



THE PITS OF AZAK-ZIL

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

Version 1.0

APLs 10-16

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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 9-15 (APLs 10-16). Part eight of "Blight on Bright Sands."

Sources: [and the authors of those works] include *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], *CORS5-02 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], *Fiend Folio* [various designers], *Greyhawk Adventures* [James M. Ward], *Libris Mortis* [Andy Collins and Bruce R. Cordell], and *Monster Manual III* [various designers].

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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. They called the mine and settlement 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 find 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, 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 Underdark—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 SUMMARY

The adventure **Introduction** begins in the town of Zarak, a frontier town on the edge of the Abbor-Alz and not far from The Pits of Azak Zil. Depending on their personal allegiance, the characters are offered a quest that involves traveling to, and unraveling the mystery of the forsaken dwarven mines.

In **Encounter 1**, characters arrive at the infamous Crater Pit—the most profitable (yet most dangerous) area

of “The Pits.” The Crater Pit is filled with poisonous gas, and has an acidic bog at its centre. At the bottom of the Crater Pit, the characters discover four abandoned mineshafts. Two of them have collapsed not far inside the entrances. The other two can be entered, and the characters need to choose which way they go.

In **Encounter 2**, the characters explore the upper level of the mining complex. This area once housed the administrative and lodging needs of the miners and the mine. The characters discover that, at some point, miners started attacking other miners for no sane reason. Those attacks caused other miners to be “infected”, who in turn infected others. The infection led to the miners becoming undead creatures. Miners of low skill level (most of them) became ghouls or ghastrs. Miners of higher rank, or class, became more terrible forms of undead. The only common thread was that all the undead were *corporeal* undead *only*. The characters gather some clues and find a safe way down to the lower mines. It appears that the “infection” has something to do with the mining of *thinaun* (a rare “star metal”), and the lode that crashed here from the heavens over 70 years ago.

In **Encounter 3**, the characters explore the lower mines. They fight a number of waves of undead guardians, along with some other nasties, which have come to live side by side with the dearly departed over the decades. Eventually, the characters discover the mother lode, and must wrest control of it from a particularly nasty lich.

PREPARATION FOR PLAY

In *CORS5-02 Mines of the Eye* PCs could have picked up one or both of the following AR items:

Of the Discovery and Loss of Azak-Zil: This leather-bound tome was written by Folinaar Highforge of Irongate 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.

Writings of the Father: This PC has found and kept a book written by the beholder, Father Eye. Its pages contain information about his kin and the tunnels under the Abbor-Alz. In addition, the book speaks of an abandoned mine buried deep in the desert and infested by undead.

A PC who peruses this work for 10 minutes gains a +2 insight bonus on skill checks relating to beholders for the next 10 minutes.

Effect: PCs perusing this book also learn that the thinaun is likely buried very deeply indeed and that the largest supplies are probably located in the deeper mines.

THE TAIN OF AZAK-ZIL

Undeath curses Azak-Zil. 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 that 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 throughout 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 that the PC becomes depends on her level:

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

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

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

What Happens After Dark?

Darkness falls at approximately 5 p.m.. 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 1d6 x 10 minutes after death.

- Casting a *bless*, *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 PCs 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.

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 his or her 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 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 (Briefing Sheet 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 address 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. Investigate the crater pit and the deeper mines accessed from it, do not bother with the cliff-top city, as lesser 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 for whom they are working, give the PCs Briefing Sheet 4 that shows the layout of the general area. 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 the crater pit and the deeper mines, as a different adventuring group has been sent to the cliff-top city.
- Find Jemrek's father (and bring him back alive), or find his remains (so that they may be returned for proper burial). Jemrek describes an ornate family ring worn (carved with a design of crossed picks) by her father, so that they might identify him more easily.
- Do not stay past dark.

A runner arrives and speaks with the dwarven headsmen for a moment than 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 among 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. If the PCs use magic—such as *teleport* or *wind walk*—to arrive quicker, they have more time to explore. Adjudicate these instances on a case-by-case basis.

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 that you 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 toward:

- **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, 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 Eiazir 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 Eiazir 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 Briefing Sheet 1. When done, give a copy of the handout over so that the PCs have something to reference during their mission.

