

CORS6-02



PITS OF AZAK-ZIL

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Special Adventure

Version 1

APLs 2-8

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An old dwarven mine, buried deep in the Abbor-Alz and infested with undead, holds many treasures. Most prized of these are deposits of precious metals brought by a falling star said to be purer than any other in the Flanaess. Now powerful forces struggle for control of the mines, but with whom will you side? A one-round Core Special adventure set in the Bright Desert and the Abbor-Alz for characters level 1-15 (APLs 2-16). Part eight of "Blight on Bright Sands."

Sources: *COR3-13 Traitor's Road* [Paul Looby], *COR5-06 Blood on Bright Sands* [Creighton Broadhurst], *COR5-09 Gateway to Bright Sands* [Theron Martin], *COR5-11 Dark Deceit on Bright Sands* [Chris Chesher], *COR5-17 Time's Tide on Bright Sands* [Bruce Paris and James Dempsey], *COR5-20 Phantoms on Bright Sands* [Tom Kee], *COR55-02 Mines of the Eye* [Creighton Broadhurst and Paul Looby], *COR6-02 Rallying Point for Bright Sands* [Chris Chesher and Greg Marks], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes and JD Walker] and *Greyhawk Adventures* [James M. Ward], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws].

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 & 1/6	0	0	0	1
	1/3 & 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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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:

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

TIME UNITS AND UPKEEP

This is a one-round Core Special adventure, set in the Bright Desert and Abbor-Alz. All characters pay 2 Time Units except for characters with the Bright Lands as their home region who pay 1 Time Unit.

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*.

ADVENTURE BACKGROUND

In mid-Flocktime of CY 198, the Great Kingdom was astounded by a ball of fire which appeared over the Oljatt Sea, passed over Sunndi, Idee, South Province and Onnwal, and vanished somewhere beyond the Sea of Gearnat. It was visible as far south as the Olman Islands and as far north as Eastfair and Rel Mord, and was cause for wonder and concern even in those prosperous and confident times. Selvor the younger, after careful

extrapolation to its origin in the constellations, declared the shooting star to signify "wealth, strife, and a living death." The pronouncement caused a panic in certain of the larger cities, particularly Rauxes, where a number of prominent nobles took the pronouncement to be a signal for the end of the world, or at least of an era, and created several disturbances. Accordingly, when after several years the predicted events failed to make themselves evident, Selvor was banished from his post and from the court, and held by his colleagues as a laughingstock. There matters were to lie for more than 300 years, while chaos enveloped the greater part of the Flanaess and few had the time or patience to study the work of a discredited astrologer.

It was in 514 that Jemrek Longsight, a dwarven sage who as a child had been greatly impressed by the phenomenon undertook a study entirely opposite to Selvor's: using records of the falling star's flight she traced it not back to its origin but downward to the Oerth. Longsight's calculations showed a landing along the eastern edge of the Abbor-Alz, between the Bright Desert and the Nesser River. On the basis of previous instances of shooting stars and their tangible results, Longsight predicted a great deposit of pure metals at the site: certainly iron, and possibly gold and mithral as well. The direction of Jemrek Longsight's study has often been sighted as evidence that dwarven habits of mind persist even in those who choose the most undwarven occupations.

Longsight's announcements resulted in a flurry of activity on the part of all the political interests in the region. All over the Iron League there was a ferment of alliance, miss-alliance, and reliance between the dwarven clans and other groups preparing expeditions. The Herzog of South Province sent forth a large group of warriors and prospectors, reportedly with orders to return with news of the deposit or not at all. The Principality of Ulek took an interest, as did Almor, Nyrond, and the Duchy of Urnst, and trading houses from the Wild Coast and even Greyhawk and Dyvers. Even the rulers of the Pomarj, then new to their power, sent an ill-prepared company of orcs, goblins, and ogres. As these varied forces converged on the area delineated by Longsight, chilling tales of murder, treachery, and bloody massacre began to make their way back to the outside world. Soon the weaker forces turned back for lack of supplies or manpower. The Pomarjis were slaughtered by a temporary alliance of dwarfish interests. Nyrond and Urnst were unexpectedly impeded by the inhabitants of the Celadon, who did not desire such activity near their lands. The Herzog's troops disappeared into the Bright Desert and were never seen again. All parties were harassed by the natives of the Abbor-Alz, who as always resented intrusion, and by the Sea Princes, who were attracted to the supply ships.

After half a decade of struggle, the house Highforge, one of the more prominent dwarven clans in Irongate, emerged as discoverer and holder of the starstone's wealth. A port was established on the waterless coasts where the Abbor-Alz touches the Bright Desert, and a secret trail was established leading inland. Highforge and

its allies maintained thorough secrecy, and for good reason: iron, platinum, gold, mithral, and adamantite began to pour out into the Flanaess through a carefully guarded harbor. Few have reported concerning the mine inland, but from peripheral comments it appears that the dwarves discovered a broad depression of fused and shocked rock marking the landing point of their prize and established themselves in a nearby mesa from which they coordinated a well-planned mining operation. They dug deep artesian wells and established cisterns. The mine and settlement they called Azak-Zil, or Pureheart.

For five years the coffers of Highforge swelled with wealth; there were disruptions in metal markets as far away as Rauxes. Then, abruptly, the flow was cut off. The port city of Zarak remained, but communications with the mines ceased and probes into the interior found the roads to be erased and the dust storms to be intolerable. Members of a powerful expeditionary force disappeared suddenly and silently at night, even from guard tents. Clan Highforge, after expending much of its considerable fortune in an attempt to re-find and retake the mines, took heed of unfavorable auguries and abandoned the effort. Zarak too was abandoned.

Since the failure of Azak-Zil most dwarven clans have declared the folly of meddling with “things from the sky.” Not a few suppose that the mine was visited by a curse, either by something imported from the heavens or by something awakened by the shooting star or the activity of the miners. Many have cited nomad legends that an ancient nonhuman people dwelt in the mesas of the southern Abbor-Alz and still guard them.

Only one individual has claimed to have found the site of the mines since their abandonment: one Pont Sandmorg of Narwell. Sandmorg's account would place the mesa on the eastern slope of the hills, facing the Bright Desert, about a hundred or more miles inland. There was a poisonous salt lake filling part of the nearby depression, and there were hills of tailings from extensive mining operations, and plain evidence of a dwarven cliff-city could be seen on the south face of the mesa. However, Sandmorg and his men were content to raid a few ingots from a former roadside depot. Their number had been depleted by native tribes and by packs of unusually ferocious and cunning ghouls, and they turned back after “a most horrible howling, like a thousand jackals which, emanated from the city that night, and a most foul apparition which appeared to the men on watch.” Attempts to duplicate Sandmorg's route have either resulted in failure to find the mine or failure to return at all.

CLAN HIGHFORGE

In 519 CY, Clan Highforge discovered one of the richest mineral deposits known on Oerth, only to abandon it five years later. Exactly what drove away one of the mightiest dwarven clans from such wealth is something they have refused to comment on.

Adventurers sponsored by Clan Highforge returned to the ruins in 591 CY to retrieve a dwarven artifact lost in the area. They discovered that stories of great armies of

ghouls and ghosts working the mines were indeed true. These brave individuals barely escaped with their lives and returning to civilization spread stories of what they had seen. They had not though managed to explore the deepest (and presumably richest) parts of the mines; the vast numbers of undead and the harsh environment conspiring to halt the exploration.

BLIGHT ON BRIGHT SANDS

Events in several other of the “Blight on Bright Sands” plot arc affect the events detailed within this adventure. A brief summary of these events and discoveries is presented below.

CORS5-02 The Mines of Eye

In the early months of 595 CY an unusual number of sightings of duergar in the Abbor-Alz close to the Hardby Pass were reported. From the barbarians of those lands, came tales of great battles beneath the hills. On its own, this would be nothing strange for such wilderland, were it not for a chilling discovery several years before.

Some years before, a company beholden to the paladin Karistyne discovered the battered and scorched bodies of a Baklunish man and a Tiger Nomad woman washed up along the banks of the Storm Run. The Bakluni had on him a set of scrolls and notebooks. It took Karistyne's folk some time to decipher them, but they revealed that the man was He Chak, an apprentice to Rary the Traitor. His master had sent him to liaise with and lend aid to the ruler of the duergar named “the Mines of the Eye.” The reason for Rary's interest in the duergar was unclear from He Chak's writings.

The Mines of the Eye: The only duergar stronghold of any significance in the Abbor-Alz, the Mines of the Eye are unusual because the undisputed ruler of the mines is Father Eye, who, as his name suggests, is a beholder of great power. Though his motives are unknown, he took control of the duergar over a decade ago. Since then the dark dwur have grown steadily in strength. This has in part been due to the determination of the duergar who see the Abbor-Alz as part of their ancient birthright. However, it is also due to the alliance between Father Eye and another recent and enigmatic arrival to the Bright Desert – Rary the Traitor.

Rary provided Father Eye with magical aid to fend off his rivals in the UnderOerth – both his own kind and a loose alliance of illithids, dwelling deep beneath the hills. Several of the Traitor's apprentices, including the ill-fated He Chak, have dwelt within the Mines, lending their assistance and knowledge to Father Eye, as well as reporting back to their master on the goings on in the mines.

In return, Rary has asked for little – until he took a sudden interest in the Pits of Azak-Zil. In repayment for his aid against Father Eye's enemies, Rary, through his apprentice Turav, asked Father Eye to send an expedition of duergar to occupy Azak-Zil and reopen the mine there. Given the wealth of the site, the duergar have needed little persuasion.

The duergar made extensive preparations to do just that but these were interrupted when several adventuring groups – sponsored by Karistyne – invaded the mines. Many duergar and several important leaders were slain in the assault. Father Eye himself survived, but his plans to reoccupy the Pits of Azak-Zil were destroyed.

COR5-11 Dark Deceit on Bright Sands

Adventurers exploring the Deep within the tunnels and passages riddling Dagger Rock adventurers in the employ of Karistyne found a scroll crafted from the skin of a gold dragon. Upon the parchment was written a prophecy of dark portent. Lacking the necessary knowledge and skills Karistyne sent the parchment to a trusted ally so that the truth of the matter could be discerned.

The answer she received was shocking. The parchment dealt with a method of unmaking the *scorpion crown*! While it did not describe the actual method by which the crown could be unmade it did list a number of items that would be of use in the ritual. One of these items was described as the “purest star metal” while others seem to be relics of the ancient civilizations that once held sway over the region.

This dual discovery raises a sinister proposition. It is possible that Rary seeks the means to undo the *scorpion crown*. What the results of this mighty undertaking would be are unknown. Given however that the crown was the agent of Sulm’s fall and is said to imbued with the essence of Tharizdun himself the massive release of magical energies caused by its destruction could devastate much of the region. Alternatively, Rary might seek dominion over the *scorpion crown*. If he gained such it might give him control over the fearsome manscorpions dwelling in the deep desert. Such a force under his command would dramatically shift the balance of power in the region.

Whatever Rary’s plan for the *scorpion crown*, Karistyne and other powerful good-aligned figures seek to stymie his schemes. They are intelligent people however and realize that any frontal assault on Rary would be suicidal. Thus, they have hit upon the plan of denying Rary the items he needs to enact whatever ritual he is planning.

Previous and subsequent adventures in the “Blight on Bright Sands” plot arc deal with their attempts to collect these items and Rary’s burgeoning influence in areas bordering the Bright Lands.

ADVENTURE SYNOPSIS

In 520 CY the dwarven Clan Highforge founded a mining colony in the Abbor-Alz named Azak-Zil or “Pure Heart”. This colony started mining a giant pit that was formed by a falling star. While the existence of the colony was no secret in the Flanaess, its exact location was.

A more public port and outpost was set up in the Abbor-Alz called Zarak. This was the supply link between Azak-Zil and the rest of the Flanaess.

Then in Ready’reat 525 CY, all contact was lost with Azak-Zil. Numerous rescue missions were launched, but all failed.

After many years of trying, Clan Highforge gave up on reclaiming the Pits of Azak-Zil. That is, until now.

Rary the Traitor has need for a large amount of thinaun ore and he knows that what he seeks can be found in Azak-Zil. Lady Karistyne has learned of Rary’s interest in the ore and has used her influence to convince Clan Highforge to try once again to reclaim the Pits of Azak-Zil. In exchange for some secret concessions, the dwarves have agreed to give over rights of the thinaun to the lady paladin and in exchange, she will help the dwarves reclaim Azak-Zil.

Thus three patrons all need adventurers to travel into the Pits, each with a different goal.

The Pits of Azak-Zil are swarming with powerful ghouls and ghosts, and to make matters worse, the area is cursed. Any who die there who do not have their soul protected right away, rise as a ghoul or ghost in less than an hour and are forever lost as their soul becomes trapped in thinaun deposits deep below the Oerth.

But the rewards are worth the risks.

Introduction: There are two version of the introduction. The first is for those playing this adventure under strict time restraints. The second is for homeplay or those with flexible schedules.

Encounter 1 The Surface of Azak-Zil: The PCs arrive in the hidden valley that holds Azak-Zil. There are several locations the PCs can visit, but the main pit is off limits- it is the entry point for the High APL version and far too dangerous for lower level characters. These PCs need to head for the entrances leading into the mesa.

Encounter 2 The Great Hall: The largest entrance into the mesa leads into the great hall of the dwarven cliff city. It is here that the Great Doors keep out the ghouls who would love to suck the marrow out of all the bones in the city. The remains of all past rescue parties are here. They never succeeded at breaking down the doors. Now vermin live in the rubble and bats dwell among the great pillar-statues.

Encounter 3 The Guard Posts: On either side of the Great Hall are small rooms with murder holes. The defenders here put up a good fight, but died many years ago. One of these two rooms holds a secret door that leads into the city.

Encounter 4 The City Corridors: In the city proper, well crafted halls lead like arteries to the different rooms that make up the city core. Signs written in dwarven still hang here, directing visitors about the city.

Encounter 5 The Secret Tunnel: This tunnel and its failed trap give the PCs silent entry into the city.

Encounter 6 The Privies: The secret tunnel exits here. The walls of the different stalls have some clues written on them. Access to the sewer can be gained here. The key to the vault is hidden in the sink.

Encounter 7 Admin: This was the nerve center of Azak-Zil. Now it is trashed. An important journal can be found here as well as the vault.

Encounter 8 The Apartments: This collection of rooms was home to the Thane of Azak-Zil. A toy

belonging to his son and the Charter of Azak-Zil can be found here.

Encounter 9 The Guard Barracks: This room is a testament to the ultimate fate of the defenders of Azak-Zil.

Encounter 10 The Shrine: This was the secondary temple of Azak-Zil. Here the last remaining cleric tried to save the souls of the dwarves who were both doomed and damned. A letter can be found here explaining how to circumvent permanent death while here.

Encounter 11 The Miners' Barracks: A large pack of ghouls have congregated here, assuming the PCs have not attracted them elsewhere.

Encounter 12 The Cart Park: Here the PCs can obtain an animated cart to carry them and their loot around.

Encounter 13 The Collapsed Tunnel: In the last days of Azak-Zil the Lower Thane ordered all major infested area' sealed. That included the primary upper mine.

Encounter 14 Keys and Cartage: The bounding keys need to operate the animated carts in encounter 12 can be found here, as well as some other minor dangers.

Encounter 15 The Round About: Some of the animated ore carts are malfunctioning. If the PCs aren't in ore carts of their own, these "rogue" carts attack them.

Encounter 16 Dead End East: This tunnel used to connect to the primary upper mines, that is, until some other adventurers collapsed it to re-seal in the hordes of ghouls living there.

Encounter 17 Side Tracked: This is the first of three possible encounters with a rival adventuring group. This group can have a different patron, depending on who the individual PC's serve. This group can only be encountered once. If they have already been met elsewhere, there is a ghoul pack waiting here.

Encounter 18 Pretty Crystals of Distraction: Once the PCs get past the ghoul pack that lives here, they can look at the reflections of trapped souls in the crystal formations, and waste some of their limited time.

Encounter 19 The tunnel of Hate: Another side tunnel, another ghoul pack. This one has a pool charged with negative energy and some ioun stones at the bottom.

Encounter 20 The Roadblock: A pack of nasty ghouls have set up a roadblock along the rail system to catch whatever comes by. Nearby is a shelter for miners in case of cave-in with some magical goodies.

Encounter 21 An Aside: Yet another dead-end tunnel filled with ghouls. This time, if the PCs use up their time and resources, they gain the treasure of some dwarven heroes who did not fair so well.

Encounter 22 The Sorting Elemental: At its height, Azak-Zil was served by many bonded earth elementals who sorted through the vast piles of ore to separate the different precious metals. Now, only one survives, and he's not happy about it. The PCs have a chance to feed him his "back pay" and send him on to better opportunities.

Encounter 23 More Adventurers: See encounter 17 for details of this encounter.

Encounter 24 Going down the Drain: As the PCs trudge around the sewer and drainage system, they risk arsenic poisoning, but it is an excellent way of getting to places without constantly battling ghouls.

Encounter 25 Alternate Adventurers in the Sewers: See encounter 17 for details as it's just a repeat. If no adventurers here, then there is no combat.

Encounter 26 The Bottom Feeders: As the PCs roam around the sewers, they come across the creatures that keep the place neat and tidy.

Encounter 27 The Gauntlet: Some PCs will want to take the direct route in, through the dumping tunnels leading into the processing area. Each of these tunnels is guarded by a spell turret trap and a portcullis.

Encounter 28 The Refinery: This is the final combat. Here the PCs defeat the dwarven mummies who refine the different ores on behalf of the lich far below. There are pallets with refined ingots of many metals here, some of them very rare and valuable. It's up to the PCs to figure out what happens to the supply of thinaun.

Conclusion: The PCs are rewarded depending on who their patron was.

PREPARATION FOR PLAY

In *CORS5-02 Mines of the Eye* PCs could have picked up the following AR item:

Of the Discovery and Loss of Azak-Zil: This leather-bound tome was written by Folinaar Ironforge of Highgate and recounts somewhat melodramatically the expedition to discover the legendary Pits of Azak-Zil, the operations by the Clan Highforge there, as well as the ultimately tragic and vain attempts of the members of the clan to discover what became of the mines, when all contact was subsequently lost with them. The tome is illustrated with a number of detailed maps showing the location of Azak-Zil. Rary's apprentice Turav has made some notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

Effect: If the PCs have this entry, they automatically gain a roll of 20 for all listed knowledge skill checks about Azak-Zil in the introduction.

INSTRUCTIONS FOR THE DUNGEON MASTER

The Pits of Azak-Zil is one of the most (if not the most) dangerous dungeons within the Abbor-Alz mountain range. It is swarming with ghouls of unusual power and ability, as well as a good deal of other dangers.

Time is not on the side of the PCs. There are far more threats within the pits than a party has time and resources to deal with, thus each party needs to use cunning as well as brawn to complete their missions and escape.

Depending on which mission the different PCs take, there are different locations within the dungeon that must be visited and completed in order to succeed at the

given mission. It is up to the party to figure out the best way to those locations. For every mission area, there is more than one path to reach it.

Any party that tries pure brawn (with no cunning), taking every challenge that runs past them, is sure to find themselves swamped with ghouls and quickly running out of time.

THE TAINT OF AZAK-ZIL

Azak-Zil is cursed with undeath. More than just gold, mithral, adamantite and thinaun was borne to Oerth in 198 CY. Buried deep within the shooting star was a two-foot long ellipsoid of bluish metal. This fell metal radiates a powerful necromantic field that corrupts those slain within a five-mile radius. Darkness bolsters this effect, which in turn causes it to bolster the undead which it creates. (*Greyhawk Adventures* first listed these powers.) Another side-effect of this is that the souls of the slain are trapped in the thinaun deposits through the mines – denying the departed their final rest.

Characters should realize at some point that the “infection” of the slain is actually *not* a disease, but a *supernatural effect* generated by something in the area. No character is immune to this effect. If any character actually dies (is reduced to -10 hp or less) while on the lower mine level and the body is left in the mines that character rises as an undead a short time after death. The type of undead which the PC becomes depends on her level:

Up to 10th Level: Ghoul (hp 13; *Monster Manual* 119).

11th Level: Ghast (hp 29; *Monster Manual* 119).

12th Level: Mummy (hp 55; *Monster Manual* 190).

What Happens After Dark?

Darkness falls at approximately 5pm. After this time, all undead within the mine complex gain the following extra abilities (on top of those already described):

- +3 profane bonus to turn resistance
- An additional temporary 2 hp per HD. These hit points last until dawn.

Cure for Undeath

All these methods must be completed within five minutes of the unfortunate's death. If the corpse is not successfully treated within five minutes, only its destruction stops it from rising as an undead 1d6x10 minutes after death.

- Casting a *bles*s, *aid*, *prayer* or *gentle repose* onto the body.
- Returning the slain individual to life.
- Completing a special ritual. A prayer of rest and protection must be said over the corpse while it is anointed with one vial of holy water in a pattern relevant to the god being invoked. The individual completing the ritual may call on either his, or the slain individual's deity. This ritual is represented by five consecutive full-round actions finishing with a DC 20

Knowledge (religion) check. Laymen PC's gain a +2 competency bonus if they are invoking their own divine patron. Failure to successfully complete the ritual still consumes the vial of holy water. A new vial of holy water is needed for each repeated attempt on the same corpse. A PC may retry as many times as they like, as long as they follow the procedure.

NOISE DANGERS

Because the PCs are greatly outnumbered and pressed for time, the PCs might have occasion to bring unwanted attention towards themselves.

The type of attention the PCs bring to them varies. When the PCs do something 'loud' check the encounter text to see if it specifically refers to what encounter might be called towards them.

For instance, if the PCs are in encounter 2 and make noise, the ghoulish pack from encounter 11 comes to investigate. If, however, that ghoulish pack is destroyed and the PCs make noise again, the random ghoulish pack listed below investigates.

