but neat shop. There are two smiths located in a room to the right of the storefront with the wares. The pair of Dwarves at each of the bellows are as stocky as you have ever seen. They appear to be working on identical heavy war picks. They each sneak furtive peeks at the other's work, apparently trying to outdo one another. A well-dressed gnome stands behind a counter arrayed with weapons of all sizes and each one deadlier than the other.

"What can I do fer ya? Need a special sword? Maybe a spiked gauntlet? We can make anything you want. It'll just take a bit o' time. The name's Azurt Bofaz. At yer service."

Bofaz sees you taking note of the two smiths bent over their work, seemingly oblivious to anyone else in the shop. He continues speaking, with a nod of his head toward the workers.

"These are the Brawnnavils. Valral, he's the husband, there on the left. Azval, the wife on the right."

(They look like you would never be able to tell them apart.)

"They tend to be a bit competitive. But it makes for a good weapon."

Beside Bofaz is a Deep-Halfling who attempts to interrupt him. When Bofaz takes a breath, he jumps in.

"Well-met. Well met. Good travelers. The name's Gimric. Two dwarves go into a tavern; well that's not really a joke now is it? A Halfling and a Svirfneblin go into a tavern. Which one will come out first? Why the Svirfneblin, of course. The Halfling will never run out of coin. Ha Ha Ha. Catch my show at the Under-the-Mountain Inn every Moonday and Freeday through the month of Pathwall!"

"Ochh. Get back t' work, Gimric. Practice yer jokes on yer own time."

Bofaz turns back to you all grace and smiles.

"Anyway, what can I do for you?"

The Gnome Solution

Owner: Lor Stonefist

As you enter The Gnome Solution, you realize this unassuming shop is much, much, much larger on the inside that it appears from the door. Whatever you may have expected, this shop is not it.

Any PC who succeeds on either a DC 12 Knowledge [Local: VTF], a DC 15 Perform [Comedy], or a DC 17 Bardic Knowledge/Loremaster's Lore check recalls the (rumored) "practice of using Gnomes as siege ammunition when the latter runs short, or the short run annoying."

There are models of catapults, ballistae, a very complex-looking trebuchet, and other heavy siege engines in the front part of the shop. But, beyond, in the back you catch a glimpse of a full-sized version of an actual mangonel under construction. You may be wondering how the wares get delivered, but as you ponder that one, a small gnome with grease smeared on her nose comes out of the back. Wiping her hands on an apron that is so completely covered in grease and grime, you can't be sure if she's really removing any grime from her hands or if she's simply depositing more.

"Well, hello, and welcome to ya. The name's Vori Earnikkilplim [VOR-ree ear-NIK-kel-plim], but folks just call me, call me 'Gearwick.' What can I, can I do for you?" She speaks quickly in a slightly

breathless voice. "You look like you might be in the market for some of me, some of me wares. We got all the home protection a body needs. You'll never have any rampaging invaders make it past your front gate, your front gate. Can I show you around?"

Headstone Shoppe

Owner: Barlorne Silveraxe

This shop is filled with stones statues of all sizes and shapes. Most are Dwarves engaged in battle. There are standing statues, examples of stonework relief and there is even a set of stone plate armor on display. You are greeted by a gruff, brown haired Dwarf who does not even look up from the piece upon which he is working on as you enter.

"Hmmp. What is so important, that ye be interruptin' me work? I'm at a crucial moment, I tell ye. If'n I don't get it right now, th' whole thing'll be ruint. Come back later."

A remarkably pretty Dwarven woman with golden braids and a quick smile comes into the room through a door in the back.

"Och Thurdang, where's yer manners? These folk may actually want to buy yer wares." She turns to you. "Come in, come in. Pay no mind to the churlish artist. He's harmless, but he's got a terrific talent. Would ye like t' take a look around? We do special orders, too. Are ye looking fer somethin' in particular?"

The Iron Shield of Faith

Owner: Sister Urgesch Sunderedstone

A jovial Dwarf, his face almost entirely obscured by his wild blond beard, is toiling at a forge located at the back of the shop. The rhythmic ringing of hammer on metal is mesmerizing. His hammer's rhythm does not miss a beat as he welcomes you.

"Come in, come in. I'll be right with you... have to get this incut jus' right so Ralsha's Phalanx stays nice an' tight, then I'll be happy to help you with what ever you need."

The sound of metal on metal continues ringing, reverberating off the many masterfully crafted shields of heavy steel, light infantry shields, winchbowmen's manlets, bucklers, and others of all shapes and sizes which fill every nook and cranny of this small shop.

(Any PC examining the shields may attempt a DC 10 Knowledge [Religion] to notice that each suit of the shields is decorated with emblems of Dwarven deities,

primarily Moradin—Dwarves automatically make this check. Anyone able to sense good auras will notice an aura that emanates from each shield).

Finally, he sets down the hammer, wipes his hands on the front of his leather apron and comes to you. "So, what's yer pleasure this fine day? We've got the best selection of sacred shields any Dwarf could want."

If there are no Dwarves in the party, he will look over each of them and shake his head sadly.

"But, e'en th' All-Father welcomes those o' th' tall folk to th' fold. We can still offer you the protections and blessings of the great Forger. Th' name's Gildrin Flamesmith, by th' way. We offer a great range o' protection an' wi' each purchase, a scroll o' Shield o' Faith."

The Quarry of the Cave Bear Shop

Owner: Drom Stonesmiter

Upon entering the Quarry, you are struck by the total disarray here compared to every other shop you have seen in Iron delve thus far. The half-finished sculptures, carvings and paintings in the workshop are decidedly un-Dwarvish, depicting scenes of forests, plants, animals. The sandal-wearing Dwarf is facing the back of the shop and does not appear to hear you enter. The reason is obvious...she is so caught up the lilting tune she is attempting to sing.

Anyone who speaks Elvish, recognizes the perfect Elvish diction and grammar that Kora Steelsilver uses in her (so-called) singing. Anyone with Perform: Anything musical (DC 5) will be able to tell that she has not hit a single note on-key yet.

She will not turn toward the PCs unless they say something to her first, or make some disturbance and even then they will likely have to repeat it to be heard. If she turns to speak to them, she will be as disarrayed and distracted as her shop would indicate.

"What do you need? Can you not see that I am busy?" She speaks with a self-important tone of voice.

She picks up a chisel and begins work on a piece that although contains a Dwarf, makes you look twice at it. It appears that the Dwarf may have slightly pointed ears, and NO beard??!! The Dwarf seems to be frolicking in a field of flowers???!!!

Shieldinghammer Mercantile Company

Owner: Xorn Shieldinghammer

The most remarkable thing about this structure perhaps, is its decided lack of Dwarvish architectural embellishments. In fact, other than the hammer-crossed shield device hanging from a sign out front, its exterior construction looks like any establishment one would expect to see in a human community.

On a successful Knowledge [Architecture/Engineering] or Knowledge [Local: VTF] will reveal much of the style to reflect that found in the great cities, such as Verbobonc City, or the City of Greyhawk (DC 15 for either check).

As you enter, you see a rustic looking fellow with dark skin and pointed ears looking on uncomfortably as his diminutive associate speaks animatedly to a calm dwarf with a braided beard whose back is to your party at the moment. Spanning the largest wall of the rather posh foyer is a huge map spider-webbed in luminescent cobalt.

A PC with ranks in Knowledge [Geography] or an appropriate other skill (DM's discretion) recognizes that the lines lead to various population centers within the region. Anyone with two or more ranks in Prof (Merchant), Prof (Teamster) or something similar at the DM's discretion will note they detail commercial routes leading to the seat of the Kron Hills Assembly, to Verbobonc City, Rhynehurst, Cienega Valley, and throughout the rest of the viscounty and beyond. Also, the intensity of color appears to indicate the strength of the ties between any given trade center and Iron delve's Shieldinghammer Mercantile Company.

A few moments pass as you observe your surroundings, then you hear a strangely familiar voice addressing you.

"Goodly Patrons, welcome to the hub of the wheel reaching out to all the great markets of the Flanaess! I am Master Shieldinghammer, how may I be of service this day?"

You marvel as you see that the very fellow who hired you less than a turning of the sun ago now stands before you. He shows no outward sign of recognizing any of you, but the wood elf and the halfling watch you suspiciously from the other end of the room, while appearing extremely interested in the map you were just admiring.

The attendant is, of course, Vardeep, the dwarf whom the party knows all too well set them on this mission. You may ask yourself how he arrived here so quickly after meeting with the PCs only yesterday. What transpired is this: while the party traversed the rocky heights of the Lortmil passes, Vardeep met with his

cousin, the wizardly Xorn, and teleported straight to his home after a quick dinner at the Dusty Traveler.

There is no reason for the party to try and talk to Vardeep "out of character," and they will find it difficult to get the forthright dwarf to discuss anything other than company business. In terms of responding to questions regarding rumors and the like, he will behave just as any other merchant or citizen the characters may approach. For all intents and purposes, run Vardeep as with any other NPC, albeit with a +4 on any Gather Information checks when asking him, specifically, a question.

Stonecutter's Shop

Owner: Alexis Healwell

Stonecutter's is likely by far one of the finest jewelry shops you have seen, perhaps a bit of surprise for those unaccustomed to the finer products of Dwarven artistry. The counters literally sparkle with the array of gems on display here. Each is nestled carefully, almost lovingly in its own nest of velvet. There is not a single speck of dust to be seen in this shop. The walls are lit magically with torches that give the room cozy warmth and a soft light that makes the gems sparkle with even more brilliance. A Dwarf of slight build, if such can be said of the hill folk, sits hunched over a worktable at the back of the shop. Tools, gems, polishing cloths all are neatly spread on his table. He does not take his eyes from the gem on which he is working to select a different tool. Neither does he look up at your entrance.

If PCs get near any of his counters, the shopkeeper will immediately bellow, "Step back. If ye need to see a particular piece, wait for a minut' an' I'll show it to ye." His eyes will remain on his work and his hands patiently, deftly move tracing over the bright blue gem.

The Stone Dweller's Pestle

Owner: Ur-Graetl Runeheart-Shieldinghammer

Two sets of stairs stretch from the stone floor of the central Great Hall, one for medium sized folk winding leftward, the other for smaller kinds winding to the right, up to a simple iron-bound door with a vertical bar stylized as a gem encrusted pestle affixed to it as a door handle.

Mid-way up the larger set of steps, a talkative little fellow with bulging grey eyes in a supple, dark work apron and embroidered, monochromatic robes sits swinging his little feet to and fro over the edge of the hewn stair. Performing for several, tiny,

dusky-skinned children and an old Deep Halfling matron, the little fellow glances to and fro cheerfully, as the matron's wards stare wide-eyed at the grinning, bubble-eyed fellow wriggling and wagging his fingers in concert with the jaunty dance of a translucent, purple wyvern and the tiny, amber winged mushroom men circling its horned head.

Sunderedstone Seminary

Headmistress: Sister Urgesch Sunderedstone

You pass through a simply decorated iron gate leading into a small courtyard where the gentle glow suffuses the space around a standing stone covered in runes, glyphs and pictographs. At the opposite side of the cloister, a portal stands open, revealing an altar that bears what one might assume to be multiple religious effigies bathed in candlelight. A young neophyte kneels as he listens to a be-robed figure standing nearby.