☛ **Eiazir 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 among 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 Briefing Sheet 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 Suloise 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 toward 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 Briefing Sheet 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.

Recently, a nomad traveling through Highforge tried to peddle a rare dwarven brooch. The shopkeeper, a relative of Jemrek's, recognized the brooch as a gift that Jemrek had given her father on his 300th birthday. The shopkeeper called for Jemrek and she asked the nomad where he got the brooch. He told her that he found it near the entrance to the Pits of Azak-Zil. The nomad was there as part of an Adulthood Ritual devised by the tribe living nearby. The nomad did not stay any longer than needed.

Jemrek is now convinced that her father might either still be alive; or that his remains are close by where the nomad found the brooch. Jemrek seeks out the PCs and asks them if they will travel to the Pits of Azak-Zil to find her father (and bring him back alive), or find his remains (so that they may be returned for proper burial). Jemrek describes an ornate family ring worn (carved with a design of crossed picks) by her father, so that they might identify him more easily.

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. Investigate the crater pit and the deeper mines accessed from it, do not bother with the cliff-top city, as lesser 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 whom they are working for, the PCs receive Briefing Sheet 4 showing the general layout 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 mesas 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 have 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 Junior Administrator (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 CRATER PIT

Read aloud or paraphrase the following text when the players decide to leave Zarak:

The journey northeast from Zarak is without incident. It is around midday when the expedition arrives at a hillock overlooking the outer perimeter of the dread location.

Give the characters the opportunity to scout the location with some Spot checks. Of course, using a spyglass (or the eyes of a familiar) helps see things more clearly. The DM should use common sense here in deciding what the party might see (and what not). If any creature flies or teleports more than 100 feet into the crater pit, it's immediately affected by the *poisonous gas* (see entry later in this encounter).

- **DC 10 Spot Check:** About 1,000 feet to the southeast is a huge crater pit. This is the known location of the Deep Mines (and the destination of this expedition.) The bottom of the crater cannot be seen from the hillock. To the northeast, about 2,000 feet away, several surface mineshafts can be seen as well. These were the first mines to be developed at Azak-Zil. They are known to be inferior to the Deep Mines located in the crater pit. There are empty rail cart tracks crisscrossing this whole area. Near the edge of the crater pit there is a mechanical device designed to haul precious metals up from inside the pit. This device is on the edge of the cliff between Area 8 and Area 2 (see Appendix 2A).
- **DC 15 Spot Check:** About two miles to the north-east is a mesa plateau. It is deserted.
- **DC 20 Spot Check:** About three miles to the east of the hillock are the ruins of a nomad encampment. It is deserted.
- **DC 25 Spot Check:** Just to the north of the deserted nomad camp are a series of caves. There are no signs of life in this vicinity.
- **DC 30 Spot check:** Even though it is midday, and the noonday sun is blindingly bright, many shadows lie across the entire area. The shadows look like cloud cover, but there are no clouds in the sky. A DC 15 Knowledge (nature) check reveals that this phenomenon is *not* natural, but exactly what is causing it remains unknown.

A DC 10 Survival or Knowledge (nature) check reveals a complete lack of life in this entire area. No birds. No lizards. No ants. No flies. No breeze. No sound whatsoever. A DC 20 Sense Motive check causes all those who *make* the check feel *very* uneasy (almost sick to their stomachs). Shivers go up and down their spines (whether

they would normally react this way, or not.) This place has some kind of innate ability to “get under your skin and make it crawl.”

The characters now need to move along the trail closer to where the path leads down into the crater pit. The DM should refer to the map in Appendix 2A, and the area descriptions provided on that page (and in the paragraphs below.)

What If The Players Want To Explore Areas Other Than The Crater Pit?

Let them, but a DC 5 Intelligence check reminds them that doing so puts them behind time (and it is a good idea to finish the objective of the expedition before nightfall). If they persist, the DM can use some of the descriptions found in the APL 2-8 adventure, as well as make up descriptions based on logical progression. Of course, the characters get no experience for this, and they enter the Deep Mines after dark. There are ramifications to this outlined later in encounter 1.