Each incident of 'noise' should be a separate occurrence. For example, breaking down a door counts as one occurrence, each individual attempt however is not an occurrence.

Take into consideration attempts by the PCs to disguise their noise. For example, casting a *silence* spell then breaking down a door is a good countermeasure.

These random combats are worth full XP, but the PCs can never gain more than the maximum allowed for the listed APL of the adventure.

Random Ghoul Pack

APL 2 (EL 2)

☛ Ghouls (2): hp 13 each; *MM* 119.

APL 4 (EL 4)

☛ Ghouls (4): hp 13 each; *MM* 119.

APL 6 (EL 6)

☛ Ghouls (8): hp 13 each; *MM* 119.

APL 8 (EL 8)

☛ Ghoul Mob: hp 180; see Appendix.

FAST START INTRODUCTION

This adventure has two versions of the introduction. Both are more complicated than most adventure beginnings, but this version is much shorter.

Use this version of the introduction if you are running this at a convention with a set time limit of five hours or less.

CHOOSING SIDES

The first step that must be taken is having each player decide for whom their PC is acting. The PC has no prior knowledge about the mission or the rewards before selecting. This represents their patron summoning them and then sending them on the mission where they meet up with the other PCs.

Explain the above to the PCs then ask each one of them to pass you a note listing one of the factions listed below.

Rary: A PC could choose Rary if they feel akin to what they've learned about his politics in previous adventures or if they've earned the displeasure of Lady Karistyne.

Lady Karistyne: A PC could choose Lady Karistyne if they have stayed in her good graces and wish to see her political goals flourish. A PC cannot choose Lady Karistyne if they have earned her disfavor.

Clan Highforge: This is the dwarven clan that founded the now lost Pits of Azak-Zil. Though they have had business dealings with many factions, they themselves are politically neutral and in the market to hire some adventurers.

Once each player has secretly informed you of their choice, give each a copy of their briefing (Handout 1, 2, or 3). Once that is done, continue:

You have all gathered in the recently reclaimed outpost town of Zarak in the Abbor-Alz Mountains. Construction is rampant as dwarves crawl over everything like vermin with chisels and mortar.

One of the Clan Chiefs addresses you just before you are to leave for the Pits, "Arrive at the mesa valley by dawn, do not enter during the dark hours. Leave before nightfall - the walking dead number in the hundreds so take no chances. Find out what happened to Azak-Zil and return with evidence. Stay within the mesa, do not venture into the deepest mines, as more powerful adventurers have been sent there."

In short, the different PCs, regardless of the faction they have signed up for, have been taken into the hire of the dwarves of Clan Highforge.

Those PCs working solely for Clan Highforge receive the full reward of the dwarves, while those just paying lip service receive only half reward (see the conclusion).

Regardless of who they are working for, the PCs are given Handout 4 that shows the general breakdown of the different sectors of the cliff city and upper mines of Azak-Zil. Clever PCs can use this to plot the best possible locations and paths to get their objectives.

To reiterate what the dwarves of Clan Highforge want from the PCs:

- Find out what happened to Azak-Zil.

- Bring back any proof in the form of documentation, survivors, and so on.
- Search only the upper mines and city, as a different adventuring group has been sent to investigate the depths of the pit.
- Bring back the Ceremonial Shield upon which the Azak Zil's charter is written.
- Do not stay past dark.

A runner arrives and speaks with the dwarven headsmen for a moment then runs off. The dwarf turns to you and says, "I have just been informed of a change in plans. A large storm is set to move in. Normally, I'd postpone the mission, but we can't afford any more lost time in this race to reclaim our stake. There is still enough time for you to get there and still have 12 good hours of sunlight before you need to head back to avoid the full force of the sandstorm amongst the valleys. Now, go with haste!"

This time limit gives the PCs 12 hours of in-game time to investigate the Pits of Azak-Zil before the terrible storm comes and covers up the landscape as well as traps the PCs as they need to wait out the weather.

After those 12 hours, move to the conclusion and end the adventure. From here, the PCs travel for a day or so and end up at the Pits at dawn.

INTRODUCTION: FULLY INTERACTIVE

Use this version of the introduction if you are running this as a home play with very relaxed time limits.

The first step the Dungeon Master must take is to figure out where the personal allegiances of the PCs fall. Once this has been done, separate the PCs into groups based on their allegiance and brief each group separately. If this format is not suitable for your playing venue, it is recommended you use the quick start option.

Ask each player to write down a piece of paper which of the following patrons their PC leans towards:

- **Rary** and his purported goal of restoring the Bright Lands into lush greenery and his claim of supremacy over those Bright Lands.
- **Lady Karistyne** and her purported altruism in stopping what she claims as evil (PCs who have earned the disfavor of Lady Karistyne can not use this option).
- **The Dwarves of Clan Highforge** who are politically neutral but are in need of adventurers to reclaim what is rightfully theirs.

Once you know who everyone is working for, ask only those who wish to work for Rary to stay at the table and all others to leave for a short time. Do not advertise who this faction is and ask the others not to discuss their own

choices among themselves. Set aside no more than ten minutes for the interaction with Rary's supporters.

Once done, repeat this process next with the Lady Karistyne, and then those working directly for Clan Highforge.

Below are the different sections for the faction briefings.

Development: Once the PCs have completed this section, inform the PCs that travel without incident to the dwarven outpost of Zarak. There they join with other adventurers being hired by Clan Highforge.

WORKING FOR RARY

Hardby, the City of the Scorned. Within its walls is the Inn of the Spotted Cow, and within those walls are you.

You are just finished a supper brought for you by Eliazir of the Muddled Tongue, servant of Rary, Monarch of the Bright Lands. This engagement is all business as he explains what your mission is.

PCs working for Rary, Monarch of the Bright Lands, are approached by Eliazir Razeem Azam'ut of the Muddled Tongue while they are in Hardby. He asks them to explore Azak-Zil for his master, who seeks a supply of thinaun. To do this, the PCs are to infiltrate the adventuring parties being sent out by the dwarven Clan Highforge.

At this point, paraphrase Handout 1. When done, give a copy of the handout over so that the PCs have something to reference during their mission.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue** (NE male human wizard 14).

Physical Description: A stout man clad in fine Bakluni garb, Azam'ut seems to shine with a preternatural youthful radiance, which is both striking and fearful to behold. After a journey to places unknown this apprentice, who is highest in the Traitor's affections, returned with an eerie otherworldly beauty, a countenance that is both pleasing and unnerving, skin that glows faintly and a silvery tinge to the whites of his eyes. He has a fine eye for detail and is always meticulously dressed in the finest Bakluni silk robes. In many ways he is the perfect contrast to his scholarly master, appearing striking, worldly and urbane.

Background and Personality: The half-Paynim bastard son of a Lopollan spice merchant, Azam'ut had a hard life until his 'gifts' earned him the attentions of the kind and gentle Rary. Recognizing Eliazar's potential, Rary took him from the indignity and humiliation heaped upon him by his father, training him as his apprentice. After the archmage's recovery from his death at Vecna's hands their relationship became more divisive as time wore on. As the outbreak of war wracked the continent, Eliazar left to explore the planes seemingly disaffected with his master.

A year later Azam'ut returned, changed somehow by his wanderings in far off and unspoken places. While he had seemed unhappy with his master and his decisions Azam'ut retook his place in Rary's counsel. The Traitor saw the change that had occurred in his young apprentice, and valued his worth as an emissary. After aiding Rary in his treachery by destroying Tenser's clones he became the voice for the Empire of the Bright Lands.

Of all Rary's followers, Azam'ut is feared second only to Robilar. It is whispered amongst Rary's norkers and dervish followers that some unknown force touched Azam'ut in his journeys. They bestowed upon him the epithet "Azam'ut of the Muddled Tongue", a name he now uses, as his voice is said to command men against their will, one of many skills he doubtless gained on his peculiar pilgrimage. He has a particular hatred for Tenser.

WORKING FOR KARISTYNE

The walls of Lady Karistyne's castle stand tall and firm among the Abbor-Alz Mountains. You are greeted heartedly as you pass through its gates. With the flare of an honor guard, the paladin Lady Karistyne comes forth to greet you.

"Thank you for coming so quickly. I have need of your services and there is little time to spare. Hear what I have to say then head to Zarak."

PCs working for Lady Karistyne, are summoned to her castle in the Abbor-Alz. She asks them to explore Azak-Zil and prevent anyone from obtaining any thinaun from the pits. To do this, the PCs are to join up alongside the other adventurers who are traveling to Zarak and then on to the Pits of Azak-Zil.

At this point, paraphrase Handout 2. When done, give a copy of the handout over so that the PCs have something to reference during their mission.

☛ **Lady Karistyne** (LG female human paladin 15).

Appearance: Karistyne is a soft-spoken woman, who, thanks to an elixir of longevity, looks to be in her late thirties, though chronologically she is 48. Her blonde hair comes from her mother, a daughter of one of the Great Families of Hardby. From her father, a Nyronese knight-errant, she has inherited her olive complexion, her black-brown eyes, her prodigious build and her blade. She is oft seen clad in her blue-tinted half-plate with her greatsword, Wyrmtide (Dragon's Death in Old Oeridian), strapped across her broad back. When not expecting battle, the lady of the Abbor-Alz favors white robes emblazoned with her coat of arms: a golden sword, point down, set between two silver lightning bolts on a blue and gold field). The lightning bolts symbolize Karistyne's devotion to Heironeous, the Archpaladin.

Character: As a servant of Heironeous, Karistyne views it as her sacred duty to take up arms to drive evil from the Abbor-Alz and ensure the safety of the goodly folk of the hills. She is renowned as a keen dragon hunter and is rumored to have slain seven wyrms with the aid of

her companions. In the past, she took a keen interest in obscure Sueloise deities, particularly the cult of a lesser-known snake goddess whose name has apparently been lost in the mists of time. Of late, however, Karistyne has turned her attention towards the Bright Desert and the lengthening shadow cast by Rary the Traitor.

Karistyne can sometimes come across as quite arrogant in this assertion and she brooks no interference in achieving her goals. She detests the Free City of Greyhawk, seeing the Oligarchy as weak and corrupt. She has particular disdain for Nerof Gasgol, the Lord Mayor of Greyhawk City and refers to him as “the robber baron”. However, she has great respect for the Mountaineer Militia of Greyhawk, though she now looks to make alliances with other powers to ensure that the independence of her holdings from the Domain of Greyhawk. Karistyne has been seen recently in Hardby, where she is thought to have met with, among others, the Justicar Deirdre Longland. She is also rumored to have contacts with the Archmage Tenser.

Karistyne is renowned for her tolerance and is a friend to most good-aligned faiths – a fact borne out by her choice of companions. She believes herself to be bound by ancient codes of hospitality. No-one in need is ever turned away from her castle gates, but if possible, she tries to personally detect evil upon visiting guests during an audience. Any bearing the taint of evil are either sent away or detained at the lady’s pleasure.

WORKING FOR CLAN HIGHFORGE

The warm day has come nearly to a close as you sip a cool drink within one of the many taverns of Hardby, City of the Scorned. A swarthy-looking female dwarf approaches you and offers to buy you another drink if you hear her out.

“I am Jemrek Longsight. In 514 CY I plotted the course of a falling star. My clan sent an expedition to set up a mining colony and founded Azak-Zil. A few years later, the Pits of Azak-Zil were lost overnight and my father along with it. Now its time to reclaim those lost souls. Will you help us?”

PCs that are not allied with Rary or Karistyne (or are impartial to both) are approached by Jemrek Longsight, daughter of Hur-Korog (the last Mine Warden of Azak-Zil).

In the name of Clan Highforge, she requests that suitable adventurers travel to the dwarven outpost of Zarak, before joining with other adventurers to investigate the Pits of Azak-Zil.

Jemrek is guilt ridden for her part in discovering the location of the Pits and the sudden and tragic loss of life assumed to have happened. Thus, she is personally recruiting adventurers to Highforge’s cause.

At this point, paraphrase Handout 3. When done, give a copy of the handout over so that the PCs have something to reference during their mission.

🔱 **Jemrek Longsight** (NG female dwarven expert 10).

Appearance: Jemrek is a swarthy-looking female dwarf with a sincere countenance. She appears as if she spends more time gazing at the stars, than looking at the world around her, or taking care of her appearance in particular.

Character: She is kindly and caring. She thinks more of others than herself. She is bitterly sorry about her research which led to the ill-fated expeditions. Apart from the information above, Jemrek knows very little about the Pits. She has never been there and, after the deaths of her clansfolk, she tries not to dwell much on the subject matter.

Most of these expeditions were lost, and many good dwarves never returned. She blames herself for the deaths of so many dwarves. Most of all, she wept for her father, Hur-Korog, who led the expedition (and became the Mine Warden) and was never seen again.

Jemrek hopeful that her father might either still be alive; or that his remains can be collected from Azak-Zil. She is interested in seeing as many souls put to rest as possible, not just her father’s.

SUPPLEMENTAL: ARRIVING IN ZARAK

Use this section after both versions of the introduction.

You have gathered in the recently reclaimed outpost town of Zarak in the Abbor-Alz Mountains. Construction is rampant as dwarves crawl over everything like vermin with chisels and mortar.

One of the Clan Chiefs addresses you just before you are to leave for the Pits, “Arrive at the mesa valley by dawn, do not enter during the dark hours. Leave before nightfall; the walking dead number in the hundreds, so take no chances. Find out what happened to Azak-Zil and return with evidence. Stay within the mesa, do not venture into the deepest mines, as more powerful adventurers have been sent there.”

In short, the different PCs, regardless of the faction they have signed up for have been hired by the dwarves of Clan Highforge.

Those PCs working solely for Clan Highforge receive the full reward of the dwarves, while those just paying lip service receive only half reward (see conclusion).

Regardless of who they are working for, the PCs are given Handout 4. It is a map that gives a general breakdown of the different sectors of the cliff city and upper mines of Azak-Zil. Clever PCs can use this to plot the best possible locations and paths to get their objectives.

LEARNING MORE: AZAK-ZIL

Before they set out the PCs may try to find out more about Azak-Zil. Use this section to adjudicate the results of their action.

Azak-Zil

Knowledge (geography)

DC Information

- 5 The Pits of Azak Zil are hidden within the Abbor-Alz
- 10 The Abbor-Alz near the Bright Desert is filled with mesa's and valleys, themselves subject to sand storms and very little rain.
- 15 Dwarves are not native to this part of the Abbor-Alz.
- 18 Nomads and Hill people are native to this part of the Abbor-Alz.

Azak-Zil

Knowledge (architecture)

DC Information

- 5 Typical of dwarves, stone is common but expect little wood.
- 10 Cisterns are used to store drinking water, but mining facilities produce dirty water that needs to be drained away.
- 15 Azak-Zil is known to have an impressive great forge and accompanying ore refining facilities.
- 18 Dwarven Cliff cities usually have sturdy defenses so they can last a long time in case of siege, but they'll also have alternate exits in case the dwarves need to sally forth.

Azak-Zil

Knowledge (history)

DC Information

- 5 Azak-Zil was founded in 520 CY by Clan Highforge after a gold rush of sorts by many different dwarven clans and other nations (including humanoids from the Pomarj).
- 10 The port outpost town of Zarak was set up to provide supply and shipping for Azak-Zil while the actual path to the city was kept secret.
- 15 Azak-Zil became a large colony and by 525 CY its population had swelled to nearly 2,000 dwarven souls. Contact was lost nearly overnight; the only survivors were completely insane babbling about flesh-eating dwarves and mass insanity.
- 18 By 535 CY, and after many rescue attempts that all totally failed, Clan Highforge cut their losses and abandoned Zarak.

Azak-Zil

Knowledge (local-core)

DC Information

- 5 The local nomads and hill people swear the Pits of Azak-Zil are cursed. They refuse to go

within five miles of the site. They further claim that all that die there rise as undead.

- 10 Azak-Zil (or 'Pureheat' in Dwarven) is said to be the biggest and richest rare ore deposit on Oerth.
- 15 The council of Clan Highforge issued a charter to the mining colony right away and placed one of their nobles as Thane, replacing Hur-Korog as expedition leader. Due to his expertise, Hur-Korog became the Mine Warden.
- 18 Clan Highforge has bargained away the rights to a rare ore found in the pits called thinaun. The rights to this metal has gone to Lady Karistyne though it's unknown what she plans to do with it.

Azak-Zil

Knowledge (nobility)

DC Information

- 5 The noble line of the dwarven Clan Highforge controls the rights to Azak-Zil.
- 10 The council of Clan Highforge issued a charter to the mining colony right away and placed one of their nobles in as Thane (Ulfgar Highforge), replacing Hur-Korog as expedition leader. Due to his expertise, Hur-Korog became the Mine Warden.
- 15 While most dwarves in the colony kept their family at home, Thane Ulfgar Highforge brought his wife and two young children with him.
- 18 There was suggested scandal when Jonnena Ironforge was placed into colony operations as Lower Thane (third in command). Many suggested this was political maneuvering by the House Ironforge who once fought for power of the Clan against the now ruling Highforge.

ENCOUNTER 1: THE SURFACE OF AZAK-ZIL

The secret road from Zarak brings you into the hidden valley of Azak-Zil. To the south is the deep pits forbidden to you and to the east are a handful of buildings.

The road continues to the northeast as it passes by vast piles of tailings and then winds up the side of the north mesa. The road stops in front of three large entrances into the side of the mesa.

There are four areas of interest here, but only two are beneficial to the party. The hot sun beats down on this entire area and shallow sand blows around dead rocks. No life of any sort can be found in this valley during the day. It's only at night that activity flourishes like a desert in springtime.

THE PIT

The road forks off to the south as it enters the depths of the Pits of Azak-Zil. The road then starts a slow wind down to mine entrances and the poisonous salt lake.

The twisting road reveals tools and other mining paraphernalia scattered on the ground as if dropped by teamster workers at quitting time.

The PCs have been warned that this path is far too dangerous for them. This leads into the deep mines of Azak-Zil.

It is certain death for low-level PCs to venture into the poisonous gas that fills the pit, and any PCs bullheaded enough to try should be warned off with the nausea effects of the gas, and if they insist on the perilous venture, then they proceeded at their own risks.

If a PC really wants to go down into the pit, they should be playing at a high level table. Consult the relevant text of the APL 10 version of this Core Special.

THE SURFACE BUILDINGS

The eastern portion of the valley contains three separate groupings of stone buildings. These are simple but sturdy structures. They once acted as day structures for the workers, tool sheds, ore storage, and clerk's offices. Now they are empty.

It takes about an hour to properly search all of the buildings. Doing so reveals the following;

- Though the sandstorms have erased much of the evidence from even inside these stone buildings, massive amounts of spilled (dwarven) blood still stains the floors and walls of these areas of last stand.
- Empty tool cribs match the items that can be seen strewn about in the pit.
- From most of the areas used as store houses, drag marks can be found leading both to the cliff city entrances and down into the pits.
- In one of the ransacked storehouses, a lone crate lies under some debris. In that crate are 10 lbs. ingots of silver, each worth 50 gold pieces. The exact number of ingots depends on the APL.

Treasure: Search the stone houses.

APL 2: Coin: 50 gp

APL 4: Coin: 150 gp

APL 6: Coin: 200 gp

APL 8: Coin: 250 gp

THE TAILINGS

The tailings are piles of rock that are the remains of dug out tunnels within the mines. As the rock is dug, it was placed in animated mine carts that took the tailings to the edge of the mesa and unceremoniously dumped it over the side.

The tailings piles now stretch 1,000 feet along the mesa and reach nearly 100 feet to the cliff edge.

It is DC 10 to climb the tailings, but a failure of 5 or less means the climber has created a slide and takes 1

point of damage per 10-foot slid until they reach the bottom.

At the top of the tailings, PCs can find the five tunnels and their respective metal cart tracks that lead into the mesa (and Encounter 28).

To the east, along the cliff, is a rough path that leads to the main entrances into the city. Cutting across this path are two separate trickles of water that come out of tiny-sized holes in the mesa wall. These are the drains for the water runoff (Encounters 25 to 27). They eventually run over the side and into the tailings where the water eventually evaporates.

None of the tailings have any ore of value.

THE CLIFF CITY

The secret road from Zarak twists and turns through the valley and eventually makes its way up the side of the mesa and past three great cave entrances, each smaller than the last.

After 40 feet these cave entrances lead to encounters 2, 12 and 13 respectively. The two smaller caves have mine cart tracks leading to the edge.

Each cave entrance has bold dwarven writing over the arch. The writings from largest cave to smallest are:

"Welcome to Pure Heart, ruled by Highforge but blessed by the Soul Forger."

"Processing and Secondary Mine"

"Primary Upper Mine"

ENCOUNTER 2: THE GREAT HALL

Before you is a great hall some 60 feet long, 35 feet wide, and easily 65 feet or more high. Four great ornate columns are spaced about the middle and two broken stone doors pierce the sides of the hall. A great double door takes up the entire north end of the hall.

The floor of the hall is littered with debris both wooden and stone. The entire hall is filled with a strong smell of ammonia. Broken and corroded weapons of dwarven make litter the ground as do many wriggling insects.

The true height of the hall is 75 feet but this can only be determined if a PC has a way of shedding illumination onto the ceiling.

Housed among the rough sections that connect the columns to the ceiling are colonies of bats (the exact number APL dependant). These bats have been warped by the aura of evil that surrounds Azak-Zil and are thus rather blood thirsty.

If the bats are disturbed (such as shining light on them, or throwing something at the ceiling) they attack. Searching through the debris on the ground also triggers a bat attack.

The ornate columns are each sculpted into the form of a different dwarf. Despite its decoration, each column

is a load bearing structure; the loss of all four would bring the hall down.

The first column is shaped to represent Moradin the Soul Forger, chief god of the dwarves. A DC 10 Knowledge (religion) check reveals this.

The second statue represents Hyrald Highforge, said to be the founder of the dwarven clan Highforge. A DC 20 Knowledge (history) reveals this.