A moment passes and the junior glances into the courtyard noticing you for the first time. He inclines his head toward you, and speaks.

"Sister Whurgret—visitors..."

The senior turns toward you, a look of suspicion clear upon her face.

"What is it you seek?" she calls to you without moving from within the altar space. "By th' looks of your lot you aren't here to devote your lives to the Forger or any in His Halls."

The Thane's Hall

Thane: Angus McDoos

As you approach the Office of the Thane, a sign catches your eye written in bold, Dwarven runic characters.

Anyone literate in Dwarven reads "*Out Adventuring – Be back in 4 TUs. If this is an emergency see Durlin—likely in the Dead Giant.*"

Further, PCs who can read the sign and succeed on a DC 10 Knowledge [Geography] or Knowledge [Local: VTF], or a DC 15 Bardic Knowledge check know that "TU" abbreviates the Dwarven colloquialism "*Tiez Unsicher*," which refers to 'an indeterminate amount of time.' If no PCs speak the guttural tongue or are unable to make any of these checks, any passing Dwarf should be able to help them. Any Dwarven PC in the party from the Viscounty of Verbobonc automatically knows this information.

Under-the-Mountain Inn

Owner: Alexis Healwell

As the PCs first arrive at the Inn, the DM should give the players **Player Handout #6**.

During your party's short time in the Delve, some of you have heard word of the commodious sleeping quarters to be found at the Under-the-Mountain Inn. If the rooms are anything like the large octagonal common room just off the foyer, it occurs to some you that this may, indeed be one of the more spacious and comfortable inns in which you have stayed during your adventuring days.

A breath or two after entering, a dark-skinned Halfling with a ready smile (who you are sure has a tale or two to tell), greets you warmly.

"Welcome, Travelers, to the Under-the-Mountain Inn! Journeyed far, or perhaps gone flagon-for-flagon with some of the locals at the Giant, have ye? No worries, Good Folk, for Neierich Wim-jebbrix (NIGH-er-rich) is here to help!"

If the PCs have come to the Inn previously, the DM should read the following boxed text, altering it as appropriate for circumstances:

Neierich, the little innkeeper, peers over a ledger at your party as you enter from the Great Hall, a smile already on his lips.

"Greetings, once more, Travelers. Your suite has been prepared for you; I can have someone show you to them whenever you're ready. Of course, make yourselves comfortable in the common room until you are ready to retire."

Vonilor Cairn: The Library of Planar Wisdom

Headmistress: Sister Urgesch Sunderedstone

The library is housed in a single-room edifice. As you enter, you are met with an amalgam of scents; stone, earth and parchment. Shelves are stacked to the ceiling with scrolls and books, maps and charts. There is a strange, yet comforting feeling of serenity, with a touch of other-worldliness.

A DC 20 Knowledge [The Planes] will identify an inactive portal in one wall that you are pretty sure will lead the use to the Elemental Plane of Earth.

A small Dwarf, even small by Dwarven standards sits primly behind a stone desk littered with documents, quills and inkpots. She wears a set of crystal lenses in a frame of delicately-wrought wire before her eyes, simple home-spun robes. There is an ink smudge on one cheek and each of her fingertips.

"Welcome to th' Vonilor Cairn! Is this yer first visit to th' Library of Planar Wisdom?" (she points to

the PC with the highest Constitution score) *—oh, ya, ya, ya, of course it is there —I would nae have forgotten strong shoulders like yours!”*

“Be there some bit o’ obscure knowledge, or forgotten lore Azmora Earthseeker kin be unearthin’ fer ye?”

ENCOUNTER 5: THE DEAD GIANT RIOT

Note to DM: As you begin this encounter, pay attention to PC choices/role-playing as it will influence the assignment of awards on the Adventure Record. Determine which PC acted with the *most concern for the well-being of the Iron delve tavern-goers* during this encounter. This one will receive the **Embrace of the Soul Forger** on the AR.

Encounter Five is fairly non-linear and is role-play intensive. Characters will find racial, organizational and personal attributes to have a significant affect on their experience and success.

The Dead Giant is a typical Dwarven tavern with its name carved in stone over the doorway. To the left of the door is a carved image of a Dwarf standing over ...what else, but a dead giant. To the right of the door is a carved image of a waraxe and two tankards of ale. The tavern boasts a wide variety of fine Dwarven ales, a stone bar, short tables and chairs, many of which are surprisingly, made of wood. The bartender is a “jovial” Dwarf with a two-horned helm. There are several trophies displayed about the room, including the head of a Manticore. Rumor has it that anyone presenting the left ear of a giant gets a free ale on the house.

Players should receive **Player Handout # 5**.

Located in the Lower Halls, the Dead Giant is a working-Dwarf’s tavern, filled with miners, smelters, forge-workers and others between shifts. There are no other outsiders in here, and all eyes fall upon you upon entrance. Most of your fellow customers do not appear happy to see you, but seem willing to let you have a drink in peace...for now, anyway.

A conspicuously beefy number of Deep Halflings bustle to and from the kitchen and hinter regions of the tavern. Most tavern-goers are covered in grime and soot; all drink heartily. A few are playing a Dwarven drinking game, “Marzoul Kineath” which seems to consist of blowing the

foam from the ale at small insects. A barmaid will come over and take their orders, recommending the house ale as especially “robust” today. Sister Eldessa is waiting for your party at a table near the bar. She motions you over.

“So, Good Folk,” Sister Eldessa begins. “What have you learned?”

As party members tell of what their investigation has turned up so far, some of the patrons will begin to argue quietly (for a Dwarf anyway) at first, then erupting into a yelling match. The gist of the argument is the strange luck in the mines. Especially since the disappearance of Haftsplitter, more Dwarves seem to think it is something to be reckoned with.

A full-blown bar fight will begin if the players do nothing. Ale glasses (emptied first, of course), fists and hammers will fly. After several minutes of fighting, and more than a few bloody noses; (or not if the players defuse the intensity of emotion), the fight slows down and stops as word is confirmed of the disappearance of Haftsplitter. Morose and sulking Dwarves make their way to their homes, leaving the bar unnaturally empty.

The shops will be closed by this time, so there is little more investigation they can do. The options are to stay at the tavern and see what more they can overhear. It would be little more than continuation of the stories already heard; rumors of missing, and more lately melted tools, ghostly sightings, fires that burn brightly and are gone when investigated, but a lingering smell of sulfur and cinders.

If they choose, they can go to Haftsplitter’s home and see if his wife will talk to them. Sister Eldessa will agree to make introductions. If they pursue this course, proceed to Encounter Seven prior to Encounter Six.

If they choose to retire for the night, Sister Eldessa will remind them that arrangements have been made for rooms at the Under the Mountain Inn and she will meet them in the morning for breakfast.

ENCOUNTER 6: THINGS THAT GO BURN IN THE NIGHT

First Time at the Inn: If this is the PCs first time at the Inn, the DM should read the following boxed text:

The Under-the-Mountain Inn is spacious and comfortable with a large common room downstairs

and commodious sleeping quarters up. A jolly dark-skinned Halfling with a ready smile and a tale to tell welcomes you warmly. He tells you rooms have been prepared for you and will have someone show you to them when you are ready. "But, of course, make yourselves comfortable in the common room until you are ready to retire.

Players should receive **Player Handout # 6**, if it has not been already given out.

Returning to the Inn: If they were here earlier on an information gathering quest or registering for their rooms, the gregarious Neierich will welcome them back and ask them how the rest of their day went. The DM should have some fun playing Neierich; he is more than willing to chat with the visitors to avoid the mountain of paperwork he has hidden beneath the front desk. He is a relatively long-time Deep Halfling resident, he is painfully aware of the growing stigma attaching itself to more and more Deep Halflings in Iron delve.

Calling it a Day: Once the PCs have decided to retire, innkeeper has them shown to a suite consisting of four sleeping chambers connected by a short corridor leading to a common area with a fireplace. This area in turn opens out to a private balcony overlooking the sleepless Greatstair Quarter of the Great Hall.

The PCs should be encouraged to utilize the space in any way they like, and the DM should make note of where each character stays and what each are doing throughout the night. The DM should not ask about a watch as this will tip off the PC's that something may occur during the night. Once the PCs bed down for the evening, read the following boxed text:

Silence, as much as the bustling quarter known as Greatstair is ever silent, finally descends. You snuggle into surprisingly soft beds with comfortable quilts, the warmth from the crackling fireplace perhaps magically or alchemically filling every nook and cranny of the stone room. You fall asleep to the silent reverberation of the hammers and anvils through the stone.

DM Note: How the party has decided on watches (if any), and sleeping arrangements will affect the running of this encounter with Zechdobba and Egiflodias' elemental recruit(s). The DM should take note of the motivations of the elemental(s); 1) to conspicuously burn flaming runes into the balcony door, 2) when finished, to call attention of passers-by in the busy area surrounding the Under-the-Mountain Inn by bellowing the message it/they were taught by

the saboteurs, and 3) after reciting the message a predetermined number of times. Players investigating the balcony door receive **Player Handout #3**

Layout of the suite of rooms is given in **DM Aid 2**. Players, often a (rightly) suspicious lot, are likely to have one or more party members standing watch at any one time during the night, even in the orderly (until recently) Town of Iron delve. Whether during a shift change, the party did not choose to include the private balcony in their watch, PCs on the balcony are asleep, etc., the encounter will initiate the exact moment the balcony is empty of all conscious party members. At this time, invisible outsiders will transport to the balcony via a teleport effect, the elemental(s) will immediately beginning to burn a series of strange glyphs upon the stout wooden door leading from the balcony into the common area (see *DM Aid 2_B*).

At APL 4, a single Magmin arrives to complete this task; APL 6, 8 and 10 include more magmins and fire elementals to cover their back, and help assure success in the ploy.

When one or more PCs enter the balcony area after the glyphs have been burnt into the wooden door, give them **Player Handout # 7**.

APL 4 (EL 3)

Magmin: hp 14; see *Monster Manual*, pg. 179.

APL 6 (EL 5)

Magmin: hp 14; see *Monster Manual*, pg. 179.

Medium Fire Elemental: hp 26; see *Monster Manual*, pg. 99.

APL 8 (EL 7)

Magmin (2): hp 14; see *Monster Manual*, pg. 179.

Large Fire Elemental: hp 60; see *Monster Manual*, pg. 99.

APL 10 (EL 9)

Magmin (4): hp 14; see *Monster Manual*, pg. 179.

Large Fire Elemental (2): hp 60; see *Monster Manual*, pg. 99.

Tactics and Development:

Treasure:

Loot the Magmin (DM should describe items found)

APL 4: L: 0 gp; C: 0 gp; M: 62 gp – *magic tile [as potion of extended invisibility]*

APL 6: L: 0 gp; C: 0 gp; M: 62 gp – *magic tile* [as *potion of extended invisibility*]

APL 8: L: 0 gp; C: 0 gp; M: 62 gp – *magic tile* [as *potion of extended invisibility*]

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 375 gp – *magic tile* [as *potion of extended invisibility*]

ENCOUNTER 7: MISSING MINERS AND WORRIED WIVES

Encounter Seven is non-linear and role-play intensive. Characters may find racial, organizational and personal attributes to have an affect on their experience with Jaela Haftsplitter, but as an Aristocrat, she is less impressed by race, but more appreciative of one's diplomatic bearing or noble mien. PCs should receive only ½ the penalty or bonus to Diplomacy checks from racial modifiers (rounded down), and double any bonuses/penalties received from any source related to lifestyle, reputation among the aristocratic elite, etc (DM's discretion).