APPENDIX 2A—AREA 1

From the hillock, the characters follow an old path from Zarak until they reach the plateau at the top of the Crater Pit. This entire area is crisscrossed with old mine cart tracks. There are three old mine carts still on tracks nearby. A DC 10 Search check reveals that:

- Cart 1 is filled with raw ore. A DC 10 Appraise check reveals it to be gold worth around 2,000 gp in a refined state (which it is not). It weighs around 1 ton.
- Cart 2 is filled with raw ore. A DC 15 Appraise check reveals it to be platinum worth around 6,000 gp in a refined state (which it is not). It weighs around 1 ton.
- Cart 3 is filled with raw ore. A DC 25 Appraise check reveals it to be mithral worth around 10,000 gp in a refined state (which it is not). The mithral itself is quite light, but it is stuck inside an iron cart and would require many hours to extrapolate.

All of this raw ore is the property of Clan Highforge. Even if the characters devise a way of getting it back, it somehow finds its way to its rightful owners (and is not part of any treasure tally).

If the characters search the carts, the DM should give them a DC 10 Intelligence check to realize that no dwarf (or human) in their right mind would normally leave such precious raw materials just lying around (and abandoned) unless they had to get out in a hurry, or possibly never got out at all.

From this junction the characters still cannot see over the edge of the pit. To do this they need to move to Area 2.

APPENDIX 2A—AREA 2

At this point, the characters can peer over the edge of the crater pit and see various features. A DC 15 Survival

check ascertains that the pit is approximately 100 feet across and 185 feet deep. There is a 5 ft. wide trail winding down around the outside of the crater pit. The trail reaches the bottom of the pit at the entrance to the first mineshaft (**Area 5**.) From there the ground is level all the way around to **Area 8**.

A DC 15 Survival or Knowledge (architecture and engineering) check reveals the winding path to be relatively safe (construction-wise anyhow). The path is a natural pathway that follows the contours of the crater rock face. There are some hewn steps, and a DC 15 Knowledge (architecture and engineering) check reveals the steps to be fairly secure. Dwarven characters are *certain* the path is safe.

Just to the west of the path, on the edge of the cliff, is a mechanical device (an “elevator”) used to haul raw ore from the bottom of the crater pit to the top plateau. The “elevator” is 10 ft. in diameter. It is currently raised in the “up” position. A DC 25 Search check of the elevator reveals it to be *extremely* unsafe (the chain links which haul it up are extremely corroded). If any single creature (or object) were to go inside, the chains would snap and the elevator would plummet down the side of the crater. It *cannot* be fixed without extensive (and timely) work.

As soon as any character, animal, or object goes inside the elevator, it breaks free and plummets downwards. Characters and animals take 18d6 damage from the fall, plus further 8d6 damage from being pummeled by mangled elevator wreckage (DC 25 Reflex save for half damage). Additionally PCs might have to make Fort saves to survive massive damage. At the bottom, poisonous gas immediately affects unprotected living creatures.

APPENDIX 2A—AREA 3

These are fissures of poisonous gas. The gas is invisible (though *not* able to be seen by magical means). It has a strong sulfuric smell. The smell (and its effects) does not come into play until the characters travel down past the 100 ft. mark into the crater pit.

If the characters walk down the winding path, let them know (at about the 100-foot mark) that they are starting to smell something “really acrid and bad.” Any animal with a Scent skill starts to whimper or squeak uncomfortably. A DC 15 Knowledge (nature) check reveals the smell to be natural, but poisonous, gas. A DC 10 Survival check or a DC 15 Intelligence check reveals that it is most probably emanating from the fissures below in the pit.

At this point the characters may tie scarves around their faces, or take some other sensible evasive action. If they do this, then they are *not* affected by the gas so long as they don't spend more than a few minutes outside of the mines (at the bottom of the pit). Note, however, that familiars and animal companions *may* be affected (as they have no way of holding something over their noses). But if a character suggests a logical solution for their animal, allow it. Common sense should prevail. If characters take no sensible (or logical) precautions, the gas affects them once they reach the bottom of the trail (see below).