The third statue represents Thane Ulfgar Highforge, founder of Azak-Zil. A DC 15 Knowledge (nobility) reveals this.

The fourth statue represents a generic dwarf outfitted not in regal wear or combat gear as the other statues, but in simple mining gear.

Forty feet up the fourth statue is a concealed door within the tangled beard of the dwarf miner. Once found and opened, it reveals a small hiding spot big enough for a dwarf to hide in while lying down. As well, there are spy holes to observe everything going on in the Great Hall. This was part of the defenses and was used to spy on traffic coming in and out and to raise an alarm should things be amiss.

Scrawled in chalk, a message in Dwarven is on one of the walls. It reads:

"My food is gone and water nearly out. My hope for a rescue has diminished with my supplies. Those things that were once my friends constantly patrol but they can't get past the great doors. I know not of their fate but they are my only chance. Once this patrol leaves, I shall sneak down to the secret tunnel and rejoin those who are trapped in the city. Jhourn Silentbeard."

The debris on the ground is the remains of furniture, statues, and war supplies brought in from the many attempts to retake the city. Each time the dwarves attempted to burst through the gate their efforts summoned packs of superior ghouls and ghosts that attacked from outside (since the dwarves figured the sun would keep them safe) and overrun the pinned dwarves.

The ammonia smell comes from the bat droppings that litter the debris. The wriggling insects are many overgrown varieties that have crawled out of the drainage system, or were transported along with the dwarven rescuers.

Only at APL 8 is there a threat from the insects, and even then it's just one vermin. One centipede has grown to gargantuan size and is not pleased with being disturbed.

There is little left among the debris of value as the ghouls destroy any equipment they do not take.

Once sturdy (but now broken) stone doors lead to encounter 3 on both the east and west sides of the Great Hall.

The Great Door is designed to slide along tracks built into the east and west walls. The door has a special barring mechanism on its far side. The door can only be properly unlatched from the inside.

The door is partially damaged from the previous attempts at smashing it down. As well, the damaged remains of a handheld battering ram can easily be found among the debris.

Combined with the previous damage to the door, the PCs can break open the door with some effort, but doing so takes time (one hour) and the noise attracts the ghouls in encounter 11. (If the PCs have left by the time they arrive the ghouls patrol the city until they find the PCs). The sounds of that combat alerts a random ghoulish pack from deeper in the mines. (They attack from outside). See 'Noise Danger' in for details on the random ghoulish encounters.

This door's bar and locking mechanism has been repeatedly damaged.

☛ **Damaged Stone Door:** 8 in. thick; hardness 8; hp 100; AC 5; DC 30 Break; Open Lock DC 30.

APL 2 (EL 2)

☛ **Bat Swarm:** hp 13; MM 237.

APL 4 (EL 4)

☛ **Bat Swarm (2):** hp 13 each; MM 237.

APL 6 (EL 6)

☛ **Bat Swarm (4):** hp 13 each; MM 237.

APL 8 (EL 8)

☛ **Bat Swarm (4):** hp 13 each; MM 237.

☛ **Gargantuan Monstrous Centipede:** hp 272; MM 286.

Tactics: The hall has a smooth stone floor covered with light rubble (DMG 60). Where marked on the map, the rubble changes to dense rubble.

Once disturbed, the bats continue to harass the PCs as long as the PCs stay within the Great Hall. If the PCs retreat from the Great Hall, either back outside or into one of the side doors, the bats return to their nesting area on the roof.

The bats are capable of going out into the open air and sunlight, they just choose not to unless compelled to do so (forced out, threaten out, magically moved, and so on).

For those PCs wondering, these are normal bats that have been corrupted by the evil energies of the Pits. In combat they bite, scratch, and tangle themselves up in the PCs' hair.

The bats and centipedes do not coordinate attacks, nor do they attempt to fight each other, but should the centipede find itself in a bat swarm, it is subjected to the damage the same as a PC. The centipede does not attack the bats back.

Treasure: Dwarven siege supplies found in debris, including a portable ram.

APL 2: Loot: 2 gp.

APL 4: Loot: 8 gp.

APL 6: Loot: 20 gp.

APL 8: Loot: 40 gp.

Development: The largest factor here is the amount of disturbance and noise the PCs make. The noise

made fighting the bats and centipede (unless exceptionally loud) does not alert the ghouls beyond as they are used to the sound of the bats swarming and the Great Hall is still fairly isolated for sound.

ENCOUNTER 3: THE GUARD POSTS

EASTERN GUARD POST

Past the broken stone door is a 10-foot-by-10-foot room with smashed weapon racks and the remains of a small cot. Murder holes in the wall beside the door give views into the middle of the Great Hall.

Like its counterpart, this guardroom had a bed and rack for weapons and shields. During the initial uprising, the two dwarf team tried to take out as many ghouls as they could with their crossbows, not realizing the extent of the situation. Eventually the ghouls smashed down the door and added the defenders to their ranks.

In the north east corner of the room is a concealed panel. The panel is made of wood and is designed to look like part of the wall. It can be found with a DC 15 Search check.

Behind the wooden panel is a small compartment that has been sealed with a mixture of sand and sealant. The dwarven phrase, "In Case of Calamity, Smash Silica" is written on the sand covering.

Hidden in the compartment is an adamantite warhammer stamped with Highforge's sigil.

Treasure: Gained from looting the concealed compartment.

All APLs: Magic: adamantite warhammer (251 gp).

WESTERN GUARD POST

Past the broken stone door is a 10-foot-by-10-foot room with smashed weapon racks and the remains of a small cot. Murder holes in the wall beside the door give aim to the middle of the great hall.

This room is identical to the Eastern Guard Post except that it has no hidden warhammer. In the northwest corner however is a superior secret door requiring a DC 22 Search check to locate. It is locked.

◆ **Secret Stone Door:** 2 in. thick; hardness 8; hp 60; AC 5; DC 20 Break. Open Lock DC 25. Search DC22.

The secret door leads to encounter 5. The presence of this secret passage was known only to the city defenders and its top administrators. The tunnel itself had many uses.

Development: Smashing through the secret door is a noise violation. It automatically alerts the ghouls of encounter 11. If those ghouls have already been alerted, there is a 50% chance of a random ghoul pack being drawn to the PCs.

ENCOUNTER 4: THE CITY CORRIDORS

The air of the city corridors is stale and rank with decay. The walls and floors are covered in ash or perhaps dust except where long dried blood has splashed the walls or pooled on the floor.

The obvious debris of battle litters the floors as do the occasional gnawed bone. On the far wall is a blood-scrawled message in Common.

"We can not escape death here. It hungers for us. Our souls are damned for our greed."

This encounter covers all the quality crafted corridors that form the main artery of the cliff city of Azak-Zil. In theory, this complex would be much larger with several levels, but such complexity can not be covered in this adventure.

The dust that covers the walls comes from the stone particles that filled the corridors when several sections of the city were purposefully collapsed in an attempt to contain the outbreak of undeath. These collapsed corridors led to larger sections of the city.

Treat the majority of the corridors as having light rubble. This can either be the remains of combat and other dwarf-made objects destroyed in the struggles, or from chunks of rock from the collapses.

Many dwarves fell to the ravages of an ever increasing number of ghouls and ghosts within these corridors. Not all of these victims were turned into ghouls. Some were ripped apart and consumed by the ravenous undead, and thus thoroughly gnawed dwarf bones litter the halls, having been dropped after all the meat and marrow was gone.

If the PCs have created a noise danger and previously alerted the ghouls of encounter 11, then they might be waiting in ambush around a corridor (or several corridors), unless it's a ghoul mob, which is just too worked up and hungry to formulate an ambush.

SECONDARY GREAT GATES

These two sets of doors are of similar design to that of the great gate leading to Encounter 2, but of smaller scale. These two doors are also undamaged and cannot be opened as easily as the main great gates could from the outside.

However, from the inside, these doors can be unbarred in just 1d4 minutes of effort.

If these doors are left open by the PCs, ghouls that get drawn to them for noise take full advantage of the open gates. If left shut, the ghouls do not think to try the gates.

STREET SIGNS

Dwarves being the orderly creatures they are, have carved sign posts at most intersections and outside of doors, designating what the area is.

The signs are all written in Dwarven.

Development: There are no extraneous noise dangers in the city corridors. PCs who yell, break down an interior door, and so on automatically bring to them the ghoulish pack in Encounter 11 (assuming its not already alerted or on the way). These kinds of disturbances do not draw a random ghoulish pack from deeper within the mines.

If the PCs open the secondary Great Gates, there is a 50% of alerting the ghoulish pack in Encounter 11. If that pack is already alerted or has been dealt with, there is a 25% per gate of drawing in a random ghoulish pack from deeper in the mines.

ENCOUNTER 5: THE SECRET TUNNEL

This natural passageway winds through the rock of the mesa. A stone mortar archway sets itself out from the norm some 20 feet in. A single stone is missing from the archway only to be found on the ground with a rope attached to it.

This stone archway in the middle of the otherwise natural tunnel was meant to be a temporary safety measure by the dwarven defenders of Azak-Zil.

Given time, a properly designed foolproof collapsing tunnel (one that would take out the entire tunnel) was to be installed.

What the city had at the time of its fall was an archway that supported a purposefully weakened section of natural stone set to go off if a rope (that was attached to the key stone) was pulled from the city side of the tunnel.

Unfortunately, the trap as it was failed to go off as rigged. The rope did pull out the key stone, but the due to misplaced rubble above in the weakened natural stone, the tunnel did not collapse.

When the PCs arrive, they are met with a very delicate situation. The whole ceiling is ready to give in if the archway structure or the debris filled hole above it is disturbed.

There is no surprise trigger to this trap. The PCs have no fear of trip wires or pressure plates. The only way to set off this danger is to poke at it themselves.

The rope that is attached to the key stone (that is lying on the floor below the arch) runs up to eyelets attached midway along the wall and lead back through a small hole in the wall leading into the private privy area of encounter 6.

Trap: The PCs and their curiosity are their worst enemies here. Only their actions set off this danger. Careful investigation won't do it, but careless or deliberate poking does.

If set off, the cave-in has a bury zone of 10 ft. radius and a slide zone of 5 ft extending beyond the bury radius. (See Dungeon Master's Guide 66 for details on handling a cave-in.)

↗ **Cave-In:** CR 8(0); mechanical; location trigger, no reset; Bury zone DC 15 Reflex save for half

(8d6+buried, collapse); (all targets in 10-foot radius of archway); Slide zone DC 15 Reflex save avoids (3d6+buried, collapse); (all targets within 5 feet. of the outer edge of the Bury zone); Search DC 5; Disable Device DC 40.

Development: If the collapse is triggered, a 10-foot wide blockage of compressed stone fills the tunnel. It needs to be dug through to by-passed. This is not an easy or quick process, though magic might come in handy.

The collapse itself does not alert any ghouls (as they come to expect tunnel collapses from time to time), but digging through a blockage has a 50% chance of alerting the nearest pack of ghouls (those in Encounter 11, or a random ghoulish pack from the mines).

ENCOUNTER 6: THE PRIVIES

The air here is near putrid and irritates the eyes. A 5-foot-by-10-foot chamber has several dwarf-sized privy seats with small holes leading into the darkness below.

The chamber has a sturdy looking stone door and much written on the walls in quickly scrawled Dwarven.

There are three ways for the PCs to enter this room. The first is through the secret door that leads into the locked private privy of the dwarven defenders of Azak-Zil (the city guards), the second is through the normal entrance that leads into the corridors of the city, and the third is up through the holes that lead out of the sewers.

If the PCs arrive via the secret entrance into the locked private privy, read the above box text as is, but add in that the door is locked (which can be done from either side).

If the PCs enter from the city corridors, modify the read aloud text so that it reflects entering a communal antechamber that leads to the four doors of the individual privy chambers (though one being locked and much more secure than the others).

If the PCs enter through the sewer holes in the floor, determine which privy they come up in and modify the box text as need.

THE LOCKED PRIVY

This privy was reserved for the dwarven defenders (city guards) of Azak-Zil. Only they and the high ranking administration could use these facilities.

The door leading to the communal antechamber of this privy is of reinforced stone, but the lock can be accessed from both sides. A swinging shutter blocks both key holes to prevent peeping when not in use.

The secret door is only disguised from the privy side, not from the tunnel side.

Like the other privies, each seat has a small hole beneath it in the floor. Small-sized creatures can fit through, but Medium creatures need to squeeze. It is a 10 foot drop to the murky sewers below.

Like the other privies, the walls have carved and chalked messages. All the messages are in Dwarven but most have little relevance to the PCs. A few notes that do take interest are:

"Dwarven Defenders Only! If you're not part of the city guard, then GET OUT!!"

"Long Live Thane Ulfgar! Long Live Clan Highforge!"

"Lower Thane Jonnena doesn't know how to wield a hammer and his grand sire had to get him his position."

PCs who climb down into the sewer muck and beat a DC 25 Search check find a key that had been dropped long ago and was too heavy to float away. The key opens the privy doors.

❖ **Locked Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; DC 28 Break. Open Lock DC 25.

❖ **Secret Stone Door:** 2 in. thick; hardness 8; hp 60; AC 5; DC 20 Break. Open Lock DC 25. Search DC22.

THE REGULAR PRIVIES

These privies are for use of the regular city dwellers. These are the facilities that serve the main city area. Each barracks section has its own (though the tunnels leading to those areas have been collapsed and are not included in this adventure).

Each privy here has a stone door but these three doors do not have locks.

Like the other privies, each seat has a small hole beneath it in the floor. Small-sized creatures can fit through, but Medium creatures need to squeeze. It is a 10-foot drop to the murky sewers below.

Like the other privies, the walls have messages applied with either carvings or chalk. All the messages are in Dwarven but most have little relevance to the PCs. A few notes that do take interest are:

"Don't feed the elementals; it's a waste of good gemstone. We need them to work!"

"Bjorn Stockstinger wears a fake beard!"

"Whoever stole the bonding-key to my assigned cart is going to get a pickaxe right between his kobold loving eyes!!!"

"Mine Warden Hur-Korog is a sellout! He refuses us our profit by not selling the new rare ore. Stockpiling of the refined ingots brings us no bounty for our hard work collecting it."

"Something evil is in the air. Its growing like a drum beat from deep within the pits."

❖ **Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5;

THE COMMUNAL ANTE CHAMBERS

An alcove on the east wall has a water basin shaped like an otyugh. Its wide open maw is filled with thick murky green water.

This area connects all four privy doors to the door leading back into the city.

On the east wall, half recessed into an alcove is a stone water basin designed to look like an otyugh. Its open maw is the washbasin and the water comes out its three tentacles. By pushing down on one of its eyes repeatedly, water is pumped from a reservoir out of the tentacles, into the basin. To return the water to the reservoir, the other eye is pumped to create a vacuum. A DC 12 Knowledge (engineering) or a DC 15 Intelligence check confirms this with a cursory investigation.

Only some of the liquid in the water basin/open maw is stagnant water. The rest is dormant green slime. In its dormant state, it has turned from bright green to a dullish murky green. It also does not move towards movement, but if food (metal or organics) comes in contact with it, the green slime awakens and clings to whatever disturbed it.

This patch of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight or a *remove disease* spell destroys the green slime.

Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone. (See *DMG* for more information).

The green slime can be bypassed by using the vacuum function of the water basin and draining the water and slime into the internal reservoir.

Once the slime is gone (dead or drained) the PCs find a non-magical stone ring with an odd pattern of diamonds set into it. This ring came from the dissolved hand of Lower Thane Jonnena when he first discovered a green slime infestation in the basin.

Treasure: Searching the water basin.

All APLs: Coin: 100 gp.

Developments: Breaking open the locked stone door (either forcing it open or digging through it) automatically attracts the attention of the ghoulish pack in encounter 11. If either the Great Gates to the hall or the secondary Great Doors to the mines are open, there is a 25% chance of attracting a random ghoulish pack if the ghoulish pack from encounter 11 has already been alerted.

ENCOUNTER 7: ADMIN

A pair of stone double doors hangs open, as if broken inward by great force. Inside is a 10 foot-by-20-foot, tapestry-draped room filled with the remains of desks, chairs other clerking tools.

In the far corners are two ornate wooden doors. The north door has the title Thane carved into it and the south door has similar markings, but instead says Mine Warden.

This is the administration area of Azak-Zil. The area held the offices for Thane Ulfgar Highforge, Mine Warden Hur-Korog Farsight and Lower Thane Jonnena Ironforge (not to be confused with Highforge, the ruling family of the clan).

The north door leads to the Thane's office, the south door to the Mine Warden's office and this middle area was the work area of the Lower Thane and his team of clerks.

The tapestry is splashed with blood and other signs of being witness to battle. The scenes depict Highforge's rise to power and has no bearing on this adventure.

WHAT HAS GONE BEFORE

Azak-Zil did not fall overnight. Evil crept from the depths, and this is the tale of woe that is Azak-Zil.

Deep within the pits, a new type of ore was found, one with strange properties. Not long after that, bad things started to happen around the mines. Accidents increased, clerics were haunted by dreams of dread and so on.

First the Mine Warden, then the Thane himself spent more and more time investigating the goings on deep within the mine. There was a strong worry that the miners might unearth some long buried evil (as is a frequent fixture in many dwarven tales), but the recovery of the fallen star's wealth was too tempting, too thrilling.

With the Thane and the Warden increasingly busy, this left Jonnena Ironforge more and more time to work his administrative talents (or what he thought was talent). He began to draft rules, regulations, schedules and contingency plans for all occasions. His superiors left him to these things for Jonnena was the grandson of an allied clan's noble line.

Then the day came that marked the swift end of the pits. A miner died in an accident in the deep mines. His body rose as a ghoul not long after and managed to kill several of those attending his body. They all rose as ghouls as well.

Dwarven ghouls and ghosts were being reported from all over Azak-Zil, but mostly in the deep mines. The Thane and the Mine Warden led a large contingent of the city guards down to deal with the matter, but they were never heard from again.

Jonnena enacted one of his contingency plans and started ordering strategic junctions within the mines to be collapsed in an effort to stop the spread of the 'undeath disease'.

This plan might have worked had the rising ghouls been caused by touch infections. As it was, just about anyone who died of anything rose as a ghoul (or ghost) a short time later.

Starting to panic, Jonnena ordered the final part of his plan into action. The last dwarves collected in the main city section and sealed themselves in. The great doors were shut and barred and the two tunnels leading off to the larger living areas were collapsed. Unfortunately, none of this helped.

It wasn't long before there were deaths from battle wounds and stress related in-fighting. Hope ran out long before the food did.

The above was all written down by Jonnena but his journal was torn apart and spread around. A careful search of the room reveals the highlights as Handout 5.

THE VAULT

Concealed behind the tapestry on the east wall is a vault. This vault is opened by a special key, of which there are only three copies. The key comes in the form of a stone ring with gems of the proper cut and positioning. By placing the finger with the ring and turning it in the slot, the vault unlocks.

The Thane, the Warden and the Lower Thane all had this key ring. Jonnena lost his just before the final fall of the city sector when he went to go clean up in the privy area and lost his hand to a green slime infestation.

The vault is reinforced with adamantite and is very sturdy. It is possible to pick, but not an easy task (depending on the APL, some tumblers were not reset when it was closed last).

♦ **Vault:** 4 in. thick; hardness 12; hp 120; AC 5; DC 40 Break. Open Lock DC 22+APL.

Inside the vault is a small amount of treasure as well as the bodies of two dwarven children, a girl and a boy, equivalent to eight human years in age. The children take up the majority of the space in the vault (thus there was no room for the charter). Both children are dressed in noble outfits and have the mark Moradin's death rites upon their foreheads (they were blessed and anointed with holy water and coal salve soon after their death, and thus saved from undeath). The bodies were placed with care in the vault to protect them from the hunger of the ghouls.

These are the children of Thane Ulfgar and were placed in here by Jonnena as a last act of contrition for his failures to the Thane and Azak-Zil.

Treasure: Gained by opening and looting the vault.

APL 2: Coin: 200 gp; Magic: *brooch of shielding* (125 gp).

APL 4: Coin: 300 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp).

APL 6: Coin: 400 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp), *gem of brightness* (1,083 gp).

APL 8: Coin: 500 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp), *gem of brightness* (1,083 gp), *stone of good luck* (1,666 gp).

THE MINE WARDEN'S OFFICE

This 10-foot-by-10-foot office seems to have been spared most of the destruction the other offices suffered. An ornate wooden desk sits in the middle of the otherwise sparse office. A rack of keys rests on the wall behind the desk.

Closer inspection of the ornate wooden (and thus expensive and a sign of rank) desk reveals its drawers

have been emptied and most of the parchments have been taken away.

The few scraps of documents that are left hold little important or relevance to the situation at hand (knowing that the price of imported foodstuffs going up two copper pieces per unit doesn't lend much insight into an uprising of the undead), but collecting them up to be handed over to those in Zarak won't hurt either.

The Key Rack

A row of pegs with labels holds the keys (or the space where the key would go) for the more important sections of the mining facilities. Unfortunately for the PCs, few of these keys are going to do them any good.

The keys that are missing are the ones that the Mine Warden took with him when he and the Thane went to investigate the outbreak in the deep mines of the Pits.

Keys that are present: Family Barracks doors 1 through 7, Bachelor miner's barracks doors 1 through 15, Shipping/Receiving Cargo Lockup, Administration, Chapel, Tailing tunnels 1 through 5, and Refinery door.

Keys that are missing: Main Elevator, Temple, and Forge.

THE THANE'S OFFICE

This once ornate office now appears to be the remains of a small battlefield. The fine tapestries barely cling to the walls and pickaxe marks scar the walls and desk.

Anything of importance here has been collected up and placed in the vault. Unfortunately, a group of misfit mercenary dwarves from another clan became held up with the last survivors.

In a fit of uncharacteristically dwarven madness and desperation, this small group of renegade dwarves tried to hack their way through the Highforge survivors, steal what they could and escape.