Players should receive **Player Handout #10**.

You arrive at a large, well-maintained, aristocratic home. The entry hall is made of stone with tall pillars flanking the inner door. There are carvings of Dwarves in battle and gems inlaid about the door, the frame and the pillars. The door is answered by a small, well-dressed Dwarf with tear-bright eyes and a blotchy face revealing her worry and concern over her husband. Sister Eldessa speaks to her.

"Jaela, no need ta' be worryin". Gar's a good Dwarf and is knowin' th' mines better'n anyone. He'll be back in no time. I brought some folk tha' might'n be able to help ye find him. D'ye feel up ta' talkin' ta them?"

She invites you to enter. The entrance hall is large, by Dwarf standards, so humans among you can stand comfortably. The walls are covered with rich tapestries and stone carvings; soft carpets under your boots muffle your footfalls. She leads you to a sitting room with chairs and couches, Dwarf-sized, of course. There are one or two larger seats, indicating that he is in the habit of entertaining either friends or business acquaintances that might appreciate a large chair. Jaela, being the aristocratic woman she is,

remembers her manners, even in this trying time and offers you drinks.

"How can you help find my Gar? I know he would never get lost in those mines. He could find his way through them with his eyes closed."

The following are possible questions the party may ask her followed by her answers. The DM is encouraged to improvise answers to any questions they ask that may not be included here. These answers can be based on DM Aid 1.

What are your husband's duties in the mines?

"He is th' Shaftmaster; responsible for all th' operatin' of all th' mines, gold an' iron, held by Irondelve. He has 45 crews working for him. He holds base on one place or 'nother to squash any troubles, keep the pick-swingers on task an' happy. He is responsible for making sure the shafts are sound, that th' mines get mined, an' th' right ore gets to th' right smeltry furnaces for refining."

Has he talked about taking a trip or leaving the Delve?

"Oh no. Gar would never leave Irondelve. It's been home to our families since Agnes McDoos resettled it. ...Now wait, since you mention it, he has bin talking about some business he needed to take care of somewhere. Now where was that? Something to do with a tangled forest... or maybe it was a hollow of some sort? Oh I just can't remember."

Does he have any enemies?

"Of course not! His miners count it an honor to work beside their Shaftmaster, an' Gar feeled th' same about his boys!"

Did he talk about any trouble in the mines?

"Oh, I've heard the stories about ruined an' missin' tools an' the seeing of things, but that's just lazy, careless folk who can't keep their tools in their hands, where they're needin' to be. If they had them in their hands and working, how would they come up missing? That's what Gar says. He didn't put much stock in those ramblings. He thought the miners weren't busy enough if they had time to make up such rot."

Has he been behaving strangely lately?

"Now that you mention it, he has been preoccupied. I'm sure it was just the rumors going around about trouble in the mines. He has so much responsibility. Everything that happens in the

mines affects him deeply. He takes his job seriously. He has spent more time either in the mines or holed up in his study as of late. He has even missed a few evenin's with the boys in the Dead Giant and that's not like him."

Has he had any fights or disagreements with anyone?

"Not that I know of, but some of the miners have been pretty upset lately. I don't think it ever came to a fight."

When did you see him last?

- *"This morning after breakfast; he left for th' mines after breakfast as usual."* (If this is the next day, it would be *"Yesterday morning after breakfast; he left for th' mines as usual."*)

Who was the last person to see him?

"I have no idea. As far as I know, it was me."

Which mine was he assigned to?

"The Coldhammer Mine; Shaft Number 13."

If the PCs ask to see his study as search DC of 15+ APL will give them his journal, found in lower desk drawer, covered with miscellaneous papers; maps, output ledgers and invoices for tools and ore primarily. This drawer is inconspicuous, but unlocked.

If they discover the journal give the PCs **Player Handout #4**.

ENCOUNTER 8: ROCKS STONES AND BOULDERS

Note to DM: As you begin this encounter, pay attention to PC choices/role-playing as it will influence the assignation of awards on the Adventure Record. Determine which PC acted with the *least consideration for personal well-being in light of the needs of endangered Irondelvers*. This one will receive the **Gratitude of the Stone Dweller** on the AR.

This encounter should take place some time after the party has left the Haftsplitter home, or if they are engaging in other areas of gathering information, any time near the middle of their second day of investigation. The DM should note closely the attitudes expressed and choices made by party members, and should begin Encounter Eight by reading the following boxed text:

Your passage is interrupted by the sight of an extremely dirty Dwarven miner, covered helm to hind-end in dust and blood, running down an intersecting thoroughfare. He calls out breathlessly in the rough Dwarven tongue, calling to any who will hear him in desperation. It appears, from the faces of citizens who hear this Dwarf's rueful bellowing, that they understand the need for the greatest haste. Within seconds, it appears that near a score of doughty Delfefolk are now swarming toward the low-hanging stalactites in the eastern edge of the Great Hall that give neighborhood of Miner's Pikes its name.

The DM should tell any PC who understand Dwarven the following translation of the frenetic Dwarf's shouts:

"It's a cave-in, lads! The Coldhammer Forge. Many o' our kin ar' trapped and dyin' between the hammer an' anvil!!"

The adventurers may follow if they choose to do so.

If the party follows the group, the DM should describe the hasty, sometimes perilous rush down uneven, twisting corridors, through areas of blackness darker than night, etc., creating a sense of urgency, danger and the horror expressed by the normally stoic People of the Beard whom they follow deeper and deeper into the belly of the mountain.

Hand out **Player Handouts #8** and **9**.

The charging Delfefolk and the dozen or more off-duty miners and smiths picked up along the tortuous route finally stop. You arrive at what appears to be part artificer's storeroom, part forge and part repository for large amounts of debris recently taken from the smoky chamber beyond an open portal at the far end of the chamber in which you stand.

Any PCs with any ranks in Craft (Alchemy), Craft (Armorsmithing), Craft (Weaponsmithing), Profession (Miner), or Profession (Smelter) recognize the equipment as that used in the process of smelting, or removing the impurities from ore so that it may be better used through any of various forms of forgecraft.

You maneuver through broken ironworks and slabs of hastily dumped cavern-rock into what must have once been a productive forge, smoky heat still in the air competing with choking clouds of dust and the sounds of Dwarven smiths losing their struggle to survive under tons of fallen rock.

Due to clinging heat of the forges, the smoke and detritus in the air, the atmosphere constitutes *heavy smoke* (see *Dungeon Master's Guide*, page 304), and will require successful Fortitude saves at a penalty of -2 if they are doing any strenuous activity, such as lifting heavy debris, bodies, etc.

During this time, PCs may opt to hold their breath (again at a -2 penalty if they are engaging in strenuous activity) rather than cope with the heavy smoke in the area. In this case, the DM should refer to the rules on *suffocation*, found in the *Dungeon Master's Guide*, page 304. PCs with the Endurance Feat may add +4 to all checks and saves related to both the smoky effects and suffocation in this adventure.

Some PCs may opt not to participate at all, or may choose to help using non-physical methods, in which case they are able to avoid the effects of the atmosphere by standing out of range (effectively taking them out of the action of the immediate scene).

The DM should note that though the party members are more than welcome to assist at the Coldhammer Forge, the attending rescue workers will neither comment upon it, nor ask it at this point (Dwarven sensibilities assume such things, and do not waste breath when it may be needed for other things).

As rubble and debris is removed, the bodies of trapped Coldhammer smiths are arduously recovered, those with even a hope of life within them being rushed away immediately for attendance by dutiful healers who have begun to filter down from the Soul Forger's Chapel, and the Sunderedstone Seminary. As these are being uncovered or taken away, some, still conscious, talk of a loud explosion and showers of rock and boulders.

Party members who are assisting with the recovery in any way, should have it described that their efforts are making the rescue go more quickly, and helping save more men than otherwise would have been saved. PCs who are not assisting with the recovery in any way, should have the heroism of those who did participate described in effusive terms as possible.

As the last living person is hauled from beneath a toppled mess of iron-cast piping, Delvesfolk eventually begin to depart Coldhammer Forge and Smelting Hall. The scene looses its chaotic fire, giving way to the somberness of two remaining Dwarves, whom you have gotten to know as Troiann and Nythann. They continue their search—not for the living, but for the oerthly remains of their Brothers and Sisters. After the exodus of so many others from the rubble-and-

death cluttered chamber, silence is profound. Neither ringing hammer nor crackling flame steals your attention from a partially dismantled furnace, standing with a heavy compartment door standing ajar like a jaw dropped in disbelief.

Assuming they can see, the DM should make DC 10 Spot checks for the PCs. A successful check reveals the lifeless body of a white-haired Mountain Dwarf, covered in ash and apparently horribly burnt. If the corpse is pointed out to either of the two Dwarves still searching through the hall, they will, in shock and recognition, identify him as Forgemaster Yurri Deepchasm. Any characters, animal companions, familiars or allies who have particularly keen olfactory senses (such as Gnomes, or a creature with the Scent Special Ability) are automatically drawn (perhaps in revulsion) to the odor of decomposition emanating from the furnace, and are entitled to a Search or Spot check (player's choice) with a +2 circumstance bonus.

While it is clear to anyone viewing the front of the body that Yorri has had his heart torn from his chest, PCs may be able to discern more than the typical bystander. The DM should have PCs who take a full round action to make the following checks for the following clues:

- **DC 15 Heal check:** He was not killed by the smelting fires and the organ was neither torn out by a humanoid, nor corporeal creature; PCs who have 5+ ranks in Knowledge [The Planes], or Knowledge [Religion] receive a +2 synergy bonus to this check
- **DC 20 Heal check:** He was not burned in the smelting fires at all and the organ was neither torn out by a humanoid, nor corporeal creature; based on surrounding structural and tissue damage that the heart seems to have wormed its way *out* of the chest, rather than having been torn from the ribcage by an outside force.
- **DC 24 Spellcraft check:** The assault appears to have been necromantic in nature, and was of an at least a moderate supernatural or magical magnitude; a necromancer specialist wizard receives a +2 bonus on this check.
- **DC 20 Knowledge [Arcana] check:** The effect is consistent with a form of ritualized execution practiced by a sect of assassin-zealots; PCs with a specialty in Knowledge [Arcana] receive a +2 circumstance bonus on this check.
- **DC 25 Knowledge [Arcana] check:** The effect is consistent with a form of ritualized execution practiced by a sect of Underdark

assassin-zealots who venerate otherworldly, alien powers.

The two Dwarves are visibly shaken by the evidence of a tragedy only feared since the disappearance of the well-known Forgemaster.

Troiann paces the perimeter of the disrupted hall, muttering to himself, "...tis a sign from th' Soul Forger, we must leave this'un be... not meant t' use this place na' more..."