If characters *teleport* or *dimension door* directly from the top of the pit to the bottom, they are immediately affected by the poisonous gas (unless they have taken the kind of precautions outlined above).

Effects of the Poisonous Gas: All living creatures directly exposed to the poisonous gas must make an initial DC 30 Fort Save or take 1d6 Str and 1d6 Con damage. One minute later, those PCs who fail must make another DC 30 Fort Save or take a further 1d6 Str and 1d6 Con damage. Note that PCs who take earlier precautions do *not* have to make a saving throw, so long as they do not delay outside and move directly into a mineshaft. Moving between mineshafts is okay, so long as they continue to take the precautions. Any PC who delays to investigate Area 4 (actually goes over to Area 4 or sends in a companion to check it out while standing outside) *is* affected due to long-term exposure. The gas is *poisonous*, so any spell or salve, which cures, removes, or delays poison works against its effects. Ability points lost are *temporary* and can be returned in the usual ways.

APPENDIX 2A—AREA 4

This is a greenish-blue sandy bog (with a 10-foot square rocky outcrop in the center). The bog is the equivalent of softsand but is acidic in nature. (Appendix 3—New Rules Items). The only difference between regular softsand and the bog at the bottom of the crater pit is that this bog's sand is very acidic in nature due to the unusual volcanic activity of this particular area. Characters investigating the bog can make a DC 25 Knowledge (nature) check to know exactly what it is (and what effects softsand has on interlopers). The DM should refer to Appendix 3—New Rules.

Any creature coming into contact with the softsand bog take 1d12 points of damage per round (in which they stay in contact). There is *no* saving throw due to the “sticky nature” of the softsand. If a PC is wearing armor, the armor takes the damage instead of the PC. If a character is protected against acid (for whatever reason), the acid part of the softsand has no effect on that character. Again, the DM should use common sense.

The Rocky Outcrop in the Centre: From the outside of the crater, this looks like a large clump of raw ore, which rises up about 10 feet out of the bog. It is hard to tell exactly what kind of ore it is from a distance. A DC 15 Spot check reveals that the outcrop *might* be Thinaun (the star metal which is part of their quest). A DC 20 Knowledge (geography) check determines that it is not *pure* Thinaun, but an amalgamation of different raw materials found within the crater and the mines. Dwarves get +4 to this check.

Some PCs might try to get to the rock to take a piece of it. Stepping in the bog will produce the effects listed above (see *softsand*). Using a *teleport* or *dimension door* to get to the rock might initially avoid the bog, except that the rock is very slippery and any character standing on it must make a DC 25 Balance check, or slip and fall into the bog. A character might *fly* or *levitate* over the bog to the outcrop, and that's okay except that whatever

they take from the outcrop is later revealed to be worthless (as it is impure).

Remember that any character investigating the rocky outcrop close-up is fully subject to the effects of the poisonous gas (even if they have scarves across their mouths/noses, and so on). The gas is particularly strong and overwhelming closer to the centre of the bog.

APPENDIX 2A—AREA 5

This is the original “natural” entrance to the mines. It was formed when the star metal first fell to the Oerth. If characters decide to investigate it, they find that it has collapsed. See Encounter 2 for more details on this mineshaft.

APPENDIX 2A—AREA 6

This is the entrance to the first mineshaft specifically designed by the dwarves to mine Thinaun and the other precious ore within. If characters decide to investigate it, they find that it has collapsed. See Encounter 2 for more details on this mineshaft.

APPENDIX 2A—AREA 7

This is one entrance to the Deep Mines. The shaft has *not* collapsed. If characters decide to go inside, the DM should refer to the “When Characters Go Inside” section below. After that, proceed directly to Encounter 2.

APPENDIX 2A—AREA 8

This is another entrance to the Deep Mines. The shaft has *not* collapsed. If characters decide to go inside, the DM should refer to the “When Characters Go Inside” section below. After that, proceed directly to Encounter 2.