They discovered the secret entrance into the Thane's apartments and intended to sneak in that way, but were stopped here in the office and battle ensued.

It's mainly because of these slayings that the ghoul infestation started up so quickly in the enclosed space.

The east wall of the office has a secret door that leads to the Thane's private apartments. The door is intact (unlike so many other doors).

❖ **Secret Stone Door:** 2 in. thick; hardness 8; hp 60; AC 5; DC 20 Break. Search DC 20.

Development: Smashing open the vault automatically attracts the ghouls from Encounter 11. If they have been alerted already, a random ghoul pack is drawn from elsewhere. If the ghouls have no access to the city sector, they wait outside of it for their meal to come to them.

ENCOUNTER 8: THE APARTMENTS

These chambered apartments have been terribly ransacked. The rooms have the trappings of a children's play area, a sitting room, a master bedroom and a study.

The smashed in stone doors has the dwarven words, 'YOU FAILED US!' written in blood.

THE NURSERY

This room was the nursery for the noble children. The boy and girl children were named Danfar and Dagnal.

These children survived the first outbreaks, but when things started to look hopeless, the remaining cleric of Moradin and the Lower Thane used some of the little remaining holy water and proceeded to put the children to final rest with blessings to stop the undeath, in hopes they could be saved later if Moradin wished it.

The children left behind their few playthings. The only item of interest and value to the PCs is the magic that radiates from toy. This toy was a gift from young Danfar from his far off noble family.

If the PCs can complete the child's play, they earn the magic item that teleports in. The toy cannot be broken open to get the prize, as it's not stored there.

This device is the size of a child's desk and has a lever to wind its gears. A small dwarven mallet is connected by silk rope to the device. Six holes space around the top of the device and carved objects are held firmly in the holes.

Inscribed on the side in dwarven is, "To Danfar Highforge, make us proud some day".

When wound up, little heads start popping up at random from the holes, one at a time. These intricately carved heads are supposed to represent elves.

If the PC uses the dwarven mallet, they must make six attack rolls hitting AC 20, succeeding at least four times. The PCs cannot use their Strength bonus for this, as this would destroy the toy.

The first time the game is won, a magic item appears (see treasure listing). The game itself detects as moderate conjuration magic.

Each PC only gets one attempt. If they fail, they magically know that they must wait another full day before they can attempt to win a prize again.

The device is heavy, bulky and not easy to move around. If PCs insist on taking the item with them, the DM should modify noise dangers to fit the situation.

Treasure: Gained by winning at the child's play.

APL 2: Magic: *elemental gem (any)* (188 gp).

APL 4: Magic: *elemental gem (any)* (2) (188 gp each).

APL 6: Magic: *elemental gem (any)* (3) (188 gp each).

APL 8: Magic: *elemental gem (any)* (4) (188 gp each).

THE SITTING ROOM/STUDY

If examined, these two common room shows signs that a fair number of people used it to live in for a several days.

In fact, this is exactly what happened. During the wait, fear and paranoia were rampant and the dwarves huddled together in certain 'safe' zones in the city section. As those safe zones diminished, a large group of dwarves moved into the Thane's apartments.

These sub-rooms hold nothing of value, except that the east wall of the study has an intact secret door that leads to the Thane's office.

❖ **Secret Stone Door:** 2 in. thick; hardness 8; hp 60; AC 5; DC 20 Break. Search DC 20.

THE MASTER BEDROOM

This room contains the tattered remains of an ornate dwarven bed. The mattress moves and writhes by some unseen force beneath the covers.

Above the headboard is ceremonial dwarven shield with the crest of Clan Highforge and the Seal of Azak-Zil.

The bed is writhing because of all the blood and guts that soaked into it so long ago, and it has become the home to a thriving colony of insects and fungus. None of these vermin and fungi is a danger to the PCs.

The ceremonial shield hanging on the wall at the far side of the is the Charter of Azak-Zil and one of the items the dwarves of Clan Highforge have requested be retrieved.

The shield is ceremonial and ornate and on the inside written in Dwarven is the longwinded *Charter of Azak-Zil*. Nothing written in it has any bearing on this adventure. It just states that the high council of Clan Highforge has granted the title of Thane to Ulfgar Highforge, and that Azak-Zil is a fully represent part of Clan Highforge and the rights that go along with that.

The shield itself is a *+1 steel heavy shield*, but its resale value as a magic item is not listed here because this item must be returned to Clan Highforge.

Development: There is nothing in this encounter, including the child's toy that creates an unusual amount of noise risk.

ENCOUNTER 9: THE GUARD BARRACKS

Past the broken down door are bunks and looted footlockers. Half-empty weapon racks line the walls. The dwarven spears and axes that do remain have seen better days.

There is little of interest in this room. Most of these soldiers went into the deep mines with the Thane and never returned.

The weapon racks contain an assortment of dwarven made short spears, axes and warhammers. Despite the rust and dirt, they are perfectly usable for combat.

Treasure: Loot the racks.

All APL 2: Loot: 60 gp.

Development: Moving around the weapons on the rack creates a fair bit of noise. If the weapons are looted by the PCs, there is a 25% chance of alerting the ghouls in encounter 11 (if they haven't been already).

Note, that this noise does not summon a random ghoulish pack from elsewhere as the noise does not travel that far.

ENCOUNTER 10: THE SHRINE

This 15-foot-by-10-foot room is clearly dedicated to Moradin. Busts and carvings, some still intact, decorate the walls. On the altar is an open leather-bound book.

A shrine to Moradin, the Soul Forger, this room is not to be confused with the great temple deeper in the pits (in the high level APL version). This is a small shrine for the daily blessings, as opposed to the massive ceremonies held at the great temple.

This was one of the points of final stand for many of the dwarves as the remaining cleric of Moradin had figured out how to stop the dead from rising again as ghouls.

Within the open book are the last few notes about the strangeness that went on here. These notes are replicated in Handout 6 and describe some of the effects and the cure for the undeath plaguing the mines.

THE ALTAR

The altar has a small closed compartment (not hidden, just out of the way). Inside is the last remaining vial of holy water the cleric had. It was placed here for emergency incase something happened to the cleric and the holy water he carried with him.

All of the valuable treasures have been looted (but not ransacked) when some renegade dwarves tried to escape the city sector.

The entire room is under the effects of a *consecrate* spell that is permanent, but this by itself does not protect against risk of undeath.

Any PC who prays to Moradin at the altar receives a feeling of strength and calm, but leave the PC guess to its actual game mechanic effect (there is none).

ENCOUNTER 11: THE MINERS' BARRACKS

Unlike many of the other doors you have seen, this door is intact and closed.

This is the smallest living barracks in the city sector. It's also the only one that was not collapsed in an effort to stem the undead infection. The remaining ghouls have retreated to their bunks, in mockery of their life, to sleep and await their next victims.

If the PCs have been silent all this time, they come across these ghouls lounging in a motionless state, as if sleeping.

If the PCs have made enough noise (see "Noise Dangers") the ghouls won't be here, because they have already headed out seeking the PCs.

Once disturbed (even by opening the door), the ghouls fly into a bloodthirsty rage. At low APLs, it's just a handful of ghouls, but at higher APLs, there are fifty ghouls per mob. In the cases of mobs, the ghouls have flopped on top of each other in piles as they 'sleep', waiting for more food to come along.

APL 2 (EL 4)

➤ **Ghouls (4):** hp 13 each; *MM* 119.

APL 4 (EL 6)

➤ **Ghouls (8):** hp 13 each; *MM* 119.

APL 6 (EL 8)

➤ **Ghoul Mob:** hp 180; see Appendix.

APL 8 (EL 10)

➤ **Ghast Mob:** hp 183; Appendix 1

➤ **Ghoul Mob:** hp 183; Appendix 1

ENCOUNTER 12: THE CART PARK

The 15-foot wide tunnel is bright with sunlight streaming in from outside. Iron rail tracks for mine carts start here and travel deep into the mesa in several directions.

A side rail has three empty carts collecting dust, though the creaking sound of carts can be heard from far down the passages.

This is where ore and ingots were rolled out of the mine on animated carts along a rail system that goes through most of the mine. This particular track goes north into the secondary section of the upper mine before heading to central processing. It also has a track that leads off to the tracks that led off to the main upper mines.

There is a collection of side tracks intended to house unused carts.

Normally, the animated carts just roll around doing whatever it is they do. If two get in each other's way, one of them moves itself off the track (a slow process) and lets the other pass, and then hops back on the tracks and goes.

THE WAITING CARTS

The three carts waiting here each need a special key to bind them to the instructions of an operator. Those keys

can be found in Encounter 14. Once the PCs have the keys, they can ride the carts into the mines.

A PC riding in a mine cart does not create a noise danger for traveling close to a ghoul pack, as the ghouls are used to hearing the sounds of the mine carts.

When the PCs investigate a cart read the following:

The cart is empty, but looks to be able to safely carry two crouching medium-size humanoids. There is a small panel built into the cart near the front with a slot, some arcane runes and some dwarven words.

A successful DC 15 Knowledge (arcana) reveals that this is actually an animated cart that is dormant until it is activated by a key being placed in the slot.

Each cart has a specific number, and needs a key corresponding to that number. A command can only be given when the operator is in physical contact with the key in the slot. Among the list of dwarven words are the basic commands it can be given, but only by the person 'bounded' to the cart.

All commands must be given in dwarven.

- Stop
- Go
- Turn Right
- Turn Left
- Go to <Location, official name>

ENCOUNTER 13: COLLAPSED TUNNEL

Sunlight from outside shines down this 10-foot wide tunnel far enough to reveal a solid looking cave-in.

The double tracked rails are mangled as they disappear under the debris.

This double tracked tunnel led to the primary upper mine, but the dwarven defenders of Azak-Zil by order of the Lower Thane collapsed it. With the speed of the outbreak, and the loss of contact with the Thane and Mine Warden, it was decided it would be better to contain the (misconceived) physical outbreak of undeath, by collapsing key sections. These sections were usually large areas that had only one exit. The theory was that once the problem was understood and outside help arrived, the closed off sections could be reopened and cleansed one section at a time.

PCs examining the collapse are able to tell it was intentional, but hurried and happened some 80 years ago (the time period of the fall of Azak-Zil).

Development: Unless the PCs start protracted digging, there is nothing here that has an unusual noise danger. If the PCs somehow trigger a noise danger here, it attracts the attention of the ghouls in Encounter 17, 18, or 19.

ENCOUNTER 14: KEYS AND CARTAGE

This 20-foot-by-15-foot chamber was clearly a loading area until it was ransacked. Two rail tracks lead into the room and stop near raised loading areas. A door leading farther into the mesa is broken open revealing a collapse.

Debris of what was once cargo fills the room.

Searching reveals piles of broken wooden pallets, spilled boxes of nails, chains, block and tackle, and an assortment of other loading equipment.

The PCs are bound to be disappointed when the only cargo they find is a knocked over pile of tin billets that was getting ready to be shipped out the day of the disaster (the shipping paper work is still attached).

Leaning awkwardly against a wall is a shelving unit with some vials of acid (six in total). The toppled shelf is obscuring a key rack that has the three bonding keys for the mining carts in encounter 12.

Each key has a specific number on it and matches up with a specific cart.

Traps: Whichever PC searches the area of the fallen shelf (choose randomly if the PCs are all just searching generically), determine if they discover the precarious shelves in time (DC 15 Search check). If not, they need to make a Reflex save to avoid the falling vials.

Knocking over the vials makes them crash loudly to the ground and the crash echoes deep into the mesa.

↗ **Falling Vials:** CR 1/2; mechanical; touch trigger, no reset; glass vials shatter when triggered (listed ghouls alerted 50% chance) and splashing acid, reflex save avoids (DC 15 Reflex save or 6 points of acid damage); Search DC 15; Disable Device DC 10.

Development: If the vials hit the ground and shatter, the noise has a 50% chance of attacking one of the ghouls packs from 17, 18 or 19. If all of those packs have been alerted already, use a random ghouls pack.

ENCOUNTER 15: THE ROUNDABOUT

The tunnel opens up into a large round room some 30 feet in diameter. The rail tracks form into a circle that loops the room and branches out into three more tunnels.

Mining carts circle the tracks under their own power.

If all the PCs are riding in mine carts, and stay in them around these other carts, then the circling carts stay peaceful and keep riding around.

If any of the PCs are on foot, the mine carts stop for one round (as if appraising the situation) then immediately head towards the PCs in a hostile fashion.

The carts attack, and keep attacking until the PCs are either dead, or riding in a controllable mine cart (only the three carts from Encounter 12 are controllable, the rest have had their bonding keys broken off in the slot). The carts chase the PCs for as long as there is track to ride on, though the carts are not limited to being on the tracks (they can get off and travel at a much reduced moment rate) but they do not consider none-tracked rooms/tunnels their territory.

APL 2 (EL 2)

➡ **Medium Animated Cart:** hp 31; Appendix 1

APL 4 (EL 4)

➡ **Medium Animated Cart (2):** hp 31 each; Appendix 1.

APL 6 (EL 6)

➡ **Medium Animated Cart (4):** hp 31 each; Appendix 1.

APL 8 (EL 8)

➡ **Medium Animated Cart (8):** hp 31 each; Appendix 1.

Tactics: The carts are mindless and are just following orders. All their bonding keys have been broken off in the slots and are not repairable, nor can the PCs operate these carts.

The carts advance on the PCs, attacking anyone not riding in a cart. The carts move quite quickly when on the rails, but if need be, they can move off the rail, but at a greatly reduced speed. The carts do this if that is the only means of reaching the PCs to attack.

The carts only chase the PCs through tunnels and rooms that have tracks in them. For example, the carts would stop short of going down the tunnel that leads to Encounter 21. Once the PCs are out of sight, the carts go back to their circling.

Development: Fighting the carts does not create a noise danger because the ghouls are used to the mine cart noises, and that the mine carts once in a while attacks a ghouls if it gets too close. But, if a DM feels the PCs are making an unusually amount of noise during the combat (lots of yelling, loud bursting spells, and so on) there is a 25% chance of attracting one of the nearby ghouls packs from Encounters 17, 16, or 19.

ENCOUNTER 16: DEAD END EAST

This tracked tunnel disappears under a mangling cave-in. The dust from the collapse still lingers in the air.

This tracked tunnel led to the primary upper mines. Its collection of tunnels and veins are much more extensive than what the PCs are seeing in the secondary mines.

When the PCs arrive, they find that this cave-in is recent (dust still hangs in the air), perhaps happening within the last few hours.

Originally, the dwarves had a certain critical points rigged to collapse upon triggering, and this was such a location. It was collapsed as Azak_Zil fell. But then the ghouls dug themselves out, but it wasn't a very good job. Support beams were installed, but it became very susceptible to re-collapse.

A few hours ago, the rival adventurers set off the second cave-in. It was deliberate to seal up the largest portion of ghouls while they plundered the depths of the pits.

Development: There is nothing here that would cause an unusual noise danger, but if ghouls are attracted here, they come first from encounters 17, 18, or 19 before a random ghouls pack is used.

ENCOUNTER 17: SIDE TRACKED

Read the below text after the PCs have gone 20 feet past where the tunnel branches between going to this encounter and Encounter 18.

An intermittent trail of still drying blood leads east along the rail tracks.

This encounter location serves a double purpose. There are three areas in this adventure where the PCs can meet up with rival adventurers, but it's the same group and the PCs only encounter them once.

If this is the first time the PCs meet up with the adventurers, run this encounter as listed. If the PCs have already encountered the adventurers, run this as the listed ghouls pack encounter.

Encounters 23 and 25 refer back to this encounter for the details of dealing with the NPC adventurers.

If the adventurers are here, PCs can attempt DC 15 Listen checks to pick up the heavy breathing and occasional whisper between the adventurers.

If its ghouls, they are standing up, leaning against walls and so on, in their dormant state as they await either the next meal, or for the command to resume work.

As the PCs get closer to the end chamber of this tunnel, read the following;

The tunnel ends in an oddly shaped chamber 20 ft. at its widest part. Four humans of varying heritage carefully and silently examine a tunnel that has long since collapsed.

These are adventurers sent in by the rival patron. Which patron they specifically serve depends on who the adventurers agreed to serve when they accepted the mission in the introduction.

Count up the number of Lady Karistyne supporters and the number of Rary supporters. Count Highforge supports as Lady Karistyne supporters in this case.

If there are more Rary supporters in the party, this NPC party works for Lady Karistyne. If there are more Lady Karistyne supports, this party works for Rary.

All of the alignments in the stat blocks are listed as chaotic neutral, but depending on who they serve, the NPCs have a slightly tendency towards good or evil (but not enough to change the alignment).

WE SERVE LADY KARISTYNE

If the NPC adventurers serve the paladin Lady Karistyne, they are a secondary party that was sent out as a backup incase her other agents did not meet up in Zarak.

The NPCs start out as Indifferent to the PCs (which changes to Hostile automatically if any of the PCs admit they are working for Rary). This attitude can be changed with a Diplomacy check (*PH* 72) after ten rounds of conversation.

If the group becomes hostile it attacks, attempting to kill all who claim support of Rary, and subdue anyone who appears to serve good (they could be duped, or in disguise, and so on).

If the group stays indifferent, they keep their weapons at the ready, but have a hushed chat with the PCs. The group is not looking for friendly company right now, nor to discuss their mission past, "we are here to serve Lady Karistyne, leave us be".

If the group becomes Friendly, they offer to tell a little more of their tale. They still keep their resources to themselves unless it's obvious a PC is in dire straits (such as unconscious, or less than 10 hp left). They go on to tell the PCs that they are here to stop agents of Rary from stealing the thinaun.

If the group becomes Helpful, and the PCs have four or less living party members in the group, the NPCs offer to have one of their own join up for the remainder of the adventure as a cohort. This does not change the effective APL of the adventure. If at any time, the cohort finds out he has been tricked, he immediately attacks the Rary supporter(s) and fights to the death.

WE SERVE RARY

If the NPC adventurers serve Rary they are a secondary party that was sent out as a backup incase his other agents did not meet up in Zarak.

The NPCs start out as Unfriendly to the PCs (which changes to Hostile automatically if any of the PCs admit they are here working for Lady Karistyne). This attitude can be changed with a Diplomacy check (*PH* 72) after ten rounds of conversation.

If the group becomes hostile, it attacks, attempting to kill all who claimed support of Lady Karistyne, and subdue anyone who appears to serve Rary (they could be duped, or in disguise, and so on).

If the group stays Unfriendly, they keep their weapons at the ready, offering only small bits of information laced with rude slurs. If the PCs give them an excuse, combat starts.

If the group becomes Indifferent, they keep their weapons at the ready, but have a hushed chat with the PCs. The group is not looking for friendly company right

now, nor to discuss their mission past, “we are here to serve Rary and restore the Bright to its past greenery, leave us be”.

If the group becomes Friendly, they offer to tell a little more of their tale. They still keep their resources to themselves unless it's obvious a PC is in dire straights (such as unconscious, or less than 10 hp left). They go on to tell the PCs that they are here to stop agents Lady Karistyne who might harm the thinaun supply.

If the group becomes Helpful, and the PCs have four or less living party members in the group, the NPCs offer to have one of their own join up for the remainder of the adventure as a cohort. This does not change the effective APL of the adventure. If at any time, the cohort finds out he has been tricked, he immediately attacks the Lady Karistyne supporter(s) and fights to the death.

THE BACKSTORY

This tale is relatively accurate for both versions of the NPC adventuring party. It's up to the DM to determine how much information the NPCs give out depending on the interaction attitude.

The adventurers collected in Zarak and headed out a few days before the PCs. They explored around the outside of Azak-Zil looking for information and clues. They observed the nighttime work of ghouls as they worked the pits as if they were still alive.

Then, an hour or so before dawn, all the undead dropped what they were doing and headed back inside. The adventurers followed.

For several hours now, the adventurers have been skulking around, being quiet as possible to avoid bring the attention of all the ghouls and monsters of this place. They even re-collapsed the tunnel at encounter 16 after they explored the primary upper mine and didn't find what they were looking for.

For the Rary agents, their mission is to prevent any danger to the thinaun supply and try and smuggle out enough to complete the ritual Rary wants to do to restore the Bright Desert to its green lushness once again. They've been told to look for refined ingots as opposed to raw ore.

For the Lady Karistyne agents, their mission is to make sure the thinaun does not fall into the hands of Rary. They need to either destroy the thinaun or render it unattainable in the near future.

Both groups are wary of imposters and treachery. As well, they want to work separately to cover more ground and incase one group fails, there's still a back up.

APL 2 (EL 2)

➤ **Feng:** male half-orc barbarian 1, hp 14; Appendix 1.

➤ **Xargun:** male human (Baklunish) rogue 1, hp 8; Appendix 1.

➤ **Rhyeh:** male human (Flan) cleric 1, hp 10; Appendix 1.

➤ **Enallan:** male human (Flan) wizard 1, hp 5; Appendix 1.

APL 4 (EL 4)

➤ **Feng:** male half-orc barbarian 2, hp 23; Appendix 1.

➤ **Xargun:** male human (Baklunish) rogue 2, hp 14; Appendix 1.

➤ **Rhyeh:** male human (Flan) cleric 2, hp 17; Appendix 1.

➤ **Enallan:** male human (Flan) wizard 2, hp 9; Appendix 1.

APL 6 (EL 6)

➤ **Feng:** male half-orc barbarian 4, hp 23; Appendix 1.

➤ **Xargun:** male human (Baklunish) rogue 4, hp 14; Appendix 1.

➤ **Rhyeh:** male human (Flan) cleric 4, hp 17; Appendix 1.

➤ **Enallan:** male human (Flan) wizard 4, hp 20; Appendix 1.

APL 8 (EL 8)

➤ **Feng:** male half-orc barbarian 6, hp 59; Appendix 1.

➤ **Xargun:** male human (Baklunish) rogue 38, hp 14; Appendix 1.

➤ **Rhyeh:** male human (Flan) cleric 6, hp 45; Appendix 1.