The other seems also to be talking, or berating himself, as though he were taking the burden of the whole Delve upon his own shoulders. He gazes with terrified eyes buried beneath red, bushy eyebrows at the heartless corpse as it stares, unseeing, into oblivion. Moments pass and Nythann leaps upon the cadaver, pounding ham-hands into the shell. Before anyone can do anything about the Dwarf as he teeters on the edge of madness, he pulls himself off the dead Forgemaster, and begins prying anything he can off the furnace that served as his kinsman's coffin until seconds ago. In a rage, he strews debris this way and that, almost taking Troiann off his feet. He stumbles back, but while managing to keep his footing, he tips over a broken workbench; one end of it disappearing into what appeared moments ago to be the sooty stone of the smeltry wall.

Nythann and Troiann stare at each other as though, even after the strange occurrences over the last months, and the tragedy befalling their kinsmen mere hours ago, they can not believe their eyes. A long breath passes their lips as they turn to your party expectantly.

If the PCs wish to explore the mystery of the illusory wall, they will find that Medium creatures/characters must squeeze in order to travel through the narrow channel (normally requiring double movement to pass through), as well as loose, sharp rock all along the ground along the lightless passage (requiring Medium creatures to take a full-round action to move 5-ft in some spots. This should result in a -4 AC and -4 to attack rolls and all movement requires double. Small creatures will find the passage to provide enough space to maneuver, but still suffer movement penalties because of the difficult terrain. Refer to **DM Aid #3**.

There are two places where the tunnel descends at a nearly vertical degree of decline that will require a DC 5 Climb check (narrow opposing rock walls make the descent more manageable than it otherwise would be). Anyone failing this climb check will take falling

damage as a fall from 10 feet. As they reach the 2nd area requiring this climb check will trigger the trap below.

All APLs (EL 2)

Winding Channel Trap (Swinging Block from Ceiling): CR 2; mechanical; touch trigger; manual reset; Atk +14 melee (4d6, stone blocks); Search DC 24; Disable Device DC 24; see *Appendix Three: DM Aids*.

ENCOUNTER 9: THE OBFUSCATED SHRINE

As you begin this encounter, pay attention to PC combat and role-playing choices as they will influence the assignment of an award on the Adventure Record. Determine which PC *resolved themselves to Fate path for them in the battle taking place in the macabre setting*. This one will receive the **Sanction of the Great Judge** on the AR.

You shake dust off your shoulders and rubble from your boots and do your best to survey your surroundings as the echoes of collapsing rock and your own startled shouts begin to fade. Luckily, your group appears to remain mostly whole. A pregnant moment passes. Heaving chests steady themselves. A moment more passes. You could swear you hear something issuing forth from farther down the winding channel as it broadens slightly.

The tunnel in which they sit or stand is completely quiet other than the sounds of spellcasters invoking their words of arcane and divine power in a chamber a short distance away. Anyone who succeeds on a DC 10 Listen check recognizes the sounds as some kind of prayer, or chanting, with just a touch of nefarious mirth around the edges. A successful Spellcraft check (DC 35 due to being unable to see somatic or material components) reveals invocations of an enchantment or necromantic nature; nothing further will be discernable due to the lack of information.

You feel your hearts thud unnaturally for one-two...three-four...five-six beats, followed by a pang of hollowness and the dulling of your senses. Among your party, even the least familiar with matters occult knows powerful dweomers have nearby been lain...

At this point, the players should have a sense of foreboding and feel that the obligatory final "killer-combat" is coming up next; they are mostly correct, but the DM should continue to try to intensify the feeling of creepy, danger. PCs should be driven to consider

not only *how* they want to proceed, but also *whether* they are ready to face the “light at the end of the tunnel,” though in this case the light is rather non-existent.

Each of you somehow knows in the depths of your being that ahead lays a fork in your path, but what remains of your life can not be seen. Returning to the light of the halls above will mean safety, for a while at least, but something inside you, something heroic perhaps—or something foolish stirs you where you stand. Was that your name being called through the dead-still air? One of your companions starts at something unseen... a tremor runs through the broken stone at your feet...someone—or something brushes by your leader's face and they gasp—or did that come from farther within this mountain of madness?

Allow any players to end their adventure at this point without discouragement; take note of which player(s) opt to end their participation, and indicate to them that you will provide them with their AR after the remainder of the party is *finished*. Refer to **Conclusion: PCs Quit While They Are Ahead (Discretion is the better part of valor)** below when resolving the adventure for any players who decided to leave play before entering the Obfuscated Shrine.

For any players who opt to follow their ears toward the unsettling laughter (and the final scene), allow them to make any preparations they wish and continue on reading the following boxed text:

Moving forward toward whatever fate awaits, you find the passage continuing for only a short distance before a you smell a sickly, sweet odor, which seems to be coming from behind a large stone. From this vantage point, you can see that the stone is blocking a small passage into the jagged rock wall running a handspan before your noses.

Sights and Sounds in the Obfuscated Shrine:

The DM should note carefully the details presented on the map, specifically, the chasm which all but bisects the cavern (depth = 10 x APL in feet), the unwholesome cage held between stony protrusions marked by an “X,” and the presence of a *programmed illusion* indicated by “Ms” and “Ps” on the map. The initial positions of the Saboteurs, Zechdobba Shroom'iane and Egflodias Scieszka, are marked by “Z” and “E,” respectively. The chamber has low (6-8 ft), irregular ceilings, though they are high enough for Medium creatures to move without hindrance.

Because of the special preparations made by the denizens of the chamber, vision and hearing are

especially important to keep track of. The DM should consider the following conditions:

- PCs have a light source, or *darkvision*: when within range, PCs will notice the map much as it appears to the DM, including the *figments* within the area of the *programmed illusion*; the figments are various sorts of normal and extraplanar undead standing at attention, eagerly awaiting orders to attack, etc.; the illusory undead appear to be “guarding” the altar space in the back of the shrine, and upon a successful DC 5 (+1 per 10-ft of distance from the spell effect) Listen check hear the scuffling of lifeless feet upon stone, evil mutterings escaping undead lips, etc. They will also note that they are not on favored ground, i.e. they need to move up an incline, that the ceilings are rather low, and that there are a number of large stalagmites and stalactites piercing the floor and ceiling of the shrine (possibly useable for cover).
- PCs have neither a light source, nor *darkvision*: Though unlikely, some parties may, for one reason or another, be unable to see during this encounter. Obviously the PCs will not see the illusory undead “guarding” the altar space in the back of the shrine, but upon a successful DC 5 + 1 per 10-ft of distance from the spell effect) they will hear the scuffling of lifeless feet upon stone, evil mutterings escaping undead lips, etc. Clearly, being blind in this environment is very dangerous; the DM should frighteningly, and horrifically describe the unseen action and terrible sounds encountered in the Obfuscated Shrine.

Tactics: APL 4

At APL 4 this combat begins once a PC comes within 10 feet of the “X” on the map (**See DM Aid #4**). At this point, Egflodias (who is under the effects of *invisibility sphere* and *mislead*) begins his readied standard action to release the gibbering mouther by dispelling the *sequester* dweomer upon the macabre guardian (which will follow tactics described under its entry in Appendix 1). The otherworldly sorcerer will follow this up by fleeing the scene by way of a *phase door* set 5-ft from his current position, taking an invisible Zechdobba with him as he does so. The act of dispelling the *sequester* may be detected with a successful Listen DC 5+1 per 10 feet of distance between PC and altar (Note: Each wavy double line indicates a 5 foot elevation and counts as double

movement/distance) and a DC 27 Spellcraft to identify that it is a dispelling of an abjuration spell.

Tactics: APL 6-10

At APLs 6-10, combat is triggered once any PC triggers the *spell turret* by entering its visual range of 120 ft (keep in mind the trap's *true seeing* capability). From this point onward, the *spell turret* will follow the tactics described under its entry in Appendix 1.

Once a PC comes within 10 feet of the "X" on the map (See **DM Aid #4**), Egliflodias (who is under the effects of *invisibility sphere* and *mislead*) begins his readied standard action to release the gibbering moulder (at APL 6), or chaos beast (at APLs 8 and 10) by dispelling the *sequester* dweomer upon the macabre guardian. The otherworldly sorcerer will follow this up by fleeing the scene by way of a *phase door* set 5-ft from his current position, taking an invisible Zechdobba with him as he does so. The act of dispelling the *sequester* may be detected with a successful Listen DC 5 +1 per 10 feet of distance between PC and altar (Note: Each wavy double line indicates a 5 foot elevation and counts as double movement/distance) and a DC 27 Spellcraft to identify that it is a dispelling of an abjuration spell. The gibbering moulder or chaos beast will follow tactics described under their entry in Appendix 1

APL 4 (EL 7)

Gibbering Moulder (2): hp 42; see *Monster Manual*/pg. 126.

APL 6 (EL 9)

Gibbering Moulder (2): hp 52; see *Monster Manual*/pg. 126.

Spell Turret: CR 8; Diminutive magic device; visual trigger (*true-seeing*); automatic reset; *extended greater dispel magic (abjuration)*, *power word blind (enchantment)*, *waves of exhaustion (necromancy)*, *forcecage* [20-ft barred cage version] (*transmutation*) cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable device DC 32; AC 7; hardness 8; hp 200.

Tactics: The device is located 85-ft from the mouth of the chamber in the center of the sculpture of alien Outsider standing at the rear of the Obfuscated Shrine. When inactive, the turret merges with the stone and cloaks itself with a *non-detection* spell to hide its magical aura. The spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet; it has been programmed to recognize Zechdobba, Egliflodias and

the gibbering moulder; creatures the spell trigger recognizes do not trigger it, nor does the spell trigger ever target them once it is activated. If a spell trigger casts an area spell, recognized targets may accidentally suffer the effect of the spell if they are in the wrong place at the wrong time.

The spell turret immediately activates upon detecting an unrecognized target. When it does so, it emerges from the statue's chest quickly and quietly with a sickly bilious, tendril-like light whipping out from the statue's chest.

Once activated, the spell-turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself. The turret targets the closest unrecognized creature and has a 360-degree arc of fire. A spell turret's spells are cast at an effective Caster Level 14.

The order in which a turret casts its spells is set to the following order:

1. Activation round—*extended greater dispel magic* [area effect version]
2. Round 2—*power word blind*
3. Round 3 — *waves of exhaustion*
4. Round 4 —*forcecage* [barred cage/20-ft cube version].

The spell turret will cycle through them in the same order each time.

APL 8 (EL 11)

Chaos Beast (2): hp 60; see *Monster Manual* pg. 33.

Spell Turret: CR 8; Diminutive magic device; visual trigger (*true-seeing*); automatic reset; *extended greater dispel magic* [area effect version] (*abjuration*), *insanity (enchantment)*, *forcecage* [barred cage/20-ft cube version] (*transmutation*), *waves of exhaustion (necromancy)* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable device DC 32; AC 7; hardness 8; hp 200.

Tactics: The device is located 85-ft from the mouth of the chamber in the center of the sculpture of alien Outsider standing at the rear of the Obfuscated Shrine. When inactive, the turret merges with the stone and cloaks itself with a *non-detection* spell to hide its magical aura. The spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet; it has been programmed to recognize Zechdobba, Egliflodias and

the chaos beast; creatures the spell trigger recognizes do not trigger it, nor does the spell trigger ever target them once it is activated. If a spell trigger casts an area spell, recognized targets may accidentally suffer the effect of the spell if they are in the wrong place at the wrong time.

The spell turret immediately activates upon detecting an unrecognized target. When it does so, it emerges from the statue's chest quickly and quietly with a sickly bilious, tendril-like light whipping out from the statue's chest.