WHEN CHARACTERS GO INSIDE

When the characters express a desire to go inside either Area 7 or Area 8, the DM should remind them that their primary objective is to explore the Lower Deep Mines, preferably before sundown. The characters now have to discuss whether they will go as fast as they can to the lower levels of the mine, or do some exploration of the upper level before they descend. The DM should tell players that if they explore more than three areas of the upper mines, they'll enter the lower mines after dusk. Exploring more than three areas might also compromise any time limits placed on the convention slot in which this adventure runs. However, by exploring *more* than three areas of the upper mines, the characters might learn some very valuable information. They might also find some items of particular interest. The decision is totally up to the players (and their characters).

ENCOUNTER 2: THE DEEP PITS—UPPER DEEP MINES

The objective of this encounter is for the characters to explore the Upper Deep Mines and find a way down into

the Lower Deep Mines. The DM should refer to **Appendix 2B: The Deep Pits—The Upper Deep Mines** throughout this encounter. It should not take characters long to find **Area 8 (The Elevator)**. This is because when they reach either **Area 5** or **Area 9** (after passing **Area 13**) they hear “ghoulish, incomprehensible screams” coming from **Area 10**. If they investigate the screams they pass (and discover) the elevator in **Area 8**. As characters explore, the DM should say to players: “Do you wish to explore this *area*?”, or something similar. This lets players know that you are keeping track of time, but that it is entirely *their* choice if they decide to explore beyond dusk.

ATMOSPHERE AND FLAVOR

This encounter is designed to be spooky and atmospheric. Characters should, at every turn, expect the unexpected—even if there isn’t anything actually there. These mines are the stereotypical “deserted complex”—where “something has gone very wrong.” There is not a lot of “box text” in this adventure. This is so that DMs and players can feel for *themselves* the uneasiness of the complex (as opposed to being *told* how they feel).

THE MINE ENTRANCES

The entrances on the map in Appendix 2A marked Area 5, Area 6, Area 7 and Area 8 correspond directly to Area 1, Area 3, the tunnel leading to Area 5, and the tunnel leading to Area 13 on the map in Appendix 2B.

APPENDIX 2B—AREA 1

This is the original entrance that was created when the star metal first fell to Oerth. Later, it was turned into another mining shaft (which led to a second elevator down to the Lower Deep Mines). The mineshaft is 10 feet wide and 10 feet high. The dots on the map indicate mine-cart tracks. Unless the characters have extremely good *darkvision*, they cannot see (or ascertain) the cave-in from the Crater Pit - they actually have to venture inside the shaft. If any character says they are examining the entrance to the shaft, they might discern the following:

- DC 15 Knowledge (nature) ascertains that this shaft was originally part of a natural formation caused by the upheaval of earth, which was the result of something striking it at great velocity.
- DC 15 Knowledge (architecture and engineering) ascertains that this area was once a natural entrance—later converted into a mineshaft and used quite extensively. If compared to the other shafts, this shaft is the *oldest* of all four. A further DC 20 Survival check ascertains that this shaft was used *most* extensively and *most* recently (about 80 years ago.)
- Characters with the Track feat can make a DC 20 Survival check to find footprints. A successful check finds many dwarven footprints, plus a few human footprints. The dwarves outnumber the humans 4:1. The

footprints go in both directions. The prints mostly indicate nothing unusual and are in line with what might be expected of workers pushing carts in and out of the mine.

- Characters examining the cart tracks can make a DC 15 Knowledge (architecture and engineering) or a DC 20 Intelligence check to discover that somebody (or thing) at one time tried to destroy or rip up the cart tracks (for some reason or other). They were not entirely successful, as the tracks are very well constructed. It seems those intent on the destruction were *few* (and such a task required many—and great strength). If any characters try to pull up or destroy the tracks, they find that they have a very hard time of it.
- Characters examining the walls of the mineshaft must make a DC 15 Knowledge (geography) check in order to ascertain that the walls contain many impure elements of gold, platinum, and mithral. A DC 15 Appraise shows they are worthless (but very pretty).
- Dwarven characters who say they are actively exploring this area ascertain all the information pertaining to construction of the mineshaft and the cart-tracks *without* having to make any checks.