➤ **Enallan:** male human (Flan) wizard 6, hp 25; Appendix 1.

Treasure: Loot from the adventurers. Unfortunately, Enallan has hidden his spellbook at the adventurer's camp and thus the PCs do not find it here.

APL 2: Loot: 120 gp; Coin: 40 gp.

APL 4: Loot: 84 gp; Coin: 40 gp; Magic: *+1 rapier* (193 gp), *ring of protection +1* (166 gp).

APL 6: Loot: 80 gp; Coin: 40 gp; Magic: *+1 breastplate* (112 gp), *+1 greataxe* (193 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (166 gp).

APL 8: Loot: 90 gp; Coin: 40 gp; Magic: *ring of protection +1* (166 gp), *cloak of resistance +1* (83 gp), *+1 chain shirt* (104 gp), *+1 rapier* (193 gp), *+1 full-plate* (220 gp), *ring of protection +1* (166 gp), *+1 morningstar* (192 gp), *lesser metamagic rod of silent spell* (250 gp).

ALTERNATE GHOUL PACK

Use this if this encounter is just another ghoul pack waiting to feast on the PCs' entrails.

APL 2 (EL 4)

➤ **Ghouls (4):** hp 13 each; MM 119.

APL 4 (EL 6)

➤ **Ghouls (8):** hp 13 each; MM 119.

APL 6 (EL 8)

➤ **Ghoul Mob:** hp 180; Appendix 1.

APL 8 (EL 10)

➤ **Ghast Mob:** hp 183; Appendix 1.

➤ **Ghoul Mob:** hp 180; Appendix 1.

ENCOUNTER 18: PRETTY CRYSTALS OF DISTRACTION

The walls of this tunnel are filled with geodes and crystals of brilliant colors. Ghostly images dance from one facet to another. Dwarven ghouls linger here, some still holding picks.

The rail tracks lead under another long-collapsed tunnel.

The ghouls here are just as bloodthirsty as rest of their undead brethren and when they notice the PCs they attack.

What's interesting about this place is the crystals are contaminated with traces of thinaun and are now reflecting images of the souls who are trapped in the deeper pits.

The souls are not aware of the PCs, but their silent moans of despair go out to anyone who might be listening. The images flicker around, no single soul staying in the same place for long.

Any PC who touches the crystals can feel the vibrations of the moans and magically can make out what the souls are moaning about.

"Flee! Leave this cursed place. All who die here shall become trapped like us. Down in the deep mines, where the pit is most foul the ore is bad, the ore steals our souls. Destroy the ore, save us, mix the ore with liquid blessings of the Soul Forger, and let no others be trapped!"

Destroying the crystals here only stops the souls from expressing themselves.

In the far corner, among a large pile of bones, are the remains of some dwarven heroes who tried to put a stop to this madness.

APL 2 (EL 4)

➤ **Ghouls (4):** hp 13 each; *MM* 119.

APL 4 (EL 6)

➤ **Ghouls (8):** hp 13 each; *MM* 119.

APL 6 (EL 8)

➤ **Ghoul Mob:** hp 180; Appendix 1.

APL 8 (EL 10)

➤ **Ghast Mob:** hp 183; Appendix 1.

➤ **Ghoul Mob:** hp 180; Appendix 1.

Treasure: Loot the remains of the dwarven heroes.

APL 2: Magic: *eyes of the eagle* (208 gp).

APL 4: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp).

APL 6: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp), *figurine of wondrous power* (ivory goat) (1,750 gp).

APL 8: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp), *figurine of wondrous power* (ivory goat) (1,750 gp), *ring of protection +4* (2,667 gp), *ring of sustenance* (208 gp).

ENCOUNTER 19: THE TUNNEL OF HATE

Ahead the rails disappear around another bend. The sound of slowly dripping water echoes from up ahead.

At the far end of this tunnel, about 10 feet after the rail tracks end, there is a pond built up from water dripping through the rocks above. The water is tainted with negative energy and evil. Anyone touching the water (and for every round exposed to the pond) suffers one of the below effects determined randomly.

- **1-2:** *cause minor wounds*; CL 1; DC 10.
- **3-4:** *cause light wounds*; CL 1; DC 11.
- **5:** *cause moderate wounds*; CL 3; DC 12.
- **6:** *cause serious wounds*; CL 5; DC 14.

Note: For APL 2, subtract 1 from the dice roll, with 0 being only minor irritation to the skin.

A DC 25 Search check of the murky water reveals a stash of gems, some of which are magical *ioun stones*.

Resourceful PCs can use detection magic to narrow down the search area for the magic items, thus reducing the amount of time needed to physically search the murky water.

But before the PCs can get to any of these treasures, they have to do away with the pack of ghouls that linger here.

The danger of the pond adds +1 EL to the encounter (as reflected in the listings).

APL 2 (EL 3)

➤ **Ghouls (2):** hp 13 each; *MM* 119.

APL 4 (EL 5)

➤ **Ghouls (4):** hp 13 each; *MM* 119.

APL 6 (EL 7)

➤ **Ghouls (8):** hp 13 each; *MM* 119.

APL 8 (EL 9)

➤ **Ghoul Mob:** hp 180; see Appendix 1.

Treasure: Loot the pond.

APL 2: Coin: 400 gp; Magic: *ioun stone* (*clear*) (333 gp).

APL 4: Coin: 400 gp; Magic: *ioun stone* (*clear*) (333 gp), *ioun stone* (*dusty rose*) (416 gp).

APL 6: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp), *ioun stone (dusty rose)* (416 gp), *ioun stone (pale blue)* (666 gp).

APL 8: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp), *ioun stone (dusty rose)* (416 gp), *ioun stone (pale blue)* (666 gp), *ioun stone (orange)* (2,500 gp).

ENCOUNTER 20: THE ROADBLOCK

The rail tracks lead on for a while through the mesa until up ahead there is a small barricade of overturned carts and furniture blocking further moment. Dwarven figures skulk around in the dark and enter from under a stone archway clad side passage. The stench in the air is terrible.

This is a roadblock setup by dwarven ghosts. They have used the furniture of a safety-room to help construct it. The safety-room is a reinforced structure where dwarven miners go in case of collapse. It is equipped with provisions and emergency supplies, enough to wait for rescuers to dig them out.

The blockage needs to be cleared before the mine carts can get past it. PCs on foot can simply climb over it or walk around its edges.

APL 2 (EL 4)

➤ **Ghoul:** hp 13; *MM* 119.

➤ **Ghast:** hp 29; *MM* 119.

APL 4 (EL 6)

➤ **Ghosts (3):** hp 29 each; *MM* 119.

APL 6 (EL 8)

➤ **Ghosts (6):** hp 29 each; *MM* 119.

APL 8 (EL 10)

➤ **Advanced 12 HD Ghosts (6):** hp 111 each; Appendix 1.

The safety-room has a small collection of potions among its mundane equipment.

Treasure: Loot the safety room.

APL 2: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each).

APL 4: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp).

APL 6: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp), *oil of daylight* (62 gp).

APL 8: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp), *oil of daylight* (62 gp), *potion of good hope* (87 gp).

ENCOUNTER 21: AN ASIDE

This side tunnel breaks off from the main tunnel and has no rail tracks leading into it. It seems to turn more cavernous as it bends out of sight.

There is the sound of movement from down this direction accompanied by the occasional sound of metal on rock.

Down this tunnel, some of the ghouls are still slowly digging. They lack purpose and direction and are making next to no progress. Their attentions and hunger turn towards the PCs as soon as the opportunity presents itself.

At the far end of the cave are the remains of some dwarven heroes who did not dish out the justice that had hoped for during the undead uprising.

APL 2 (EL 4)

➤ **Ghouls (4):** hp 13 each; *MM* 119.

APL 4 (EL 6)

➤ **Ghouls (8):** hp 13 each; *MM* 119.

APL 6 (EL 8)

➤ **Ghoul Mob:** hp 180; Appendix 1.

APL 8 (EL 10)

➤ **Ghast Mob:** hp 183; Appendix 1.

➤ **Ghoul Mob:** hp 180; Appendix 1.

Treasure: Loot the remains of the dwarven heroes. (Unfortunately all their magical items have already been picked clean by the mine's denizens but a small bag of gems remains).

APL 2: Coin 280 gp.

APL 4: Coin 974 gp.

APL 6: Coin 1,666 gp.

APL 8: Coin 3,292 gp.

ENCOUNTER 22: THE SORTING ELEMENTAL

Up ahead, the rail tracks move through an open space flanked by tall piles of raw ore.

As the PCs either pass by, or start searching through the raw ore, they disturb the last remaining earth elemental here.

Normally, a cart would come through here and bonded earth elementals would sort the ore under the guidance of a few dwarven mine masters. Now, the only thing left here working is a rather irate earth elemental (size dependent on APL). As well, it's not happy that it's been attacked by the 'new dwarves' that roam the mines and all of its lesser earth elemental friends have been destroyed.

Now the earth elemental spends its time hidden away in the piles of ore, only coming out to attack if people get too close and stay too long.

A vaguely humanoid shape with red gem eyes begins to emerge from the ore pile. It stares at you all intently before taking a menacing step towards you.

The elemental starts off Unfriendly towards the PCs. If the PCs take no hostile action (defensive actions are okay), they have one round to start diplomacy (with the –10 modifier). Offering a gem of any sort right away gives a +5 modifier.

If the PCs can bring its attitude up to Indifferent, the elemental croaks out in Terran, “gems, feed me gems”. If the PCs give 50 gp per APL in gems, the earth elemental becomes friendly.

Once Friendly or Helpful, the earth elemental asks for 100 gp times APL in order for it to be set free from its bonding. If the PCs do so, it becomes Helpful (if not already). If given the gems, it offers to accompany the PCs for one combat before it leaves.

Once at Friendly or higher, the earth elemental answers questions if asked in Terran (the only language it speaks).

Who are you? ***“I am Cipikmotoc, last of the enslaved earth elementals of Azak-Zil. I stay here until I am fed enough gems as pay and grant me my agreed freedom. Before, I would pick them out of the ore I sorted, but now they have stopped coming.”***

What happened here? ***“The mine changed management. These new dwarves fought with the old. Now the new stay and the old are no more. The new dwarves attack me from time to time, but they are too weak to hurt me.”***

Why do you want gems? ***“Under our feet, under these mountains of raw ore, is a sigil carved into the ground. I may not leave this area until I have received a pre-specified total of gemstones. I would feed on them as I sorted the ore for the old dwarves, but now the new dwarves do not bring as much gem ore to these piles. If you feed me the remaining amount, I’ll be free to leave. I won’t return to my home plane for an hour. I would be honored to do you a service for releasing me.”***

What is this ore? ***“This is the raw ore that came mostly from these upper mines, though some of it comes from the deep mines. It is filled with copper and gold, tin and platinum. It used to be filled with gems, but not anymore.”***

Where is the thinaun? ***“That ore has a peculiar scent to it. It is not in its pure form, it has been fused, tainted by something else. There is none of it in these piles. The old dwarves had me collect it all together for them long ago. It was taken to the refinery and I have seen none of it since.”***

Will you help us? ***“Free me and I shall aid you in one combat or minor task before my hour is up and I peacefully transcend back to my own plane.”***

If the PCs change the attitude of the elemental to Friendly or better they gain the AR entry for peaceful contact with an elemental.

APL 2 (EL 3)

🔮 **Medium Earth Elemental:** hp 30; MM 97.

APL 4 (EL 5)

🔮 **Large Earth Elemental:** hp 68; MM 97.

APL 6 (EL 7)

🔮 **Huge Earth Elemental:** hp 152; MM 97.

APL 8 (EL 9)

🔮 **Greater Earth Elemental:** hp 199; MM 97.

THE IRON GRATE

South and east of the piles of ore is a rusting iron grate in the floor. It as no lock, but its thick latch is rusted shut. Ten feet below is a dark tunnel with a trickle of shallow water running off of the ore piles.

This gate leads to the drainage system. It can be bashed open, but doing so creates a noise danger.

🔨 **Rusty Iron Grate:** 2 in. thick; hardness 8; hp 40; AC 5; DC 20 Break.

Development: The sounds of combat with the elemental (or just talking with it) do not draw the attention of the ghouls packs as their used to other ghouls occasionally attacking it for little reason.

Smashing open the grate on the other hand does present a noise danger. There is a 50% that bashing open the grate attracts the ghouls pack from either encounter 23 or 21 (in that order of preference). If those encounters have been triggered already, use a random ghouls pack.

ENCOUNTER 23: MORE ADVENTURERS

In the center of a large open chamber movement flitters about an overturned mine cart. More carts move along a network of rail tracks under their own power.

This encounter location serves a double purpose. There are three areas in this adventure where the PCs can meet up with rival adventurers, but it’s the same group and they are only met in the first such area entered.

If this is the first time the PCs meet up with the adventurers, run this encounter as listed. If the PCs have already encountered the adventurers, run this as the listed ghouls pack encounter.

If the adventurers are here, PCs can discern the four figures not to be dwarves.

If its ghouls, they are investigating the cart as they await either the next meal, or for the command to resume work.

As the PCs get closer to the end chamber of this tunnel, read the following;

Four humans of varying heritage carefully and silently examine an overturned mine cart.

They turn to give you a weary eye.

For all other information to run this encounter refer to encounter 17.

ALTERNATE GHOUL PACK

Use this if this encounter is just another ghoulish pack waiting to feast on the PC's entrails.

APL 2 (EL 4)

➤ Ghouls (4): hp 13 each; MM119.

APL 4 (EL 6)

➤ Ghouls (8): hp 13 each; MM119.

APL 6 (EL 8)

➤ Ghoul Mob: hp 180; Appendix 1.

APL 8 (EL 10)

➤ Ghast Mob: hp 183; Appendix 1.

➤ Ghoul Mob: hp 180; Appendix 1.

ENCOUNTER 24: GOING DOWN THE DRAIN

The air in this narrow passage smells terrible, but the water ranges only from 3 inches to 1 ft. in depth. At times the walls must be squeezed past, while in others it is wide enough to slouch by.

This is the sewer/runoff water system for both the processing area and part of the city barracks. The system is more expansive than shown here, but tunnels have been collapsed when the barracks areas were sealed.

This run off system of narrow tunnels always has shallow poisonous water within. *Decanters of endless water* are used in the processing areas and the ore piles collect moisture and it is this that contaminates the water making it harmful to humanoids.

As well, bacteria and mold have developed in the stagnant sections of water ever since the number of decanters was reduced when the mines were suddenly shut down.

With access to the smelting area, it is conceivable that a sneaking adventurer party could infiltrate the refinery and get out with little fuss.

The only water left in the system is from the build up of one decanter that was not sealed properly and is

leaking. What water that needs to, trickles out of the mesa through Tiny-sized tunnels.

Needless to say, none of the water is fit for drinking, and exposure to the skin has its risks as well.

WATER DANGERS

Anyone drinking the water is exposed to arsenic poison.

Anyone who is merely exposed to the water (touches skin, or soaks into clothes that touch skin) is exposed to arsenic for every hour (or fraction of hour) of contact with the skin. *Prestidigitation* can dry the clothes to prevent further contact, but once contact is made, after an hour, the Fort save must be rolled.

➤ **Arsenic:** Ingested DC 13; Initial 1 con, Secondary 1d8 Con.

ENCOUNTER 25: ALTERNATE ADVENTURERS IN THE SEWERS

Up ahead the tunnel widens as it attaches to a now empty and neglected cistern. Four humans of varying heritage carefully and silently examine the cistern.

They turn wearily towards you.

There are three areas in this adventure where the PCs can meet up with rival adventurers, but it's the same group and only the first encounter counts.

If this is the first time the PCs meet up with the adventurers, run this encounter as listed. If the PCs have already encountered the adventurers before, there is nothing interesting in the cistern.

If the adventurers are here, PCs can discern the four figures not to be dwarves.

For all other information to run this encounter, refer to Encounter 17.

Development: Ghouls do not normally come down here. If the PCs foolishly left the access open for ghouls, its possible noise might attract some down, but for the most part, the PCs are relatively safe from ghoulish attack in these sewers.

ENCOUNTER 26: THE BOTTOM FEEDERS

Up ahead the water becomes its deepest and the tunnel its widest as a sudden and close movement catches your eye.

The creature(s) here depends on APL, but it's the guardian of the sewer. It feeds off everything that comes down here, and it's been a while since it had a good meal.

Allow the PCs to make Spot checks against a Hide check for the given monster. Those who fail are

surprised. The exception to this is for the gray ooze (see tactics).

The water here is 1-foot deep.

APL 2 (EL 2)

➔ **Crocodile:** hp 22; *MM* 271.

APL 4 (EL 4)

➔ **Gray Ooze:** hp 31; *MM* 203.

APL 6 (EL 6)

➔ **Gray Ooze (2):** hp 31 each; *MM* 203.

APL 8 (EL 8)

➔ **Hellwasp Swarm:** hp 93; *MM* 239.

Tactics: At APL 2, the crocodile is simple to run. It keeps moving forward and biting. It never gives up and never surrenders.

At APL 4 and APL 6 the gray oozes are transparent and thus have their own special hiding ability.

At APL 8, there is a small hive in the wall of the tunnel and the hellwasps swarm out of it filling the tunnel. The hellwasps do not pursue the PCs out of the sewer tunnels.

ENCOUNTER 27: THE GAUNTLET

Five tunnels with rail cart tracks lead from the ledge of the mesa into a large open area inside the mesa. At the far end of each tunnel is a portcullis blocking off access to the chamber inside the mesa.

The danger of each of the five tunnels is the same. They all have identical traps on them and each have a lever-controlled portcullis that blocks entry.

TUNNELS AND PORTCULLISES

The tunnels have a rail track that leads under the closed portcullis. The portcullises each have their own lever situated on the wall beside past the tunnel (usually 10 ft. over, but its marked on the map).

◆ **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; AC 5; DC 25 Break. (*DMG* 45).

Traps: A spell turret is a highly dangerous magic trap that blurs the line between trap and construct.

A spell turret is generally located at one end of a long hallway and is mounted on the ceiling. When inactive, the turret merges with the material of the surface on which it is mounted and cloaks itself with a *nondetection* spell to hide its magical aura. A spell turret has a visual trigger utilizing *true seeing* to a range of 120 feet down the given corridor (not into the room). This turret has been programmed to recognize any dwarves (even undead ones) as friends. Creatures the spell turret recognizes do not trigger it by approaching within 120 feet nor does the spell trigger ever target them once

activated. If a spell trigger casts an area spell, recognized targets might accidentally suffer the effect of the spell if they are in the wrong place at the wrong time.

If a spell turret detects an unrecognized target, it immediately activates. When it does, it emerges from the ceiling quickly. The turret is shaped like a stone crossbow.

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 180-degree arc of fire down the corridor. A spell turret's caster level is equal to that of the minimum level required to cast the spells stored in it.

The order in which a turret casts its spells is set; it cycles through them in the same order each time.

APL 2 (EL 2)

➔ **Spell Turret:** CR 2; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 26; Disable Device DC 26;

Spells (in order; CL 1st): *magic missile*; *ray of enfeeblement*; *sleep*; *color spray*.

APL 4 (EL 4)

➔ **Spell Turret:** CR 4; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 28; Disable Device DC 28

Spells (in order; CL 5th): *lightning bolt*; *ray of exhaustion*; *dispel magic*; *hold person*.

APL 6 (EL 6)

➔ **Spell Turret:** CR 6; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 30; Disable Device DC 30.

Spells (in order; CL 9th): *cone of cold*; *hold monster*; *cloudkill*; *waves of fatigue*.

APL 8 (EL8)

➔ **Spell Turret:** CR 8; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 32; Disable Device DC 32.

Spells (in order; CL 13th): *power word blind*; *delayed blast fireball*; *greater shadow conjuration (chain lighting)*; *waves of exhaustion*.

Development: This is not the first time the spell turrets have been set off. Small animals occasionally try to penetrate the pits this way and the ghouls know there is

little of anything left of the animal by the time they get there so they don't bother investigating noise from here.

ENCOUNTER 28: THE REFINERY

THE OUTER DOORS

A pair of sturdy 5-foot wide and 7-foot tall stone doors bars further progress. Engraved upon them is the picture of a smelter pouring liquid metal into square molds. Heat and noise radiates from behind the door.

Rail tracks disappear under the door.

There are two sections to this encounter. The first is the combat. The mummies must be dealt with before the PCs can properly handle their mission (unless the PCs are very stealthy, careful, and lucky).

These doors lead to the smelting room, which is the center of the refining process. The heat that radiates off the doors is warm to the touch but not harmful. The noise is the sound of machinery and blast furnaces.

These doors can be picked, smashed or opened using a key (found in the Mine Warden's office). The trench that allows the tracks under the door is too tight a fit (less than an inch clearance) to be useful for a PC (though a familiar might have some luck).

Breaking down (but not picking or unlocking) these doors has a 100% chance of summoning a ghoul pack from encounters 23 or 21 (in that order). If those ghoul packs have been triggered already, use a random ghoul pack.

❖ **Sturdy Stone Door:** 8 in. thick; hardness 8; hp 100; AC 5; DC 30 Break. Open Lock DC 30.

THE SEWER ENTRANCE

The tunnel ends with an iron grate in the roof. Water trickles down from above. Heat and noise wash over you from the machinery and molten metal in the room above.

An alternate way of entering the final combat is to sneak in through the floor. The gate is just as rusty as the last one, but there no chance of attracting attention due to all the noise that is coming off the machinery.

❖ **Rusty Iron Grate:** 2 in. thick; hardness 8; hp 40; AC 5; DC 20 Break.

THE GREAT SMELTING POT

Modify the following text for APLs 2 to reflect a single dwarven mummy operating the machinery.

A giant pot tips and pours molten metal into square molds, stone wheels squeeze molten metal into billets and water from decanters on a wall fills the room with steam as it quench hardens the metal.