Once activated, the spell turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself. The turret targets the closest unrecognized creature and has a 360-degree arc of fire. A spell turret's spells are cast at an effective Caster Level 14.

The order in which a turret casts its spells is set to the following order:

1. Activation round—*extended greater dispel magic* [area effect version]
2. Round 2—*insanity*
3. Round 3— *forcecage* [barred cage/20-ft cube version]
4. Round 4— *waves of exhaustion*.

The spell turret cycles through in the same order each time.

APL 10 (EL 13)

Chaos Beast (4): hp 60; see *Monster Manual* pg. 33.

Spell Turret: CR 8; Diminutive magic device; visual trigger (*true-seeing*); automatic reset; *extended greater dispel magic* [area effect version] (*abjuration*), *forcecage* [windowless cell/10-ft cube version] (*transmutation*), *plane shift* (*conjuration*), *finger of death* (*necromancy*) cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable device DC 32; AC 7; hardness 8; hp 200.

Tactics: The device is located 85-ft from the mouth of the chamber in the center of the sculpture of alien Outsider standing at the rear of the Obfuscated Shrine. When inactive, the turret merges with the stone and cloaks itself with a *non-detection* spell to hide its magical aura. The spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet; it has been programmed to recognize Zechdobba, Egiflodias and the chaos beast; creatures the spell trigger recognizes do not trigger it, nor does the spell trigger ever target them once it is activated. If a spell trigger casts an area

spell, recognized targets may accidentally suffer the effect of the spell if they are in the wrong place at the wrong time.

The spell turret immediately activates upon detecting an unrecognized target. When it does so, it emerges from the statue's chest quickly and quietly with a sickly bilious, tendril-like light whipping out from the statue's chest.

Once activated, the spell turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself. The turret targets the closest unrecognized creature and has a 360-degree arc of fire. A spell turret's spells are cast at an effective Caster Level 14.

The order in which a turret casts its spells is set to the following order:

1. Activation round—*extended greater dispel magic* [area effect version]
2. Round 2—*forcecage* [windowless cell/10-ft cube version]
3. Round 3—*plane shift* [to Plane of Limbo]
4. Round 4— *finger of death*). The spell turret will cycle through them in the same order each time.

An ancient, battered statue of unknown make, once alive with terrible power, stands in one corner of the fallen shrine, the lifeless form of a Svirfneblin draped in its double-set of tentacled arms. The stench of death is heaviest near the madness-graven altar stone upon which lies a poor, now beardless Child of Stone, something dark, shining half-sewn into an eyeless socket. No villains remain upon which you can lay your senses, yet you feel somehow a taint that may wash out neither with lye, Dwarven whiskey, nor the passage of years. What can you take from Iron delve but memories of things you wish you had never witnessed?

Treasure:

Defeat all shrine defenses (DM should be sure to describe items found)

APL 4: L: 0 gp; C: 300 gp – *unspeakable rune-graven dwarf-skull arcanabulum case*, 60 gp – *crystal phial of powdered onyx*, 117 gp – *obsidian drum of diamond dust*; Magic: 0 gp

APL 6: L: 0 gp; C: 490 gp – *unspeakable rune-graven dwarf-skull arcanabulum case*, 60 gp – *crystal phial of powdered onyx*, 117 gp – *obsidian drum of diamond dust*; Magic: 0 gp

APL 8: L: 0 gp; C: 910 gp – *unspeakable rune-graven dwarf-skull arcanabulum case, 60 gp – crystal phial of powdered onyx), 117 gp – obsidian drum of diamond dust; Magic: 0 gp*

APL 10: L: 0 gp; C: 740 gp – *unspeakable rune-graven dwarf-skull arcanabulum case, 60 gp – crystal phial of powdered onyx), 117 gp – obsidian drum of diamond dust; Magic: 0 gp*

CONCLUSION

Depending on whether our brave heroes forged ahead into the jaws of death—err, we mean the final encounter and successfully eradicated the Obfuscated Shrine, the adventure can end in one of three ways.

Conclusion 1: PCs Quit While They Are Ahead (aka “*Discretion is the better part of valor*”)

You have returned to your rooms at the Under-the-Mountain Inn and as you pack up your belongings, a deeply unsettling feeling assaults your very soul. What lay ahead in the tunnel? What evil still threatens life in the ‘Delve? And can you live with yourself knowing you turned your back on them? You assuage your guilt by telling those who ask, that even though you fled, you are indeed alive to fight another day... perhaps one day you will say it enough so that you actually believe those words...

Conclusion 2: PCs Survive Final Conflict

As you survey the remains of this unholy, unnatural, evil place a shudder runs through your very soul. Why would a place like this exist under the very home of such good Dwarven folk? Who was behind this abomination? And what was their purpose? So many questions and no real answers. Your soul is unsettled by, of course the most important question of all... Will they return?????

Conclusion 3: PCs Fail to Survive Final Conflict

Having fallen in battle with forces of corruption and chaos, the Dwarven sensibilities common to Iron delve mark you as heroes. Knowing the deeds performed by your party has forged the way for others to take over the task of cleansing the corruption from within the Obfuscated Shrine. Provided you find rest in your graves and their corpses are not re-animated to thwart the next cadre of intrepid heroes, Eldessa

and Vardeep may able to recover your fleshy shells, knowing the deeds you and companions performed today may well have forged the way for other, more fortunate adventurers to finish the task of cleansing the chaos and corruption that festers beneath the orderly, law-abiding Halls and Tunnels of Iron delve.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: The Sound...of Silence?

Overcome/survive aerial attack

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Things That Go Burn in the Night

Become aware of and address elemental visitation

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 8: Rocks, Stones and Boulders

Assist in rescue mission and make ghastly discover

APL 4	60 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP

Encounter 9: The Obfuscated Shrine

Discover shrine and survive battle

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Discretionary roleplaying award

Awarded *proportionately* for good roleplaying

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 2: The Sound ...of Silence?

APL 4: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 6: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 8: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

APL 10: L: 0 gp; C: 0 gp; M: *brooch of shielding* (84 gp)

Encounter 3: Enterin’ th’ Delve

APL 4: Loot: 21 gp – *alchemical weapon capsule: ghostblight* (8 gp each), *alchemical weapon capsule: quicksilver* (4 gp each), *alchemical weapon capsule retainer* (8 gp each), 2 *Irondelve Hearthfire Staffs* (1 gp each); Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 21 gp – *alchemical weapon capsule: ghostblight* (8 gp each), *alchemical weapon capsule: quicksilver* (4 gp each), *alchemical weapon capsule retainer* (8 gp each), 2 *Irondelve Hearthfire Staffs* (1 gp each); Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 21 gp – *alchemical weapon capsule: ghostblight* (8 gp each), *alchemical weapon capsule: quicksilver* (4 gp each), *alchemical weapon capsule retainer* (8 gp each), 2 *Irondelve Hearthfire Staffs* (1 gp each); Coin: 0 gp; Magic: 0 gp

APL 10: Loot: 21 gp – *alchemical weapon capsule: ghostblight* (8 gp each), *alchemical weapon capsule: quicksilver* (4 gp each), *alchemical weapon capsule retainer* (8 gp each), 2 *Irondelve Hearthfire Staffs* (1 gp each); Coin: 0 gp; Magic: 6,000 gp – *goggles of night* (1,000 gp each)

Encounter 6: Things That Go Burn in the Night

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: 375 gp – *magic tile* [as *potion of extended invisibility*] (62 gp each)

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 375 gp – *magic tile* [as *potion of extended invisibility*] (62 gp each)

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 375 gp – *magic tile* [as *potion of extended invisibility*] (62 gp each)

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 375 gp – *magic tile* [as *potion of extended invisibility*] (62 gp each)

Encounter 9: The Obfuscated Shrine

APL 4: Loot: 0 gp; Coin: 477 gp – *unspeakable rune-graven dwarf-skull arcanabulum case* (300 gp each), *crystal phial of powdered onyx* (60 gp each), *obsidian drum of diamond dust* (117 gp each); Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 667 gp – *unspeakable rune-graven dwarf-skull arcanabulum case* (490 gp each), *crystal phial of powdered onyx* (60 gp each), *obsidian drum of diamond dust* (117 gp each); Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 1,080 gp – *unspeakable rune-graven dwarf-skull arcanabulum case* (910 gp each), *crystal phial of powdered onyx* (60 gp each), *obsidian drum of diamond dust* (117 gp each); Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 917 gp – *unspeakable rune-graven dwarf-skull arcanabulum case* (740 gp each), *crystal phial of powdered onyx* (60 gp each), *obsidian drum of diamond dust* (117 gp each); Magic: 0 gp

Total Possible Treasure

APL 4: Loot: 21 gp; Coin: 517 gp; Magic: 102 gp;
Total: 600 gp

APL 6: Loot: 21 gp; Coin: 717 gp; Magic: 102gp;
Total: 800 gp

APL 8: Loot: 21 gp; Coin: 1,167 gp; Magic: 102 gp;
Total: 1,250 gp

APL 10: Loot: 21 gp; Coin: 1,017 gp; Magic: 1,102 gp;
Total: 2,100 gp

ITEMS FOR THE ADVENTURE RECORD

Special

Embrace by the Soul Forger: An anvil-shaped rune appears upon your forehead, You receive a +4 divine bonus to Charisma-based skilled checks with dwarves for the next 4 adventures.

Gratitude of the Stone Dweller: A hammer-shaped rune appears upon your right cheek. All healing spells cast by dwarven clerics who follow a dwarven deity are treated as if maximized for the next 4 adventures.

Sanction of the Great Judge: A rune in the shape of a battle-axe appears upon your left cheek. When facing a creature with DR/adamantine or DR/cold iron, your weapons are treated as if they were made of that material. This lasts for the next 4 adventures.

Dwarven Access: Characters that are members of the following Verbobonc regional metaorgs at the beginning of this adventure receive Frequency [Regional] Access to items marked with a dagger (†):

Clan Rockhall, Dwarven Church (or Pantheon of the Dwarven Gods)

Free Ticket to Gimric's Comedy Show: You receive a ticket to Gimric's comedy show.

Metaorganizational Access: Characters that are members of the following Verbobonc regional metaorgs at the beginning of this adventure receive Frequency [Regional] Access to items marked with a dagger (†): Clan Rockhall, Dwarven Church (or Pantheon of the Dwarven Gods), Verbobonc Town Project [Citizen of Irondelve]

The Halls of Irondelve: Your sojourn into the depths of Irondelve has allowed you to avail yourself of the great training halls and temples of the dwarves of Clan Rockhall. Choose one (1) of the following options:

- Sunderstone Seminary:** You gain access to two of the following alternate class abilities: Underdark Knight^{CC}, Holy Warrior^{CC}, Resolute^{CC}, Divine Spirit^{DS}
- The Angus McDoos School of Battleragin, Giant-Slayin' and Hooliginizin': You gain access to two of the following alternate class abilities: Trapkiller^{DS}, Dungeon Crasher^{DS}, Berserker Strength^{PH2}, Dungeon Specialist^{PH2}
- Angus McDoo's Smithy:** After any Verbobonc regional adventure, you may spend 1 TU to travel to the smithy, where Angus will provide a 10% discount for applying any armor or weapon enhancements to which you already have access. You may use this benefit four (4) times.
- ShieldingHammer Mercantile Company:** You may spend 1 TU to travel to the mercantile to gain access to any item on a previous AR to which you have access. You may use this benefit two (2) times.

Residents of Irondelve may select two (2) options. This favor expires after one (1) year from the date this adventure was played.

REWARD NOTES:

Embrace by the Soul Forger: This entry is awarded to characters that behave with genuine concern and wellbeing, and emulate the precepts of Moradin, dwarven god of community and creation, during Encounter Five.

Gratitude of the Stone Dweller: This entry is awarded to lawful or good characters that behave selflessly and emulate the precepts of Fortubo, dwarven god of community and guardianship, during Encounter Eight

Sanction of the Great Judge: This entry is awarded to characters that emulate the precepts of Gendwar Angrim, dwarven hero-god of fatalism during Encounter Nine.

Tickets to Gimric's Comedy Show: This entry is awarded to any character that visited Ghostdragon Forgeworks in Encounter Four.

The Halls of Irondelve: This entry is awarded to all characters that successfully complete this adventure.

APPENDIX 2: NEW RULES

NEW RULES AND SPECIAL ITEMS

Alchemical Weapon Capsule Retainer [New Equipment] (from Complete Adventurer)

An *alchemical weapon capsule retainer* is the most common method of delivering the effect of an alchemical weapon capsule is the weapon capsule retainer. This long leather thong, wrapped around a melee weapon or a thrown weapon (but not a projectile weapon) just at the base of the blade or striking surface, holds a thin, fitted ring sized for a single alchemical capsule.

Only one weapon capsule retainer can be attached to any weapon. Attaching a weapon capsule retainer to a weapon or putting a capsule into an empty weapon capsule retainer is a full-round action that provokes attacks of opportunity. Using an alchemical weapon capsule requires only a swift action (and does not provoke attacks of opportunity) if it is held in a properly attached weapon capsule retainer.

An alchemical weapon capsule retainer can be filled with a single dose of an injury poison. Activating the capsule coats the weapon with the poison, allowing the wielder to deliver toxic strikes with the weapon. A character using poison in this way faces all the normal perils of using poison (including accidental exposure when activating the capsule or with a natural 1 on the attack roll). 100gp.

Quicksilver Alchemical Weapon Capsule [New Equipment] (from Complete Adventurer)

A *quicksilver alchemical weapon capsule* coats a melee weapon or a thrown weapon with a thick silvery liquid. This substance allows the weapon to deal damage as if it were coated with silver (including the normal -1 penalty on damage rolls for silvered weapons). Applying an alchemical weapon capsule that is not held in a properly attached weapon capsule retainer is the equivalent of applying magical oil (a standard action that does provoke attacks of opportunity). The capsule's effects last for 3 rounds and override any other special material effects of the weapon. 50gp. Craft DC 30.

Ghostblight Alchemical Weapon Capsule [New Equipment] (from Complete Adventurer)

A *ghostblight alchemical weapon capsule* coats a melee weapon or a thrown weapon with a thick gray liquid. This substance allows the weapon to ignore the miss chance that ordinarily applies when the wielder is in combat with incorporeal creatures (as if the weapon had the ghost touch magical property). Applying an

alchemical weapon capsule that is not held in a properly attached weapon capsule retainer is the equivalent of applying magical oil (a standard action that does provoke attacks of opportunity). The capsule's effects last for 3 rounds. 100gp; Craft DC 35.

Hearthfire [New Equipment] (from Races of Stone)

A concoction of Dwarf alchemists, hearthfire is a blue-green gel, typically poured into a large shallow container and allowed to solidify. The substance is then left in the pan as is or removed and cut into 2-inch cubes. When water is poured onto the gel (1 ounce per 2-inch cube is sufficient), it "ignites," causing blue-green flames to spring from the substance. The flames have no heat and will not harm anything that touches them. Each 2-inch block provides light for 24 hours when wet, shedding illumination as a torch (20-foot radius). The hours of use need not be continuous, so a flaming cube can be extinguished, dried off, and used again at a later time. In the Dwarves' underground community of Iron delve, hearthfire sees common use in town lanterns, as well as home hearths and braziers. Hearthfire lanterns hold one dose each and are typically hooded. See the *Player's Handbook*, page 164 for more rules on illumination. 10gp; 2 lbs; Craft DC 20.

Magic Tile [New Equipment] (from Complete Adventurer)

A small ceramic tile inscribed with a magic rune holds a potion-type effect. When it is snapped, or broken in ones hand, the effect is released. Cost and weight are comparable to that of a potion of the same magical effect.

Spell Turret [New Trap] (from DMG II)

A spell turret is a highly dangerous magic trap that blurs the line between trap and construct. Powerful arcanists use spell turrets to guard important reaches of their guild or tower. Divine casters install them in the burial vaults of particularly favored devotees.

A spell turret is generally located at one end of a long hallway or room, and is mounted on a wall, floor, or ceiling. When inactive, the turret merges with the material of the surface on which it is mounted and cloaks itself with a *non-detection* spell to hide its magical aura. A spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet; it can be programmed to recognize creatures by creature type, creature race, or even specific individuals. Creatures the spell trigger recognizes do not trigger it by

approaching within 120 feet, nor does the spell trigger ever target them once it is activated. If a spell trigger casts an area spell, recognized targets may accidentally suffer the effect of the spell if they are in the wrong place at the wrong time. Programming a spell turret to recognize a new type, race, or individual (or removing a type, race, or individual from memory) requires 8 hours of work by a spell caster with the Craft Wondrous Item feat, but does not cost gold pieces or experience points.

If a spell turret detects an unrecognized target, it immediately activates. When it does, it emerges from the wall quickly and quietly with a flash of colorful light; each spell turret looks different, since their creators personalize them. One turret might resemble a crystal lance, another leering gargoyle and still another, an outstretched arm.

All four of the stored spells in a spell turret must be of the same level, from the same spell list, and from different schools. Once activated, a spell turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself. A turret targets the closest unrecognized creature and has a 360-degree arc of fire. A spell turret's caster level is always equal to the caster level at which the stored spells are available; thus a spell turret that fires 3rd level cleric spells does so at caster level 5th, and one that fires 6th-level bard spells does so at caster level 16th. The order in which a turret casts its spells is set; it cycles through them in the same order each time. A spell turret's CR equals the level of spell it fires + 1.

Spell turret: CR 1+spell level; Diminutive magic device; visual trigger (*true-seeing*), automatic reset; four different spell effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 25 + spell level; Disable device DC 25+spell level; AC 7; hardness equal to material turret is mounted on (minimum 5); hp 200.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the characters will want to find out more information about certain topics. To do so, the DM should have the PCs make the appropriate skill checks, with higher checks resulting in a greater amount, or in some cases, more accurate information. Other skills may be substituted, as the DM sees fit. The DC is increased by +5 for Bardic Knowledge or Loremaster Lore checks.

After a Gather Information check is made, the DM should reveal the first rumor listed for the DC achieved under the appropriate rumor category; a check-mark should be placed in the box adjacent to the rumor so as to indicate the information has been given to the characters. The DM is reminded that a typical Gather Information check requires 1d4+1 hours to complete.

Due to the naturally taciturn nature of Dwarven folk and current tension in the Delve, a number of aspects of party composition will influence the effectiveness of the party's information-gathering tactics. If the party composition meets one or more of the listed criteria below, then they receive the corresponding bonus:

Criterion	Circumstance Bonus
One or more members of Clan Rockhall	+2 (+4 if a character is a part of the Earthwardens of Clans Rockhall or the Mithral Guard)
One or more members of the Dwarven Church of Moradin, or the Pantheon of the Dwarven Gods	+2
Resident of the town of Irondelve	+2
Halfling or Half-orc	-4

Rumors about the Irondelve Populace

DC 10

- *"Th' Shaftmaster's been seen a lot at the Alchemyst's Shop in the Great Hall."*
- *"Several score Deep Halflings have arrived over last year – to the chagrin of others."*
- *"It's jus' not th' same here na more – too many sky-siders down in th' delve."*

DC 15

- *"Me sister's husband's brother's father-in-law be sayin' that his whole crew lost their hammers and their lunchpails on the same day. I'm sur' an' it was jus' someone what was playin' a joke. Those dark little folk hae been movin' in lately. They seem t' hae an idea that this kind o' pranks be funny. It's not, I tell ya'. Oli an' his crew dinnae think so. Put them behind on th' daily ore recovery."*
- *"Stonesmiter took down the hulking half-orc (I think they call her a female?) at Angus' tavern last Freeday. She ain't shown that pig face o' hers at th' Giant since!"*
- *"One day me forge-mate got a strange look on his face, laid down his tools an' said he had t' go an' do somethin'. He walked away down th' tunnel. Didn't see him for three days. He never would say where he went or what he had t' do."*

DC 20

- *"Some o' our folk hae had it with th' changes in th' 'Delve. I did say several other o' me fellow miners who labored with me hae left th' job over th' past few months."*
- *"Ya know that swine-faced mercenary what moved in at Forger's Wall? She bested Drom in a wrasslin' match las' week. He han't shown his face since."*

DC 25

- *"Let me tell ya'; there be some strange goin's on. I was working th' best vein o' ore, I'd seen in months – over in shaft nine – not lookin' up for hours. When of a sudden, I realized the only pick ringin' in th' tunnel was me own. All th' way up an' down as me eyes could take me, me pals were nowhere t' be seen nor heard. I smelled a stink o' sulfur an' saw a fire down th' way. I followed it o' course. When I got close enough to feel th' heat upon me face, I saw a face there in th' flames, then it vanished. An' so did I, I tell ya. I aint been down that shaft since."*

Rumors about Unusual Happenings in the Delve

DC 15

- *“Someone keeps cuttin’ runes into th’ walls near th’ mine entrance. No one kin say who did it tho.”*
- *“One of the mines collapsed. Can you believe it? Dwarven mines?”*
- *“Are ya trying to find weaknesses here t’ exploit? We know how ya’ tall folk are.”*
- *“There’s nothin’ goin’ on in th’ Delve at all. No reason to be askin’ such a question neither.”*
- *“Me sister’s husband’s brother’s father-in-law be sayin’ that his whole crew lost their hammers and their lunchpails on the same day. I’m sur’ an’ it was jus’ someone what was playin’ a joke. Those dark little folk hae been movin’ in lately. They seem t’ hae an idea that these kind o’ pranks be funny. It’s not, I tell ya’. Oli an’ his crew dinnae think so. Put them behind on th’ daily ore recovery.”*

DC 20

- *“The Forge won’ let some steel temper’ has been graven into the stone near the entrance to the mines.”* (Characters that make this Gather Information check and have any ranks in Knowledge [Local – VTF] or Knowledge [Religion] know that the meaning of this colloquialism is *“profane acts are curse’d by their very nature.”*)
- *“One o’ the mines collapst. Can ya believe it? Dwarven mines jus’ dannae collapse! I think it was Mine Number Nine.”*
- *“I heard a story from me cousin, just this mornin’. He set down his pick t’ use his hands t’ pry out a beautiful chunk o’ ore. He felt a burst o’ heat behind him in th’ mine. He turned around an’ saw nary a soul there, but his pick was melted to slag. I swear it be a true story!!”*
- *“One day me forge-mate got a strange look on his face, laid down his tools an’ said he had t’ go an’ do somethin’. He walked away down th’ tunnel. Didn’t see him for three days. He never would say where he went or what he had t’ do.”*