All the while dwarves wrapped in resin-soaked linen tend to the machinery and collect the final product that joins the various types of metal piles at the back of the room.

A rail track leads to an empty elevator shaft.

The dwarves and their resin-soaked linen are actually mummies. The resin is so that they don't immediately burst into flame when they get near something hot, but other than that it does not have a game mechanic effect.

These undead dwarves take orders from the lich down below and process the important ore that is sent up to them. It's placed in the smelter with all the other ingredients (to get out impurities) and eventually separated and either stored or sent down the elevator as needed.

Treat the areas on the map marked as machinery as difficult terrain.

THE COMBAT

Once the PCs have made themselves known, the mummies drop what they are doing and converge on the PCs. The mummies try to stay clear of the machinery and fire dangers.

APL 2 (EL 5)

➤ **Dwarven Mummy:** hp 55; MM 190.

APL 4 (EL 7)

➤ **Dwarven Mummy (2):** hp 55 each; MM 190.

APL 6 (EL 9)

➤ **Dwarven Mummy (2):** hp 55 each; MM 190.

➤ **Mummy Knight:** male dwarven mummy

fighter 2; hp 90; Appendix 1.

APL 8 (EL 11)

➤ **Dwarven Mummy (4):** hp 55 each; MM 190.

➤ **Mummy Knight:** male dwarven mummy

fighter 4; hp 105; Appendix 1.

CHOICES

This section deals with the most important part of the adventure; what to do with the thinaun?

In the back of the room there are several pallets of ingots, more than the PCs could hope to carry (regardless of strength). There is plenty of gold and silver, three ingots of star metal, six ingots of adamantite, six ingots of mithral and 12 ingots of tainted thinaun and six ingots of thinaun stamped 'purified'.

For those working for Rary, it is a simple process of walking out with the ingots of thinaun.

For those working for Lady Karistyne, this place must be put out of action for a while (long enough to deny Rary easy access to the thinaun) and little or none of the thinaun makes it out.

To accomplish this, the thinaun could be thrown into the smelter and an amount of holy water that is less or more than the number of ingots poured in. The

positive energy of the holy water mixes with the negative energy of the tainted thinaun and there is a reaction. The entire contents of the smelter turn to coke (a form of coal) rendering it useless to Rary.

If the number of bottles of holy water equals exactly the number of ingots, the thinaun is purified and can be poured out into ingot molds to cool.

Another possibility is to throw the thinaun into the smelter, then uncap all three *decanter of endless water*. They start to pour down the shaft and the water level rises high enough that it touches the bottom of the smelter and the sudden contact cracks the metal case and dumps its molten load into the cold water and there is an explosion of steam destroying everything in the room and denying Rary a supply of thinaun for some time to come.

Allow other inventive solutions to this problem to also succeed.

Treasure: Looting the room.

All APLs: Coin: 2,000 gp; Magic: *decanter of endless water* (3) (750 gp each).

Each PC who takes an ingot of star metal, adamantine, mithral and untainted thinaun gains enough to have three items built (see the AR and treasure section for more details).

Development: Once the PCs have what they've come for, it's either time to escape or to investigate further parts of the mine.

CONCLUSION

There are three possible conclusions here dependant on for whom the PC(s) worked.

RETURN TO ZARAK

Use this conclusion for all PCs and then proceed to either "Return to Castle Karistyne" or "Return to Ul-Bakak."

As you stumble into Zarak through the beginnings of what promises to be a monster storm a cheer goes up. The dwarves of Clan Highforge start chanting your name and heap praises on you except for one dwarf who yells in an angry tone, "Thanks a lot, you just lost me 30 gold pieces!"

The dwarven headman greets you personally and asks for a full accounting of your adventure.

If the PCs have brought back any of the following, they earn the reward listed in the first paragraph of the "Favor of Clan Highforge:"

- The bodies of the Thane's Children
- Handout 5
- Handout 6
- The Charter

Additionally if they retrieved any mithral, adamantine, or green star metal they gain access to the relevant sections of the "Favor of Clan Highforge" AR entry.

Finally, if the PCs had no other patron they gain access to the following items:

- *Belt of dwarvenkind* (Core; DMG)
- *Belt of giant strength +4* (Core; DMG)

RETURN TO CASTLE KARISTYNE

Use this conclusion if the PC worked for Karistyne.

As you approach the castle of Lady Karistyne peasants are singing and drummers are drumming and her men at arms fire arrows with colored streamers. After all the fan fare, the paladin greets you herself.

"You have done better than I had hoped. By denying Rary the thinaun he so desperately craves, he cannot take easily take the next step in his evil plans. Now we must be wary of him collecting thinaun from the more remote sources, one small nugget at a time."

If the PCs have succeeded in their tasks they gain the "Favor of Lady Karistyne" AR reward. PCs gaining Karistyne's favor cannot also receive Rary's favor.

If they failed, Karistyne is very disappointed in them and they do not receive her favor.

RETURN TO UL-BAKAK

Use this conclusion if the PC worked for Karistyne.

A squadron of Payim riders greets you as you approach Ul-Bakak. They escort you to a tent decorated with finery. Eliazir Razeem Azam'ut of the Muddled Tongue, Rary's chosen man, eagerly holds out an open empty chest.

"Please place the thinaun in here. We have much to celebrate. My master will be very pleased. You have done a fine thing this day. Soon all this sand shall be dripping with water and shaded by lush greenery. It shall be a paradise that even the Restorer of Righteousness would envy."

If the PCs have succeeded in their tasks of bringing back 12 or more ingots of thinaun, they gain the "Favor of Rary" AR reward. PCs gaining Rary's favor cannot also receive Karistyne's favor.

If they failed, Eliazir is very disappointed in them and they do not receive the Favor of Rary.

CAMPAIGN CONSEQUENCES

This adventure has Campaign Consequences. That is the results of the event will directly affect the long-term future of the campaign. To this end, please send the answers to the questions below to creighton@greyworks.co.uk. Only you can keep the campaign dynamic!

1. Who did the different PCs serve?
2. Which patron got their mission accomplished?
3. Was tainted thinaun delivered to Rary's agents or was it all pure?
4. Were the bodies of the Thane's children recovered?
5. If at all, how was the source of thinaun shut off?
6. Did any of the PCs do anything unusual or memorable?

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.

Special Note: There are more encounters in this adventure than there would be in a normal adventure. No matter how many encounters are defeated however the PCs may not gain more XP than those totals listed under "Total Possible Experience."

Multiple Encounters: Noise Danger

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 2: The Great Hall

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 11: The Miner's Barracks

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 15: The Round About

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 7: Side Tracked (Adventurers)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 7: Side Tracked (Ghoul Pack)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 18: Pretty Crystals of Distraction

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 19: The Tunnel of Hate

APL 2	60 XP
APL 4	120 XP

APL 6	180 XP
APL 8	240 XP

Encounter 20: The Roadblock

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 21: An Aside

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 22: The Sorting Elemental

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 23: More Adventurers (Adventurers)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 23: More Adventurers (ghoul pack)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 25: Alternate Adventurers in the Sewers (adventurers)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 26: The Bottom Feeders

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 27: The Gauntlet

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 28: The Refinery

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary Roleplaying Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Story Award: Primary Mission Success

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience

APL2	900 XP
APL4	1,350 XP
APL6	1,800 XP
APL8	2,250 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 1

APL 2: Coin: 50 gp
APL 4: Coin: 150 gp
APL 6: Coin: 200 gp
APL 8: Coin: 250 gp

Encounter 2

APL 2: Loot: 2 gp.
APL 4: Loot: 8 gp.
APL 6: Loot: 20 gp.
APL 8: Loot: 40 gp.

Encounter 3

All APLs: Magic: adamantite warhammer (251 gp).

Encounter 6

All APLs: Coin: 100 gp.

Encounter 7 (The Vault)

APL 2: Coin: 200 gp; Magic: *brooch of shielding* (125 gp).

APL 4: Coin: 300 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp).

APL 6: Coin: 400 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp), *gem of brightness* (1,083 gp).

APL 8: Coin: 500 gp; Magic: *brooch of shielding* (125 gp), *periapt of health* (616 gp), *gem of brightness* (1,083 gp), *stone of good luck* (1,666 gp).

Encounter 8

APL 2: Magic: *elemental gem (any)* (188 gp).

APL 4: Magic: *elemental gem (any)* (2) (188 gp each).

APL 6: Magic: *elemental gem (any)* (3) (188 gp each).

APL 8: Magic: *elemental gem (any)* (4) (188 gp each).

Encounter 9

All APL 2: Loot: 60 gp.

Encounter 17 and 23

APL 2: Loot: 120 gp; Coin: 40 gp.

APL 4: Loot: 84 gp; Coin: 40 gp; Magic: *+1 rapier* (193 gp), *ring of protection +1* (166 gp).

APL 6: Loot: 80 gp; Coin: 40 gp; Magic: *+1 breastplate* (112 gp), *+1 greataxe* (193 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (166 gp).

APL 8: Loot: 90 gp; Coin: 40 gp; Magic: *ring of protection +1* (166 gp), *cloak of resistance +1* (83 gp), *+1 chain shirt* (104 gp), *+1 rapier* (193 gp), *+1 full-plate* (220 gp), *ring of protection +1* (166 gp), *+1 morningstar* (192 gp), *lesser metamagic rod of silent spell* (250 gp).

ITEMS FOR THE ADVENTURE RECORD

Encounter 18

APL 2: Magic: *eyes of the eagle* (208 gp).

APL 4: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp).

APL 6: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp), *figurine of wondrous power* (ivory goat) (1,750 gp).

APL 8: Magic: *eyes of the eagle* (208 gp), *lion's shield* (764 gp), *figurine of wondrous power* (ivory goat) (1,750 gp), *ring of protection +4* (2,667 gp), *ring of sustenance* (208 gp).

Encounter 19

APL 2: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp).

APL 4: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp), *ioun stone (dusty rose)* (416 gp).

APL 6: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp), *ioun stone (dusty rose)* (416 gp), *ioun stone (pale blue)* (666 gp).

APL 8: Coin: 400 gp; Magic: *ioun stone (clear)* (333 gp), *ioun stone (dusty rose)* (416 gp), *ioun stone (pale blue)* (666 gp), *ioun stone (orange)* (2,500 gp).

Encounter 20

APL 2: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each).

APL 4: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp).

APL 6: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp), *oil of daylight* (62 gp).

APL 8: Loot: 30 gp; Magic: *potion cure light wounds* (3) (4 gp each), *potion of remove paralysis* (25 gp), *oil of daylight* (62 gp), *potion of good hope* (87 gp).

Encounter 21

APL 2: Coin 280 gp.

APL 4: Coin 974 gp.

APL 6: Coin 1,666 gp.

APL 8: Coin 3,292 gp.

Encounter 28

All APLs: Coin: 2,000 gp; Magic: *decanter of endless water* (3) (750 gp each).

Total Treasure Possible

The DM should note that a few of the treasure hauls which form part of this tally may never actually be found by the characters in the course of the adventure. The DM should be cautious when considering “over the cap” gold allowances.

APL 2: 900 gp

APL 4: 1,300 gp

APL 6: 1,800 gp

APL 8: 2,600 gp

APL 2

- Adamantine warhammer (Adventure; 3,012 gp; DMG).
- Brooch of shielding (Core; DMG)
- Elemental gem (any) (Adventure; DMG)
- Eyes of the eagle (Adventure; DMG)
- Ioun stone (clear) (Adventure; DMG)
- Decanter of endless water (Adventure; DMG)
- Belt of dwarvenkind (Core; DMG)
- Belt of giant strength +4 (Core; DMG)

APL 4 (all of APL 2 plus the following):

- Periapt of health (Core; DMG)
- Figurine of wondrous power (ivory goat) (Adventure; DMG)
- Ioun stone (dusty rose) (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- Gem of brightness (Core; DMG)
- Ioun stone (pale blue) (Adventure; DMG)
- Oil of daylight (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- Stone of good luck (Core; DMG)
- lesser metamagic rod of silence (Adventure; DMG)
- ring of protection +4 (Adventure; DMG)
- ring of sustenance (Adventure; DMG)
- Ioun stone (orange) (Adventure; DMG)
- Potion of good hope (Adventure; DMG)

Special AR Items

‡ **Favor of Clan Highforge:** In exchange for your unwavering loyalty, the dwarves grant you Core access to one armor or weapon upgrade of your choice from tables 7—5, 7—6, 7—14 or 7—15 in the DMG. Additionally they make the following special materials available to you: adamantine, mithral and starmetal. You may forge up to three items—weapon, shield, or armor—to which you have access from the materials below. Alternately, you can use the starmetal ingot three times to satisfy the starmetal dependency feature of the Green Star Adept prestige class (CA 41). (Such use counts as creating one item for each starmetal dependency satisfied).

Mithral Ingot: □□□

Adamantine Ingot: □□□□

Green Starmetal Ingot: □□□□

Standard LIVING GREYHAWK rules apply and you must pay all normal costs for all the above rewards.

‡ **Favor of Rary:** You have satisfied the needs of Rary and furthered his cause. In gratitude, Rary grants you Core access to any one minor or medium wondrous item from table 7—29 in the DMG. You must indicate the

item you desire (but not necessarily buy it) within 1 year of the date on this AR. You must pay all normal cost and all usual LIVING GREYHAWK restrictions apply.

Core Access: _____

Favor of Lady Karistyne: You have thwarted evil and obeyed the lady paladin's orders. In exchange, she grants you Core access to the following items: *manual of gainful exercise +1*, *manual of quickness of action +1*, *manual of bodily health +1*, *tome of clear thought +1*; *tome of leadership and influence +1*, *tome of understanding +1*. You may only buy two of these.

Friendly Contact with an Elemental: You have made friendly contact with an earth elemental from the plane of earth.

APPENDIX 1: APL 2

ENCOUNTER 17, 23 AND 25:

☛ **Feng:** male half-orc barbarian 1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +6; Atk +7 melee (1d12+7, greataxe) or +3 ranged (1d8, composite longbow); Full Atk +7 melee (1d12+7, greataxe) or +3 ranged (1d8, composite longbow); SA rage 1/day; SQ fast movement, illiteracy; AL CN; SV Fort +4, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +3, Tumble -1; Weapon Focus (greataxe).

Rage (Ex): 1/day; 7 round duration—hp 16; AC 15, touch 10, flat-footed 13; Grp +8; Atk +9 melee (1d12+9, greataxe); Full Atk +9 melee (1d12+9, greataxe); Fort +6, Ref +2, Will +1; Str 24, Con 18.

Possessions: chainmail, greataxe, composite longbow with 20 arrows.

☛ **Xargun:** male halfling rogue 1; CR 1; Small humanoid (halfling); HD 1d6+2; hp 8; Init +8; Spd 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +0; Grp -3; Atk +3 melee (1d4+1, masterwork rapier) or +6 ranged (1d4, masterwork shortbow); Full Atk +3 melee (1d4+1, masterwork rapier) or +6 ranged (1d4, masterwork shortbow); SA sneak attack 1d6; SQ trapfinding; AL CN; SV Fort +3, Ref +7, Will 0; Str 13, Dex 19, Con 14, Int 8, Wis 8, Cha 9.

Skills and Feats: Balance +8, Bluff +3, Escape Artist +8, Hide +12, Listen +5, Spot +3, Tumble +8; Improved Initiative.

Possessions: masterwork studded leather, masterwork rapier, masterwork shortbow.

☛ **Rhyeh:** male human cleric 1 (Kurell); CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +0; Grp +3; Atk +4 melee (1d8+3, masterwork morningstar) or +0 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+3, masterwork morningstar) or +0 ranged (1d8, light crossbow); SQ spontaneous casting, turn undead 2/day; AL CN; SV Fort +4, Ref +0, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Spellcraft +3; Power Attack, Skill Focus (Concentration).

Spells Prepared (3/2+1); base DC = 13 + spell level); 0—*guidance* (3); 1st—*bless*, *doom*, **entropic shield*.

*Domain Spell. *Domains:* Luck (1/day reroll), Trickery.

Possessions: splint mail, heavy steel shield, masterwork morningstar, light crossbow.

☛ **Enallan:** male elf wizard 1; CR 1; Medium humanoid (elf); HD 1d4+1; hp 5; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp -2; Atk -2 melee (1d4-2, dagger) or +3 ranged (1d8-2, longbow); Full Atk -2 melee (1d4-2, dagger) or +3 ranged (1d8-2,

longbow); SQ spells; AL CN; SV Fort +1, Ref +3, Will +1; Str 6, Dex 16, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +5, Decipher Script +9, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +1, Spellcraft +9, Spot +1; Improved Initiative, Scribe Scroll.

Languages: Common, Draconic, Elven, Gnoll, Goblin, Orc, Sylvan.

Spells Prepared (3/2: base DC = 15 + spell level): 0—*acid splash*, *daze*, *resistance*; 1st—*grease*, *magic missile*, *sleep*.

Possessions: dagger, longbow with 20 arrows.

ENCOUNTER 15: THE ROUND ABOUT

☛ **Ore Cart:** Animated Object; CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 70 ft. (wheels); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk: +2 melee (1d6+1, slam); Full Atk: +2 melee (1d6+1, slam); SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: none

Rail Tracks (Ex): This creature has its full speed of 70 ft. only when moving along rail tracks. When it needs to move off the rails, its speed is reduced to 10 ft.

APL 4

ENCOUNTER 17, 23 AND 25:

☛ **Feng:** male half-orc barbarian 2; CR 2; Medium humanoid (orc); HD 2d12+4; hp 23; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 17; Base Atk +2; Grp +7; Atk +9 melee (1d12+7, masterwork greataxe) or +5 ranged (1d8, masterwork composite longbow); Full Atk +9 melee (1d12+7, masterwork greataxe) or +5 ranged (1d8, masterwork composite longbow); SA rage 1/day; SQ Fast Movement, illiteracy, uncanny dodge; AL CN; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +4, Tumble +1; Weapon Focus (greataxe).

Rage (Ex): 1/day; 7 round duration – hp 27; AC 15, touch 10, flat-footed 13; Grp +9; Atk +11 melee (1d12+9, greataxe); Full Atk +11 melee (1d12+9, greataxe); Fort +7, Ref +2, Will +1; Str 24, Con 18.

Possessions: masterwork breastplate, masterwork greataxe, masterwork composite longbow with 20 arrows.

☛ **Xargun:** male halfling rogue 2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +8; Spd 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +1; Grp -2; Atk +4 melee (1d4+2, +1 rapier) or +7 ranged (1d4, masterwork shortbow); Full Atk +4 melee (1d4+2, +1 rapier) or +7 ranged (1d4, masterwork shortbow); SA sneak attack 1d6; SQ evasion, trapfinding; AL CN; SV Fort +3, Ref +8, Will 0; Str 13, Dex 19, Con 14, Int 8, Wis 8, Cha 9.

Skills and Feats: Balance +11, Bluff +4, Escape Artist +9, Hide +13, Listen +6, Spot +4, Tumble +9; Improved Initiative.

Possessions: masterwork studded leather, +1 rapier, masterwork shortbow with 20 arrows.

☛ **Rhyeh:** male human cleric 2 (Kurell); CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +1; Grp +4; Atk +5 melee (1d8+3, masterwork morningstar) or +1 ranged (1d8, light crossbow); Full Atk +5 melee (1d8+3, masterwork morningstar) or +1 ranged (1d8, light crossbow); SQ spontaneous casting, turn undead 2/day; AL CN; SV Fort +5, Ref +0, Will +6; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Spellcraft +4; Power Attack, Skill Focus (concentration).

Spells Prepared (4/3+1); base DC = 13 + spell level); 0–guidance (3), resistance; 1st–bless, cause fear, doom, *entropic shield.

*Domain Spell. *Domains:* Luck (1/day reroll), Trickery.

Possessions: half-plate, heavy steel shield, masterwork morningstar, light crossbow with 20 bolts.

☛ **Enallan:** male elf wizard 2; CR 2; Medium humanoid (elf); HD 2d4+2; hp 9; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -1; Atk -1 melee (1d4-2, dagger) or +5 ranged (1d8-2, masterwork longbow); Full Atk -1 melee (1d4-2, dagger) or +5 ranged (1d8-2, masterwork longbow; SQ spells; AL CN; SV Fort +1, Ref +3, Will +2; Str 6, Dex 16, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +6, Decipher Script +10, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +1, Spellcraft +12, Spot +1; Improved Initiative, Scribe Scroll.

Languages: Common, Draconic, Elven, Gnome, Goblin, Orc, Sylvan.

Spells Prepared (4/4: base DC = 15 + spell level): 0–acid splash, daze (2), resistance; 1st–color spray, grease, magic missile, sleep.

Possessions: dagger, masterwork longbow with 20 arrows, ring of protection +1.

ENCOUNTER 15: THE ROUND

ABOUT

☛ **Ore Cart:** Animated Object; CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 70 ft. (wheels); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk: +2 melee (1d6+1, slam); Full Atk: +2 melee (1d6+1, slam); SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: none

Rail Tracks (Ex): This creature has its full speed of 70 ft. only when moving along rail tracks. When it needs to move off the rails, its speed is reduced to 10 ft.

APL 6

ENCOUNTER 17, 23 AND 25:

➤ **Feng:** male half-orc barbarian 4; CR 4; Medium humanoid (orc); HD 4d12+8; hp 41; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +4; Grp +9; Atk +11 melee (1d12+8, *+1 greataxe*) or +7 ranged (1d8, masterwork composite longbow); Full Atk +11 melee (1d12+8, *+1 greataxe*) or +7 ranged (1d8, masterwork composite longbow); SA rage 2/day; SQ fast movement, illiteracy, trap sense, uncanny dodge; AL CN; SV Fort +6, Ref +3, Will 0; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +6, Tumble +2; Power Attack, Weapon Focus (greataxe).

Age (Ex): 2/day; 7 round duration – hp 49; AC 16, touch 10, flat-footed 16; Grp +11; Atk +13 melee (1d12+10, *+1 greataxe*); Full Atk +13 melee (1d12+10, *+1 greataxe*); Fort +8, Ref +3, Will +2; Str 25, Con 18.