Rumors about Mundane Doings in the Delve

DC 10

- *“A sojournin’ gnome was attacked by ghosts while he was in Irondelve.”*
- *“Special orders for uniquely crafted weapons have been coming in from villages in the Gnarley.”*
- *“What’s going on in the mines? Why minin’s goin’ on down there. Irondelve’s got the best shafts in the region. But don’t go sayin’ that t’ ar’ kin over at th’ Rockhall mines.”*

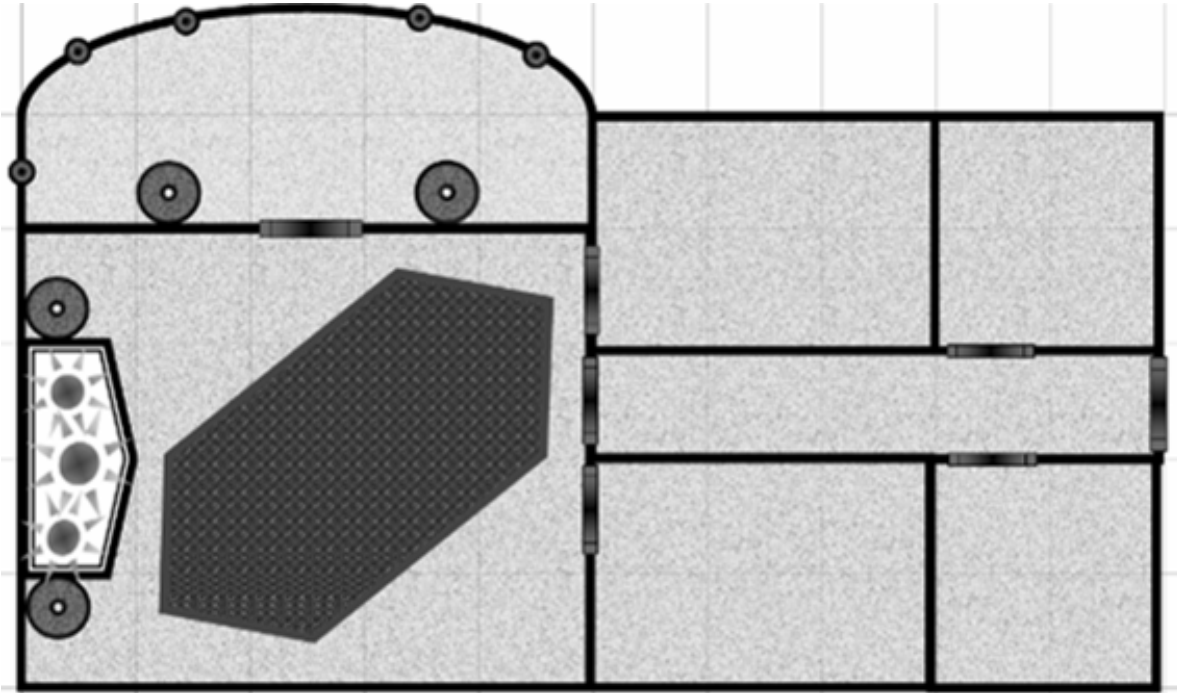
DC 15

- *“Th’ Master Engineer’s been workin’ on some durn special project with th’ Shaftmaster Haftsplitter at the Alchemyst’s Shop in the Great Hall.”*
- *“Special orders for uniquely crafted weapons have been coming in from villages in the Gnarley. They each paid a hefty sum to make it a rush order.”*
- *“A priestess from the Kron saw spirits while she was down in th’ Deephall.”* (characters with ranks in Knowledge [Local: VTF] or Knowledge [Geography] know that the Deephall is a training facility of some kind.
- *“A pointy-eared merchant and a fancy-pantsed human were ejected Irondelve-Skyside after drawing blades on one another, an’ then th’ Watch when they came o’er ter break it up!”*

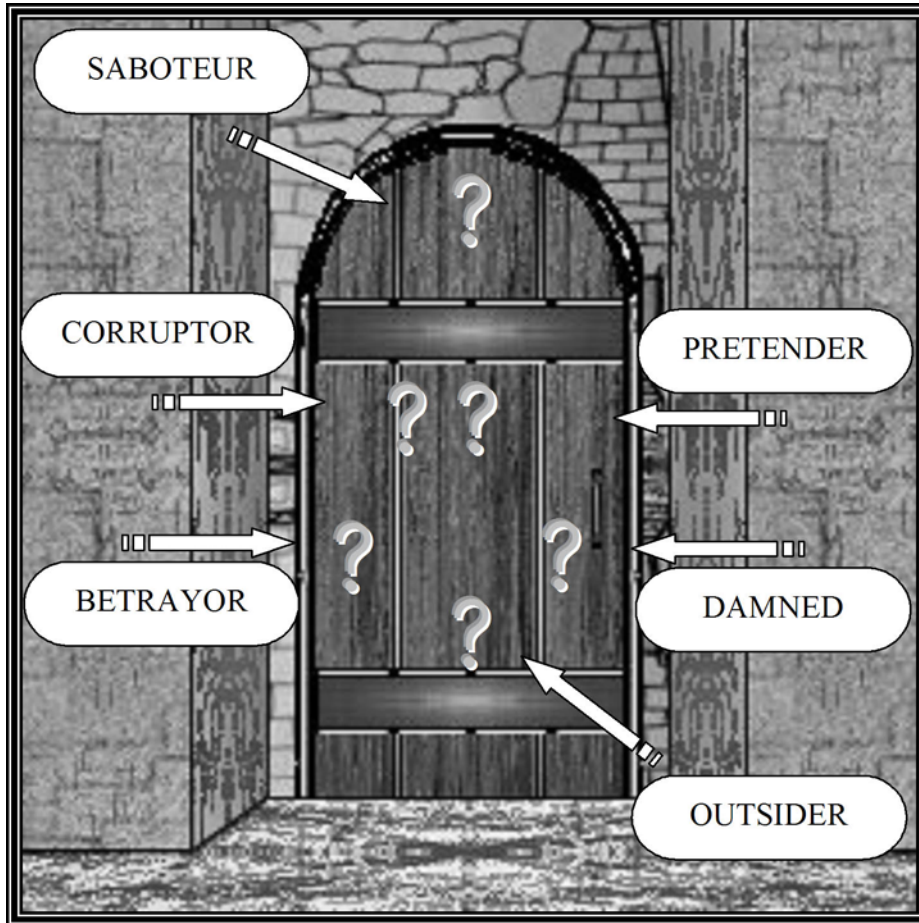
DC 20

- *“Th’ Master Engineer’s been workin’ on some durn special project with th’ Shaftmaster Haftsplitter at the Alchemyst’s Shop in the Great Hall.”*
- *“Special orders for uniquely crafted weapons have been coming in from villages in the Gnarley. They each paid a hefty sum to make it a rush order. They say it was s’posed t’ be a secret, but th’ whole town knows about it.”*
- *“A gnomish acolyte from Osnabrolt encountered visions while meditating on a shard of blood-vein quartz down at the Deephall. She saw two dead hazy Dwarves with twisted, shifting limbs and embers and coal for eyes. He wasn’t positive, but he thought he recognized them as important citizens she had seen while departing the Great Hall.”*

DM AID #1
ENCOUNTER 5A



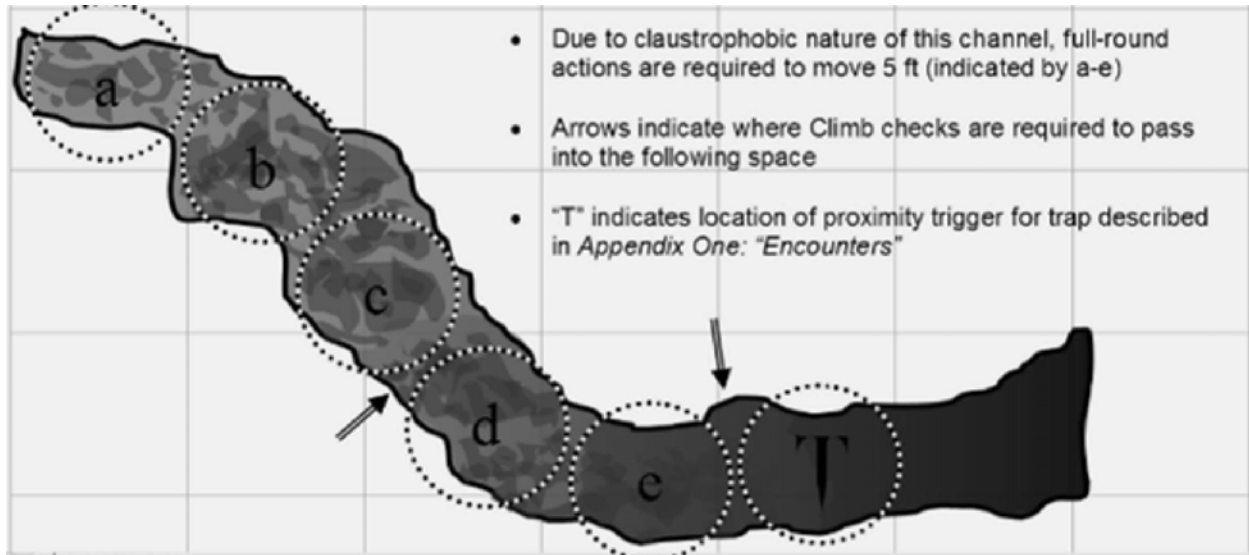
DM AID #2 ENCOUNTER 5B



A Decipher Script (DC 20) or Knowledge [Arcana] (DC 20) or DC 20 Intelligence check allows a PC to recognize that the large, centermost glyph is in actuality two symbols bound together (“Corruptor” and “Pretender”).

PCs may make a DC 20 Knowledge [Arcana] or DC 22 Decipher Script for each glyph they wish to identify; failure with one check still allows a given PC to attempt a check with the other skill. PCs who speak either Abyssal or Infernal, or who have 5+ ranks in Knowledge [The Planes] gain a +2 competence bonus on either, or both checks, as is appropriate. Use of *comprehend languages* or similar ability allows the caster to function as though they have met one of the conditions described above.

DM AID # 3 ENCOUNTER 8

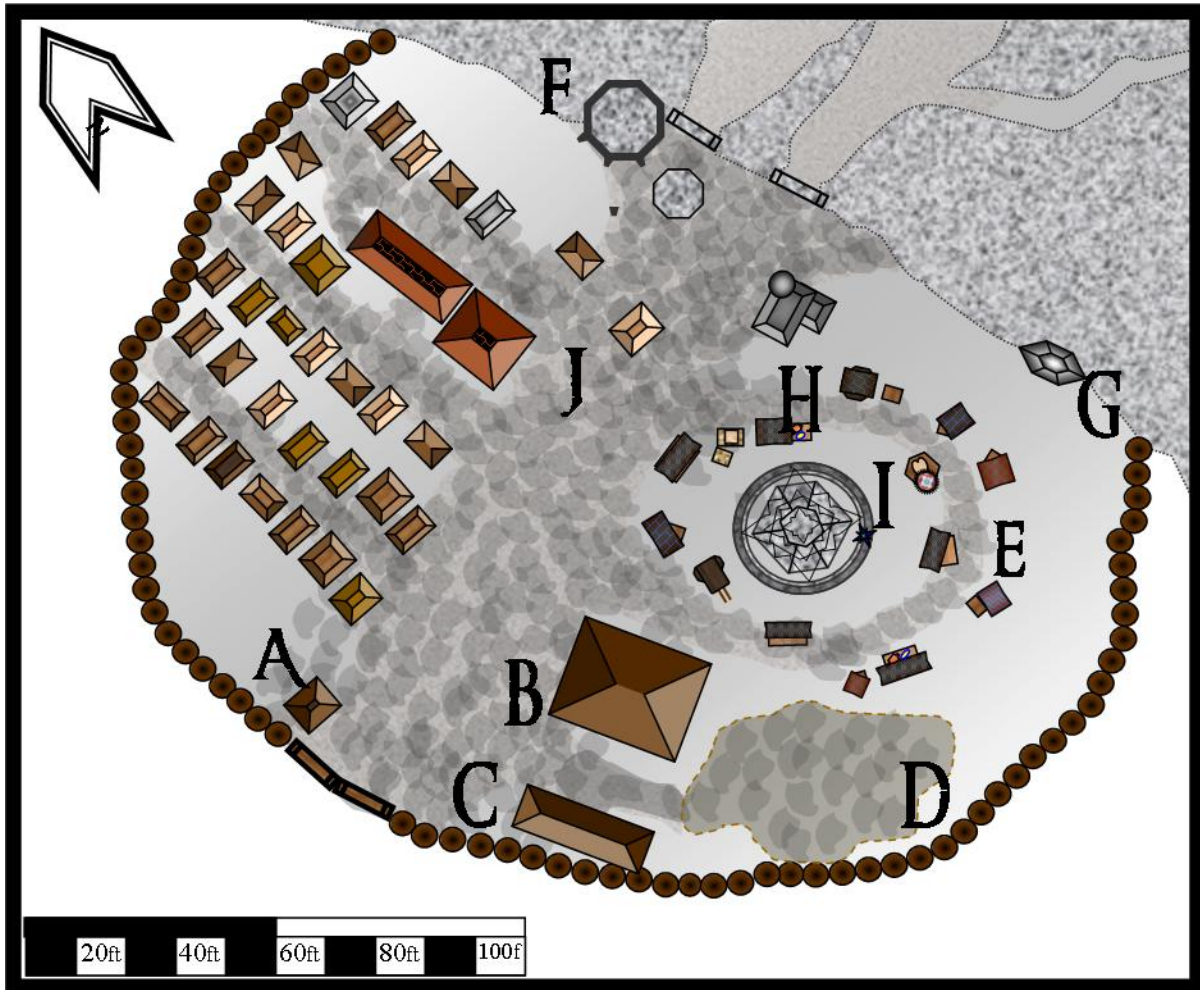


DM AID # 4 ENCOUNTER 9

X
At the point any PC comes within 5 ft of this point, they may attempt a DC 15+APL Spot check to catch a glimpse of an "unwholesome cage-like apparatus fashioned from sinew, flesh & bone" suspended between a set of fang-like stalagmites & stalactites and jutting from the floor and low cavern ceiling; unless PCs can see the invisible, it appears empty

M/P
Indicates a square that contains a mob (3 Medium, or 5 Small creatures) of miscellaneous Undead (any which could be created via *create undead*, or *create undead, greater*, respectively)

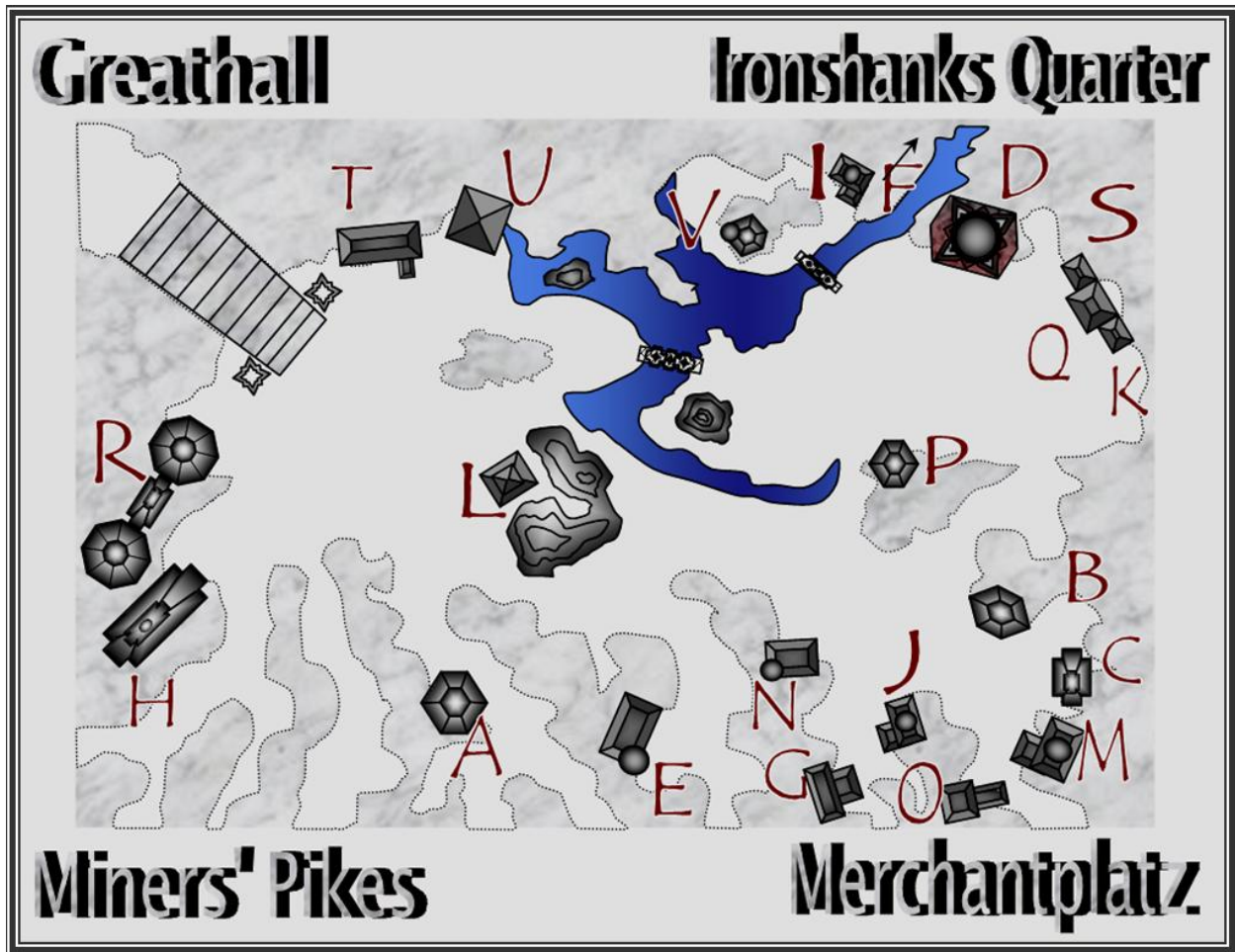
PLAYER HANDOUT #1 MAP OF IRONDELVE SKYSIDE



IRONDELVE (SKYSIDE) KEY:

- A. Palisade Gate
- B. Mounted Borderer barracks
- C. Mounted Borderer stables
- D. Mounted Borderer training yard
- E. Open Air Market
- F. Gates to Undercity
- G. The Gnome Solution
- H. Irondelve Watch barracks
- I. Cairn of the Lost Dwarf
- J. Shieldinghammer Mercantile Company

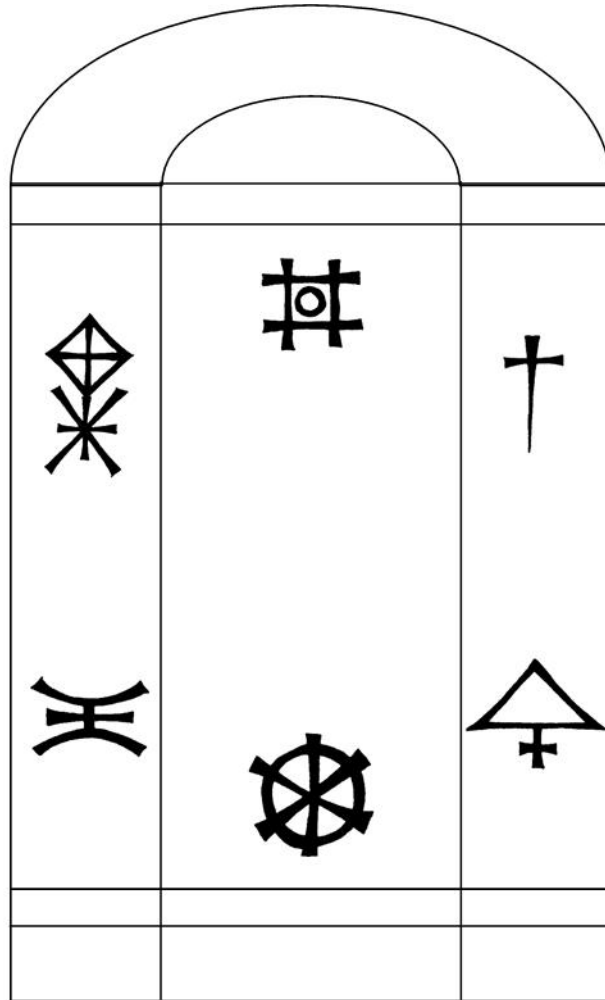
PLAYER HANDOUT #2
MAP OF THE IRONDELVE UNDERCITY



- A | Angus McDoos School of Battleragin, Giant-Slayin' and Hooliginizin'
- B | Angus McDoos' Smithy
- C | The Barbarian Brews
- D | The Chapel of Moradin
- E | The Dead Giant Tavern
- F | To The Deephall o' Reflection
- G | The Ghostdragon Forgeworks
- H | The Gnome Solution
- I | The Haftsplitter Home
- J | Headstone Shoppe
- K | The Iron Shield of Faith

- L | Office of the Thane
- M | The Quarry of the Cave Bear Shop
- N | Shieldinghammer Mercantile Co.
- O | The Stonecutter's Shop
- P | The Stone Dweller's Pestle
- Q | The Sunderedstone Seminary
- R | Under the Mountain Inn
- S | The Vonilor Cairn: Library of Planar Wisdom
- T | Watch Command
- U | The Watch Barracks
- V | Turm Jaeg'rinpfosten: Tower of the Huntress

PLAYER HANDOUT #3
FIRE-CHARRED GLYPHS ON BALCONY DOOR



PLAYER HANDOUT #4
FINAL ENTRY IN THE SHAFTMASTER'S JOURNAL

Our little Ilbersaugen. He assures me I am in no danger now that the deed is done; says there's no reason at all for any to suspect what is under that blanket I have laid, or why. It wears, in hammerstrokes, my resale, this thing. But the damnable chinless wonder had naught but sand under his boots. 'Tis your flaw needed rounding out - not mine!

Sleep in a shift fo ashdust. Dream with your nine hammers while you can, oh brickheaded one. Your traitorous peer will join you soon enough...