Possessions: *+1 breastplate*, *+1 greataxe*, masterwork composite longbow with 20 arrows.

➤ **Xargun:** male halfling rogue 4; CR 4; Small humanoid (halfling); HD 4d6+8; hp 26; Init +9; Spd 20 ft.; AC 19, touch 16, flat-footed 19; Base Atk +3; Grp 0; Atk +10 melee (1d4+2, *+1 rapier*) or +10 ranged (1d4, masterwork shortbow); Full Atk +10 melee (1d4+2, *+1 rapier*) or +10 ranged (1d4, masterwork shortbow); SA sneak attack 2d6; SQ evasion, trap sense, trapfinding, uncanny dodge; AL CN; SV Fort +4, Ref +10, Will +1; Str 12, Dex 20, Con 14, Int 8, Wis 8, Cha 9.

Skills and Feats: Balance +14, Bluff +6, Escape Artist +12, Hide +16, Listen +8, Spot +6, Tumble +12; Improved Initiative, Weapon Finesse.

Possessions: masterwork studded leather, *+1 rapier*, masterwork shortbow with 20 arrows.

➤ **Rhyeh:** male human cleric 4 (Kurell); CR 4; Medium humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 21, touch 11, flat-footed 21; Base Atk +3; Grp +6; Atk +8 melee (1d8+3, masterwork morningstar) or +3 ranged (1d8, light crossbow); Full Atk +8 melee (1d8+3, masterwork morningstar) or +3 ranged (1d8, light crossbow); SQ spontaneous casting, turn undead 2/day; AL CN; SV Fort +6, Ref +1, Will +7; Str 16, Dex 10, Con 14, Int 8, Wis 17, Cha 8.

Skills and Feats: Concentration +12, Spellcraft +6; Power Attack, Skill Focus (Concentration), Weapon Focus (morningstar).

Spells Prepared (5/4+1/3+1); base DC = 13 + spell level); 0–*guidance* (3), *resistance* (2); 1st–*bless*, *cause fear*, *doom*, **entropic shield*, *magic weapon*; 2nd–*deific vengeance* (2), *invisibility**, *silence*.

*Domain Spell. *Domains:* Luck (1/day reroll), Trickery.

Possessions: full-plate, heavy steel shield, masterwork morningstar, light crossbow with 20 bolts, *ring of protection +1*,

➤ **Enallan:** male elf wizard 4; CR 4; Medium humanoid (elf); HD 4d4+7; hp 20; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grp +0; Atk +0 melee (1d4-2, dagger) or +6 ranged (1d8-2, masterwork longbow); Full Atk +0 melee (1d4-2, dagger) or +6 ranged (1d8-2, masterwork longbow); SQ spells; AL CN; SV Fort +3, Ref +5, Will +4; Str 7, Dex 16, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +8, Decipher Script +12, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +2, Spellcraft +14, Spot +3; Improved Initiative, Scribe Scroll, Toughness.

Languages: Common, Draconic, Elven, Gnoll, Goblin, Orc, Sylvan.

Spells Prepared (4/5/3; base DC = 15 + spell level): 0–*acid splash*, *daze* (2), *resistance*; 1st–*cause fear*, *color spray*, *grease*, *magic missile*, *sleep*; 2nd–*glitterdust*, *Tashia's hideous laughter*, *web*.

Possessions: dagger, masterwork longbow with 20 arrows, *ring of protection +1*, *cloak of resistance +1*.

ENCOUNTER 15: THE ROUND ABOUT

➤ **Ore Cart:** Animated Object; CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 70 ft. (wheels); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk: +2 melee (1d6+1, slam); Full Atk: +2 melee (1d6+1, slam); SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none

Rail Tracks (Ex): This creature has its full speed of 70 ft. only when moving along rail tracks. When it needs to move off the rails, its speed is reduced to 10 ft.

ENCOUNTER: VARIOUS

➤ **Ghoul Mob:** CR 8; Gargantuan undead (mob of Medium undead); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 8, flat-footed 8; Base Atk +15, Grp +28, Atk mob (5d6 plus ghoul fever and paralysis); Full Atk mob (5d6 plus ghoul fever and paralysis); Space/Reach 20 ft./0 ft.; SA expert grappler, ghoul fever, paralysis, trample; SQ darkvision 60 ft., mob anatomy, undead traits, +2 turn resistance; AL CE; SV Fort +9, Ref +11, Will +17; Str 13, Dex 15, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +5, Improved Bull Rush, Improved Overrun, Multiattack.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Ghoul Fever (Su): Disease, Fortitude DC 25, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid

who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Paralysis (Ex): Those hit by a ghoul must succeed on a DC 25 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+1 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 26) to take half damage.

Turning Weakness: For the sake of turning, treat this as a collection of base HD ghouls. For each individual ghoul turned, apply -2 negative levels to this mob. A mob that reaches negative levels equal to its HD breaks up.

ENCOUNTER 28: THE RUMBLE IN THE REFINERY

☛ **Mummy Knight:** dwarf mummy fighter 2; CR 7; Medium undead; HD 8d12+3 plus 2d10; hp 90; Init +0; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +6; Grp +13; Atk +14 melee (1d6+10 plus mummy rot, slam); Full Atk +14/+9 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction

5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +7, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Climb +7, Hide +5, Listen +8, Move Silently +5, Spot +8, Alertness, Cleave, Great Fortitude, Power Attack, Toughness, Weapon Focus (slam).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: chain shirt.

APL 8

ENCOUNTER 17, 23 AND 25:

➤ **Feng:** male half-orc barbarian 6; CR 6; Medium humanoid (orc); HD 6d12+12; hp 59; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +6/+1; Grp +11; Atk +13 melee (1d12+8, +1 greataxe) or +9 ranged (1d8+4, masterwork composite longbow (+4 Str)); Full Atk +13/+8 melee (1d12+8, +1 greataxe) or +9/+4 ranged (1d8+4, masterwork composite longbow (+4 Str)); SA —; SQ Fast Movement, illiteracy, rage 2/day, trap sense, uncanny dodge, improved uncanny dodge; AL CN; SV Fort +8, Ref +5, Will +2; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +8, Survival +0, Tumble +3; Power Attack, Weapon Focus (greataxe), Reckless Rage

Rage (Ex): 2/day; 8 rounds duration — hp 77; AC 14, touch 8, flat-footed 14; Grp +14; Atk +16 melee (1d12+11, +1 greataxe); Full Atk +16 melee (1d12+11, +1 greataxe); Fort +11, Ref +5, Will +4; Str 27, Con 20;

Possessions: +1 breastplate, +1 greataxe, masterwork composite longbow (+4 Str) with 20 arrows, +1 cloak of resistance.

➤ **Xargun:** male halfling rogue 6; CR 6; Small humanoid (halfling); HD 6d6+12; hp 38; Init +9; Spd 20 ft.; AC 20, touch 16, flat-footed 20; Base Atk +4; Grp +1; Atk +11 melee (1d4+2, +1 rapier) or +11 ranged (1d4, masterwork shortbow); Full Atk +11 melee (1d4+2, +1 rapier) or +11 ranged (1d4, masterwork shortbow); SA sneak attack 3d6; SQ evasion, trap sense, trapfinding, uncanny dodge; AL CN; SV Fort +5, Ref +11, Will +2; Str 12, Dex 20, Con 14, Int 8, Wis 8, Cha 9.

Skills and Feats: Balance +16, Bluff +8, Escape Artist +14, Hide +18, Listen +10, Spot +8, Tumble +14; Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

Possessions: +1 studded leather, +1 rapier x2, masterwork shortbow with 20 arrows.

➤ **Rhyeh:** male human cleric 6 (Kurell); CR 6; Medium humanoid (Human); HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 22, touch 11, flat-footed 22; Base Atk +4; Grp +6; Atk +8 melee (1d8+3, +1 morningstar) or +4 ranged (1d8, light crossbow); Full Atk +8 melee (1d8+3, +1 morningstar) or +4 ranged (1d8, light crossbow); SQ spontaneous casting, turn undead 5/day; AL CN; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Spellcraft +8; Divine Metamagic (Quicken Spell), Power Attack, Quicken Spell, Weapon Focus (morningstar).

Spells Prepared (5/4+1/4+1/3+1); base DC = 13 + spell level); 0—guidance (3), resistance (2); 1st—bless, cause fear, doom, *entropic shield, resurgence; 2nd—deific vengeance (2), *invisibility, silence, spiritual weapon; 3rd—blindness, prayer, *protection from energy.

*Domain Spell. *Domains:* Luck (1/day reroll), Trickery.

Possessions: +1 full-plate, heavy steel shield, +1 morningstar, light crossbow with 20 bolts, ring of protection +1.

Tactics: He has enough turn attempts to use Divine Metamagic Quicken once (on any spell).

➤ **Enallan:** male elf wizard 6; CR 6; Medium humanoid (elf); HD 6d4+6; hp 25; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +3; Grp +1; Atk +1 melee (1d4-2, dagger) or +7 ranged (1d8-2, masterwork longbow); Full Atk +1 melee (1d4-2, dagger) or +7 ranged (1d8-2, masterwork longbow); SQ spells; AL CN; SV Fort +4, Ref +6, Will +5; Str 7, Dex 16, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +10, Decipher Script +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +7, Knowledge (religion) +14, Listen +3, Spellcraft +16, Spot +3; Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll.

Languages: Common, Draconic, Elven, Gnoll, Goblin, Orc, Sylvan.

Spells Prepared (4/5/4/3: base DC = 15 + spell level): 0—acid splash, daze (2), resistance; 1st—cause fear, color spray, grease, magic missile, sleep; 2nd—glitterdust, scorching ray, Tashia's hideous laughter, web; 3rd—fireball, haste, empowered ray of enfeeblement.

Possessions: dagger, masterwork longbow, ring of protection +1, cloak of resistance +1, lesser metamagic rod of silent

ENCOUNTER 15: THE ROUND ABOUT

➤ **Ore Cart:** Animated Object; CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 70 ft. (wheels); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk: +2 melee (1d6+1, slam); Full Atk: +2 melee (1d6+1, slam); SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Skills and Feats: none

Rail Tracks (Ex): This creature has its full speed of 70 ft. only when moving along rail tracks. When it needs to move off the rails, its speed is reduced to 10 ft.

ENCOUNTER: VARIOUS

➤ **Ghoul Mob;** CR 8; Gargantuan undead (mob of Medium undead); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 8, flat-footed 8; Base Atk +15, Grp +28, Atk mob (5d6 plus ghoul fever and paralysis); Full Atk mob (5d6 plus ghoul fever and paralysis); Space/Reach 20 ft./0 ft.; SA expert grappler, ghoul fever, paralysis, trample; SQ darkvision 60 ft., mob anatomy, undead

traits, +2 turn resistance; AL CE; SV Fort +9, Ref +11, Will +17; Str 13, Dex 15, Con –, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +5, Improved Bull Rush, Improved Overrun, Multiattack.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Ghoul Fever (Su): Disease, Fortitude DC 25, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Paralysis (Ex): Those hit by a ghoul must succeed on a DC 25 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+1 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 26) to take half damage.

Turning Weakness: For the sake of turning, treat this as a collection of base HD ghouls. For each

individual ghoul turned, apply –2 negative levels to this mob. A mob that reaches negative levels equal to its HD breaks up.

➤ **Ghast Mob;** CR 8; Gargantuan undead (mob of Medium undead); HD 30d8+3; hp 183; Init +0; Spd 20 ft.; AC 13, touch 9, flat-footed 10; Base Atk +15, Grp +30, Atk mob (5d6 plus ghoul fever and paralysis); Full Atk mob (5d6 plus ghoul fever and paralysis); Space/Reach 20 ft./0 ft.; SA expert grappler, ghoul fever, paralysis, stench, trample; SQ darkvision 60 ft., mob anatomy, undead traits, +2 turn resistance; AL CE; SV Fort +9, Ref +12, Will +17; Str 17, Dex 17, Con –, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +6, Improved Bull Rush, Improved Overrun, Multiattack, Toughness.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Ghoul Fever (Su): Disease, Fortitude DC 25, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Paralysis (Ex): Those hit by a ghast must succeed on a DC 25 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 25 Fortitude save or be sickened for 1d6+4 minutes. A

creature that successfully saves cannot be affected again by the same mob's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma based.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+1 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 28) to take half damage.

Turning Weakness: For the sake of turning, treat this as a collection of base HD ghosts. For each individual ghost turned, apply -2 negative levels to this mob. A mob that reaches negative levels equal to its HD breaks up.

ENCOUNTER 20: THE ROADBLOCK

➤ **Advanced 12 HD Ghost;** CR 5; Medium undead; HD 12d12+3; hp 111; Init +3; Spd 30 ft.; AC 21, touch 12, flat-footed 18; Base Atk +6; Grp +9; Atk +9 melee (2d6+3 plus paralysis, bite); Full Atk +9 melee (2d6+3 plus paralysis, bite) and +7/+7 melee (1d4+1 plus paralysis, 2 claws); SA ghoul fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +4, Ref +7, Will +10; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +16, Climb +7, Hide +16 Jump +16, Move Silently +12, Spot +11; Ability Focus (paralysis), Armor Proficiency (light), Improved Natural Attack, Multiattack, Toughness.

Ghoul Fever (Su): Disease - bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 19 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same mob's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma based.

Possessions: chain shirt.

ENCOUNTER 28: THE RUMBLE IN THE REFINERY

➤ **Mummy Fighter:** dwarf mummy fighter 4; CR 9; Medium undead; HD 8d12+3 plus 4d10; hp 105; Init

+4; Spd 15 ft.; AC 27, touch 10, flat-footed 27; Base Atk +8; Grp +15; Atk +16 melee (1d6+12 plus mummy rot, slam); Full Atk +16/+11 melee (1d6+12 plus mummy rot, slam); SA despair, mummy rot; SQ damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +8, Ref +3, Will +9; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 16.

Skills and Feats: Climb +4, Hide +0, Listen +8, Move Silently +0, Spot +8, Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack, Toughness, Weapon Focus (slam), Weapon Specialization (slam).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 17 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma based.

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 17, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: half-plate.

APPENDIX 2: NEW RULES ITEMS

FEATS

Divine Metamagic

Complete Divine

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that Metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a Metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the Metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different Metamagic feat to which to apply it.

Reckless Rage

Race of Stone

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

SPELLS

Deific Vengeance

Spell Compendium

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One Creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

Resurgence

Spell Compendium

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow for a save (such as *power word stun*), then *resurgence* won't help the subject recover.

SPECIAL MATERIALS

Thinaun

Complete Warrior 136

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously, this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). Raise dead, resurrection, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells: reincarnation, raise dead, resurrection, and true resurrection require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within the thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Type of Thinaun Weapon

Cost Modifier

Light weapon	+10,000 gp
One-handed weapon, or one head of a double weapon	+15,000 gp

Two-handed weapon, or both heads of a double weapon +20,000 gp

HANDOUT 1

The following is the mission briefing for those working for the Archmage Rary, Monarch of the Bright Desert.

You are contacted by Eliazir Razeem Azam'ut of the Muddled Tongue, a trusted agent of Rary. He explains that your services are needed for a delicate mission to aid Rary to restore the Bright Desert to its former state.

- Rary requires at least 12 standard ingots worth of the rare ore called thinaun. This is equivalent to 2,200 lbs. (or 1 ton) of raw thinaun ore (with the impurities yet to be separated).
- Research has indicated that such a supply of ore can be found in the Pits of Azak-Zil, a former dwarven mining colony.
- The colony operated for five years. Then overnight, all contact was lost between the Pits and the port city of Zarak (a dwarven outpost set up to supply the new colony).
- All rescue attempts met with disaster.
- Over the years, the secret trail to Azak-Zil became lost and the dwarves of Clan Highforge abandoned their port outpost.
- Over the years, scattered reports have told tales of hoards of powerful and numerous dwarven ghouls mining the pits at night.
- Recently, the dwarves of Clan Highforge have returned to the port outpost of Zarak and are seeking adventurers to investigate the ruins.
- We have reason to believe that Lady Karistyne has made a deal with Clan Highforge to offer support in exchange for the rights to the thinaun.
- Your mission is to travel to Zarak and allow yourself to be recruited along with other adventurers in order to be sent to the Pits of Azak-Zil. Once there, collect the required amount of thinaun and bring it back to me at Ul Bakak.
- You shall be well rewarded for this.
- The thinaun supply now belongs to Lady Karistyne, so have no worries about offending the dwarves of Clan Highforge with its loss.
- By all reports, the Pits of Azak-Zil are incredibly dangerous. Spend only the daylight hours there, investigate only the upper mines located in the mesa, never go into the deep pits and never ever stay after dark. Figure out where to find the thinaun, and then get out.
- The upper section of the Pits of Azak-Zil is said to be very, very large, with a cliff city built into the mesa and mining and refining facilities. Try not to get lost or distracted.
- The sudden appearance of so many undead must mean a great source of power. But unless you feel yourself worthy enough to tame that power, I would recommend caution with your lives. The mission is more important than foolhardy greed.
- When at Zarak, the dwarves of Clan Highforge will incorporate you into an adventuring group. They are sending out search parties to discover what caused Azak-Zil to fall, and to reclaim some sort of charter written on the back of a shield. This makes the perfect cover for your mission.
- Return immediately with the thinaun after leaving Azak-Zil.

HANDOUT 2

The following is the mission briefing for those working for Lady Karistyne, Paladin of the Abbor-Alz.

You are contacted by Lady Karistyne, enemy of Rary and patron of good adventurers. She explains that Rary the Traitor is trying to obtain a large supply of a rare metal called thinaun. The source of this thinaun is the Pits of Azak-Zil. In exchange for an undisclosed prize and an offer of aid, Lady Karistyne has obtained the rights to the thinaun within the Pits of Azak-Zil from the dwarves of Clan Highforge who founded the mining colony. Rary the Traitor must be stopped!

- Rary requires a large amount of thinaun, but the exact amount is uncertain, though it's thought to be at least 5 standard ingots (but some suspect it's probably three times that amount).
- Research has indicated that such a supply of ore can be found in the Pits of Azak-Zil, a former dwarven mining colony.
- The colony operated for five years. Then overnight, all contact was lost between the Pits and the port city of Zarak (a dwarven outpost set up to supply the new colony).
- All rescue attempts met with disaster.
- Over the years, the secret trail to Azak-Zil became lost and the dwarves of Clan Highforge abandoned their port outpost.
- Over the years, scattered reports have told tales of hoards of powerful and numerous dwarven ghouls mining the pits at night.
- Recently, the dwarves of Clan Highforge have returned to the port outpost of Zarak and are seeking adventurers to investigate the ruins.
- Your mission is to travel to Zarak and assist the dwarves of Clan Highforge as they gather up adventurers to investigate the lost mines. Support them in their cause for they are allies, but keep your eye on the more important task of not allowing Rary to obtain any thinaun. You shall be well rewarded for this.
- Lady Karistyne owns the right to that ore. Seal it up, destroy it or otherwise deny it to Rary. Try to keep the damage to the dwarven property to a minimum, but if it must be done, Lady Karistyne shall lend her support and resources to soothing the anger of Clan Highforge in that event.
- By all reports, the Pits of Azak-Zil are incredibly dangerous. Spend only the daylight hours there, investigate only the upper mines located in the mesa, never go into the deep pits and never ever stay after dark. Figure out where to find the thinaun, then get out.
- The upper section of the Pits of Azak-Zil is said to be very, very large, with a cliff city built into the mesa and mining and refining facilities. Try not to get lost or distracted.
- It's very disturbing that so many could die so quickly, so be very careful in this cursed place. Do not gamble lightly with your souls for I wish to see you all again.
- When at Zarak, the dwarves of Clan Highforge will incorporate you into an adventuring group. They are sending out search parties to discover what caused Azak-Zil to fall overnight, and to reclaim the ceremonial charter of Azak-Zil entrusted to Thane Ulfgar, lord of Azak-Zil. Help where you can, but remember your primary goal.
- Return immediately with news of the destruction of the thinaun supply.

HANDOUT 3

The following is the mission briefing for those working for the dwarves of Clan Highforge.

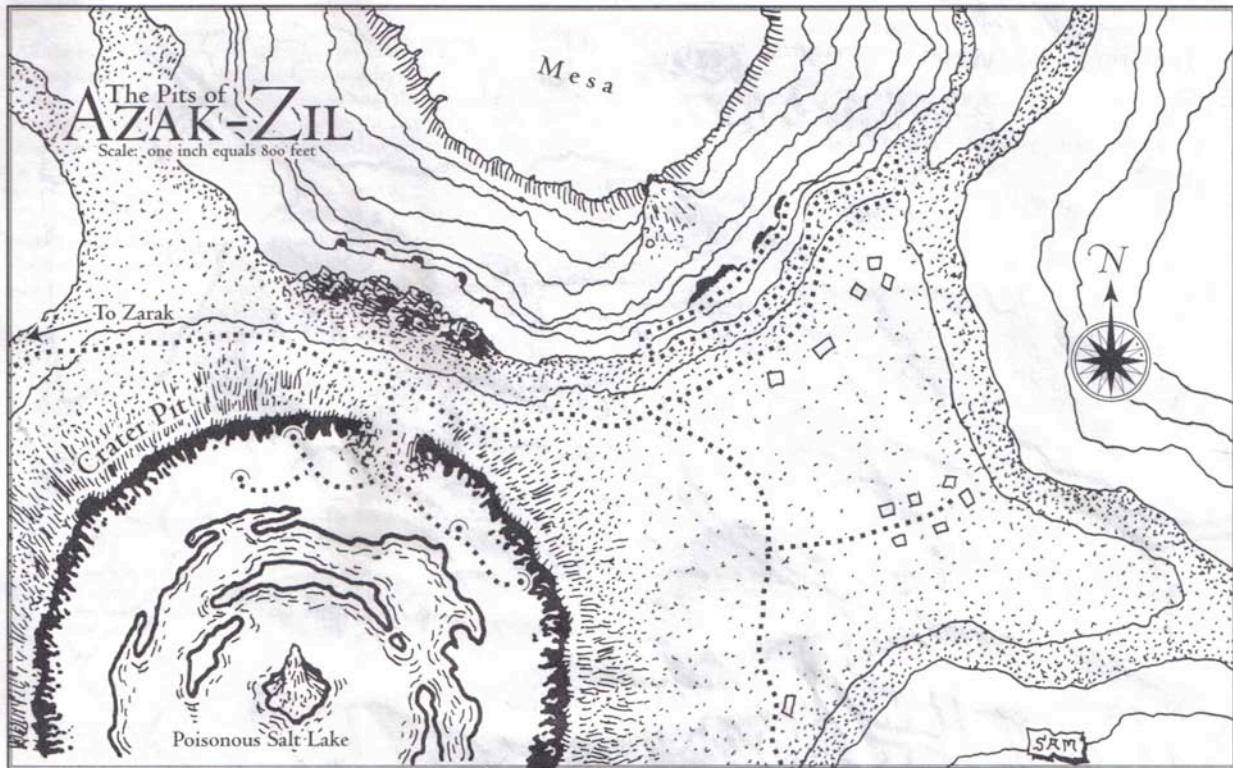
You are contacted by Jemrek Longsight, the original dwarf to calculate the location of the Pits of Azak-Zil by plotting the landing spot of a strange falling star in 514 CY. She is also daughter of Hur-Korog the leader of the expedition and Mine Warden of the Pits of Azak-Zil (second only to Thane Ulfgar).

She explains that a secret deal has been made between Clan Highforge and Lady Karistyne in regards to recovering the Pits of Azak-Zil. Part of that deal is that all claims to a rare metal called thinaun in the mine is given over to the paladin to do with as she pleases.

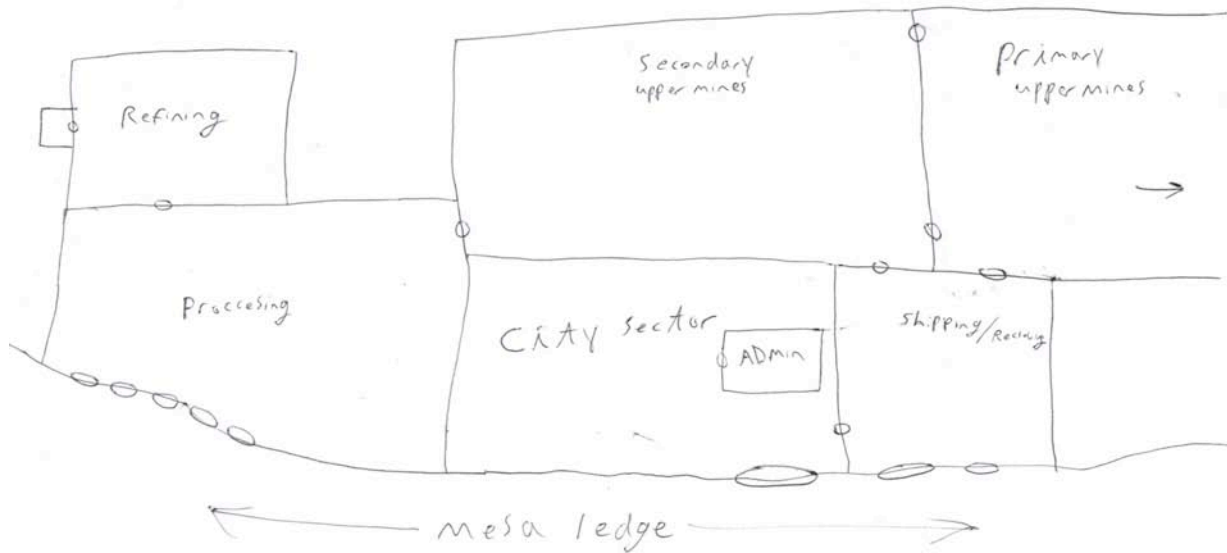
The dwarves of Clan Highforge have returned to the abandoned port outpost of Zarak and are in the process of rebuilding it. The clan is looking for brave adventurers to be sent from Zarak, along the secret road leading to the Pits of Azak-Zil and investigate it.

- The Pits of Azak-Zil is a former dwarven mining colony.
- The colony operated for five years. Then overnight, all contact was lost between the Pits and the port city of Zarak (a dwarven outpost set up to supply the new colony). Jemrek's father was lost along with the colony. There were no known survivors.
- All rescue attempts met with disaster.
- Over the years, the secret trail to Azak-Zil became lost and the dwarves of Clan Highforge abandoned their port outpost.
- Over the years, scattered reports have told tales of hoards of powerful and numerous dwarven ghouls mining the pits at night.
- Your mission is to travel from Zarak and enter the upper mines of Azak-Zil. Discover what happened to make the colony disappear overnight. Bring back the Charter of Azak-Zil (it's shaped like an ornamental shield), as it is a representation of the honor of Clan Highforge. Assuming the worse, bring back the bodies of Thane Ulfgar Highforge and his noble family. They must be placed to rest among their noble ancestors.
- Lady Karistyne owns the right to the thinaun ore, try to respect that.
- By all reports, the Pits of Azak-Zil are incredibly dangerous. Spend only the daylight hours there, investigate only the upper mines located in the mesa, never go into the deep pits and never ever stay after dark. Figure out what happened, find some evidence, then get out before it's too late.
- The upper section of the Pits of Azak-Zil is very large, with a cliff city built into the mesa and mining and refining facilities. Try not to get lost or distracted.
- It's very disturbing that so many could die so quickly, so be very careful in this cursed place. Do not gamble lightly with your souls.
- Here in Zarak, we have made peaceful contact with some of the local tribesmen. They claim the area around Azak-Zil to be cursed and refuse to go within five miles of it. They claim all who die there rise as a creature of the night within an hour's time, or less.
- Please be respectful of the city and mines, but do what you must. Please be respectful of the fallen, but as part of your reward, please take what you will but we have first right of refusal on all treasure.

HANDOUT 4



Sector Break down of the upper
Portions of AZAK-Zil



HANDOUT 5

This is a collection of pages from a ledger/journal that has been torn asunder. Only the most 'recent' pages are represented here. It is written in Dwarven. From the desk of Lower Thane Jonnena Ironforge;

Ready'reat 2nd, 525 CY: I've had to place six more miners on report today. They were stumbling around drunk outside the Administration Office. That just won't do. As a group they make my 30th reporting. The Mine Warden has had his fair share of troubles down in the deep mines. Veit Soulstroker says something is wrong with the air and water. He claims some mystic mumbo-jumbo about 'dark spirits' and 'negative energy'. Why can't he just say the place is cursed like every other damn fool?

Ready'reat 3rd, 525 CY: Azak-Zil has taken a step in the right direction. Since the Thane and the Mine Warden are more and more occupied with the goings on down in the deep mines, they've granted me permission to enact a few small changes. The first is a measure to ration out the spirits. The barracks have been far too rowdy. The second is my ingenious plan for defensive procedures for the entire city to follow in case of attack. I even have it worked out into variations depending on what is doing the attacking. I have every countermeasure thought out. My third is another stroke of genius. The Thane mentioned at meal that he was worried about what might be lurking in the shadows. Well, I have put him at ease. I have a contingency plan for internal strife and plague. By next week, the sappers will have all key tunnel junctions rigged for collapse which will allow all the sickness to be contained and dug out one by one.

Ready'reat 7th, 525 CY: We had yet another problem with the thinaun. This time, the miner in question was (and I'm not making this up!) licking one of the ingots. He kept muttering something about it tasting like souls. It took six dwarves to subdue him. He's under the care of Veit Soulstroker now. I'm beginning to think the Mine Warden was right when he suggested we hold back on shipping most of the thinaun. Once we figure out all its properties, we can sell it for even more!

Ready'reat 13th, 525 CY: Veit Soulstroker is starting to cause trouble again. I'm told he was causing a fuss in the Refinery room. The workers didn't know what to say to the cleric when he started ordering them to stop production and load up some of the thinaun. Seems Veit claims the metal to be evil, or tainted (just say cursed!!!) and that he's managed a way to 'purify' six of the ingots, but destroyed fourteen of them while experimenting. That's coming out of his percentage! We'll have no more of that till I talk to the Thane.

Ready'reat 15th, 525 CY: There was an accident in the deep mines this morning. Several miners killed. They've been taken to be put in state till a proper funeral can be held tomorrow. This is the worse accident yet and it's not helping morale and

rumors with it being the thinaun vein that caused the accident.

Ready'reat 15th 525 CY Supplemental: It's the middle of the night and something is going on. The shift captain reports the miners that died earlier today have jumped up off the slabs and are running amuck killing his men. The Mine Warden has called out the Defenders and the Thane is preparing to lead a team to investigate this. I've heard of stories of digging too deep and unleashing something, but I've never heard of one dwarf trying to eat another. That's just not right.

Ready'reat 16th 525 CY: Everything is very bad. I haven't had time to write, but I think it's a good thing to make a record of events just in case. All contact has been lost with the Thane and Mine Warden. The deep mines are in complete chaos. The dead keep rising up and consuming the flesh of the living. It must be some form of contagion transferred by touch. We've tried sending runners to Zarak but each time, the runners get picked off by the running dead now lurking among the valley. They seem to be streaming out of the pits, even in the daylight. I'll wait a few more hours, and then I'll start to follow the contingency plan. I'll stop the spread of the disease by caving in the access from the largest sections as they seem to be the most infested.

Ready'reat 17th 525 CY: We are sealed in, and just in time too. The primary upper mines had become overrun. Over a hundred dwarves have succumbed to his plague. With both main doors sealed to stay separated and enough food and water to last us until we are reported overdue.

Ready'reat 19th 525 CY: I'm getting reports that I have a lot less dwarves here than I thought. It seems a large number of cowards looted what they could and escaped out the secret tunnel. I've ordered the rope pulled. With that access point sealed, there's no chance of contagion.

Ready'reat 20th 525 CY: They're trying to get in. They are constantly banging at the doors, scratching, moaning, they know we are in here, they want to feed on us. I hope rescue comes soon. Meanwhile, I have Veit constantly going on about his crazy mystic theories involving the plague. He can't seem to understand that we're safe in here.

Ready'reat 21th 525 CY: A disgrace to dwarven kind! That group of mercenaries from Clan Copperstream just tried to rob the Thane's apartments! We caught them in the Thane's office trying to use the secret passage. They killed several of our auxiliary but we have them cornered. It won't be long now.

Ready'reat 22th 525 CY: It's all gone wrong! The dead are rising, but there was no contamination! Veit says our souls are being stolen and negative energy is leaking into the corpses. He's devised a way to stop this but it has to be administered within the first five minutes of death.

Ready'reat 23rd 525 CY: All hope is lost. The looting broke out again, and they retreated to the main

barracks, but now the dead control those areas. We are collapsing the tunnels, and I pray to the Soul Forger we get them all trapped. For the record, I take full responsibility for this next part. I cannot allow the Thane's children to have their souls stolen or their bodies desecrated. With the help of Veit Soulstroker, we are going to put them to sleep and give them the blessing of the Soul Forger. Once done, we shall seal their remains into the vault. Since most of the treasure was looted, there is enough room, but not enough for the Charter. It will have to stay where it hangs. I trust that the Soul Forger will decide if the children are to be returned to this world, or to be reforged by him.

Ready'reat 24th 525 CY: My hand...it took my hand....it took the key to the vault too...my hand, it ate it right off...

HANDOUT 6

The following is a hastily scribed letter written in Dwarven.

I swear upon the Soul Forgers Beard, that everything I, Veit Soulstroker write here to be true and my last wishes.

I don't have much time now. I should have been writing this all down before, but there was not time.

If you are a rescuer, this is important: you are not safe here. There is a negative energy influx that is affecting the new type of ore. For some reason, the thinaun is absorbing the negative energy and what's worse, it is somehow collecting the souls of the dying. The spirits of the dead are not making it to the anvil of the Soul Forger. I suspect their being collected somehow deep below.

I don't know what to do about the thinaun that is still in the veins, but I have found that the ingots can be purified. If the ingots are thrown into the furnace and one bottle of holy water per ingot is mixed in, there is a chance that the pour will produce an untainted ingot. But if you use even one bottle less than the amount of ingots in the mix, then all of it turns to dust. Perhaps this is the best choice. I'd hate to see what would happen in this negative energy influx spread with those corrupted ingots. There are six purified ingots left. I'm conducting an experiment to see if the negative energy will re-contaminate the purified ingots.

At first we all assumed the undeath was being spread by a supernatural disease, like that of a wight's theft of life force. But this is not the case. When in range of the influx, any soul leaving a body is diverted, trapped elsewhere, and the mortal husk is infused with negative energy. The cause of death is irrelevant. I still haven't figured out if there is a malign intelligence or force of will behind all this or if it's all 'random'.

When a dwarf dies, it's important to help his soul pass over within the first five minutes of death. Any longer than that and there is no hope. I have discovered two ways that do not desecrate the body and shall allow for the soul to be returned to the body later with powerful prayer.

The first method is to invoke the Soul Forgers magic to protect the body with either bless, aid, or a general prayer. Though I have not tried it, I suspect putting the body into a gentle repose would also work.

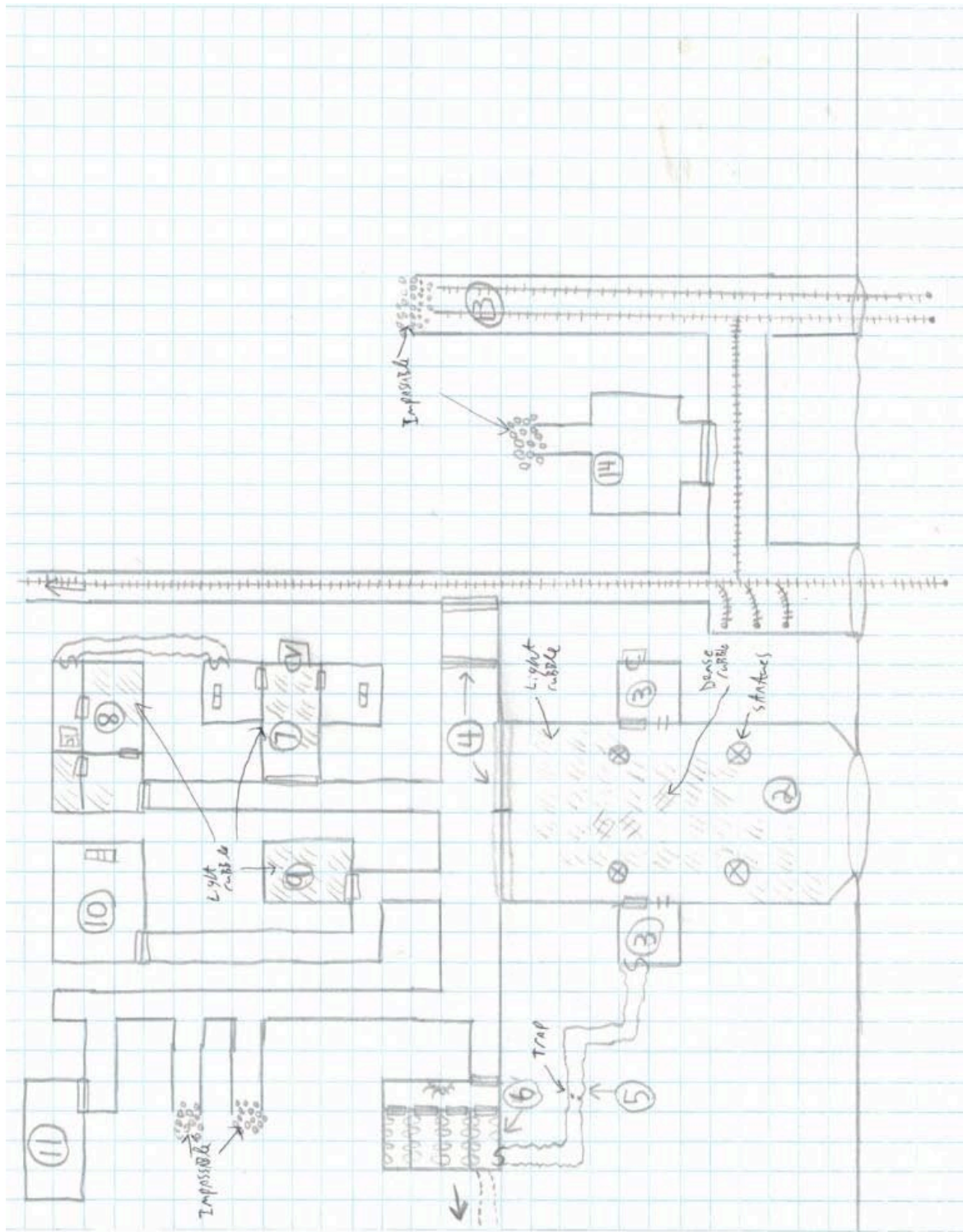
If you are a layman or a cleric without the proper magic prepared, invoking the Soul Forgers attention with the proper rites and devotion should do it. You must concentrate hard and truly give in to the will of the Soul Forger. Repeat the Prayer of Passing and the Prayer For the Dying. To properly charge the rites, a full bottle of holy water is needed. Use it to anoint the body during the prayers. Use it all. Thirty seconds of this is all you need. If you did it right, the soul shall pass on and the body shall not rise as undead.

I hope I have done the right thing with this. I helped put the children of the Thane into a final sleep. They went peacefully. I have anointed them and they will not rise as undead and their souls are already playing amongst the Soul Forgers ore piles. Their bodies have been laid to rest inside the vault. Even after we fall, no ghoul shall feast on them. If the Soul Forger wills it, they can be returned to life.

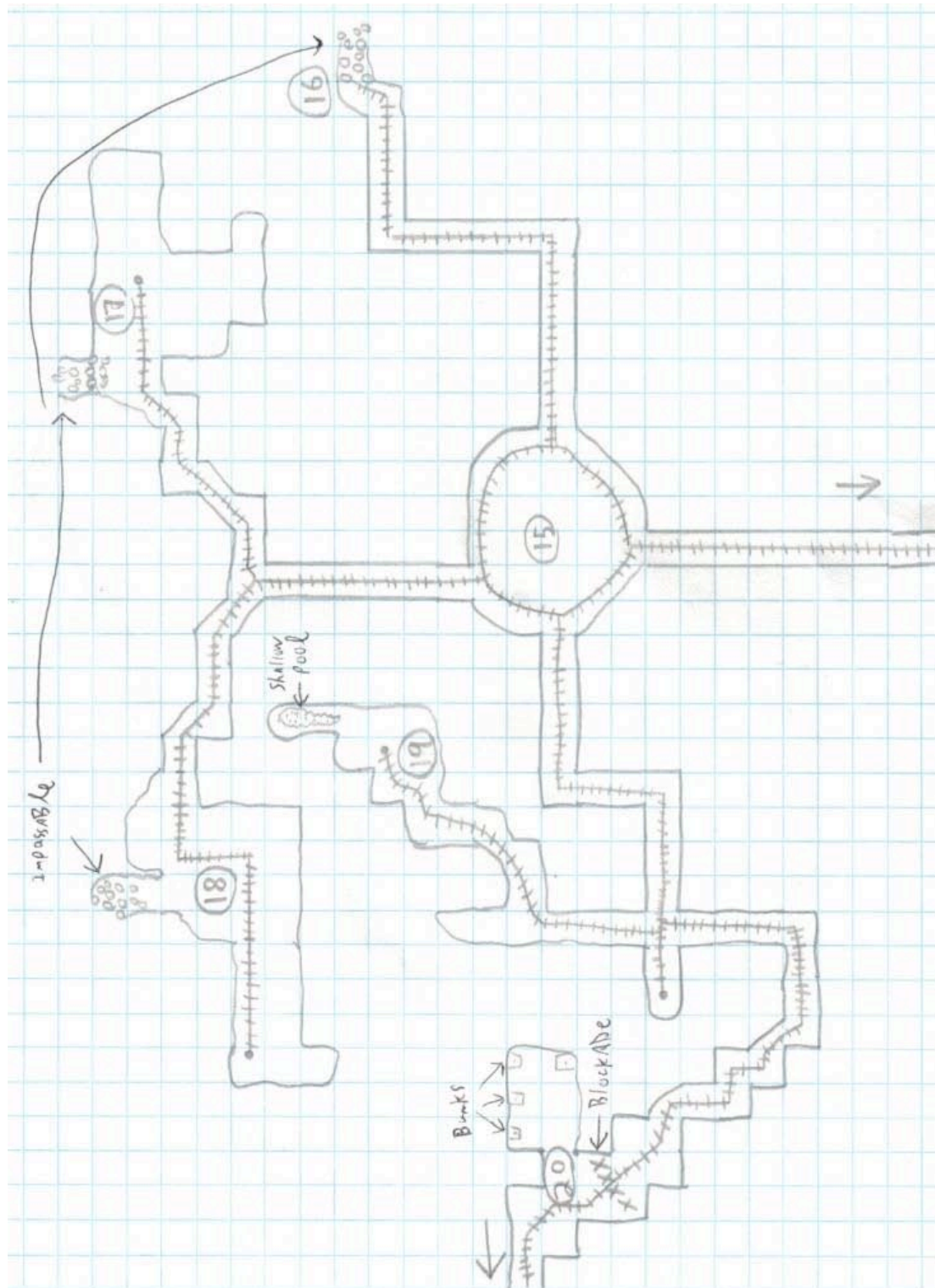
Please forgive me for my part in this failure. Pure Heart should never be reclaimed.

DUNGEON MASTER'S MAPS

CITY SECTOR



MINES SECTOR



PROCESSING SECTOR