APPENDIX 2B—AREA 2

On first appearance, this area appears to be a simple mineshaft cave-in (quite a typical event in mineshafts right across the Flanaess). However, close examination of the cave-in and the surrounding shaft reveals the following:

- ∞ A DC 20 Knowledge (nature) check reveals that this cave-in was *not* caused by natural or accidental forces.
- ∞ A DC 20 Knowledge (architecture and engineering) check reveals that somebody (or *something*) tried to collapse the mineshaft by using a battleaxe to hack through the supporting wooden pylons. But looking at the way in which the shaft has collapsed, this did not appear to entirely work.
- ∞ A DC 20 Spellcraft check made by someone using *detect magic* in the collapsed area of the shaft detects faint transmutation magic. A further DC 25 Spellcraft check reveals the actual residue of a spell called *move earth*. It appears that the use of this spell was what finally caused this shaft to collapse. A DC 20 Survival check ascertains that this occurred about 80 years ago.
- ∞ A DC 20 Search check of the rubble blocking the passageway reveals a badge of some kind. It is a pin worked in the shape of a green leaf. A DC 18 Knowledge (history) or bardic knowledge check reveals that these badges once belonged to a group of dwarven druids who worked for the forces of good. They were called “The Consolidators of Moradin”, and they sought to align the world of nature with the

world of construction in harmonic ways. The group no longer exists, as far as anyone knows.

APPENDIX 2B—AREA 3 & 4

This is the entrance to the first mineshaft specifically built by the dwarves of the Highforge expedition. It originally led to **Area 5**, as well as to an elevator that brought carts of raw ore up from the Lower Deep Mines. That elevator has now been destroyed by the cave-in. On first appearance, this area appears to be a simple mineshaft cave-in (quite a typical event in mineshafts right across the Flanaess). However, close examination of the cave-in and the surrounding shaft reveals the following:

- A DC 20 Knowledge (nature) check reveals that natural or accidental forces did not cause this cave-in.
- A DC 20 Knowledge (architecture and engineering) check reveals that somebody (or something) tried to collapse the mineshaft by using a battleaxe to hack through the supporting wooden pylons. But looking at the way in which the shaft has collapsed, this did not appear to entirely work.
- A DC 20 Spellcraft check made by someone using *detect magic* in the collapsed area of the shaft detects faint transmutation magic. A further DC 25 Spellcraft check reveals the actual residue of a spell called *move earth*. It appears that the use of this spell was what finally caused this shaft to collapse. A DC 20 Survival check ascertains that this occurred about 80 years ago.
- A DC 15 Search check of the rubble up close to the cave-in reveals a green-colored dwarven foot sticking out from underneath the rubble. The foot is extremely decomposed, and has long curved claws in place of toenails. A DC 10 Heal check reveals the foot to be “dead.” A DC 12 Knowledge (religion) check determines that the foot most probably belongs to a dwarven ghoul trapped underneath the rubble. A DC 15 Survival check reveals that this undead creature is no longer active, and has not been for about 30 years. However, there are signs that it tried to release itself from the rubble before finally succumbing.
- The rubble can be cleared away enough to release the body of the dwarven ghoul. When this happens, the ghoul starts to suddenly twitch and move spasmodically, as if trying to stand, or reach out, or attack...but every bone in its body is completely broken. It cannot speak. It is fairly pathetic, and can be easily destroyed by a party cleric (or a good blow to the brain). The characters have 1 full round to deal with him before he attacks (hence the low EL).

APL 10-16 (EL 1/2)

👉 **Ghoul:** hp 13; MM 119.

- A DC 18 Knowledge (history) or Bardic Lore check reveals that the tattered clothes it wears resembles those worn by a group of dwarven druids who worked for the forces of good. They were called “The Consolidators of Moradin”, and they sought to align the world of nature with the world of construction in harmonic ways. The group no longer exists, as far as anyone knows.
- A DC 10 Search of the ghoul’s pockets reveals Handout 1. Give it to the players to read.

APPENDIX 2B—AREA 5

The DM should follow the instructions under “When Characters Go Inside” (found in Encounter 1). Once players have agreed upon their general plan of action proceed. Of course, players have the option of changing their minds at any time. It is just that they might enter the Lower Deep Mines after dark and that is a bad idea.

Read or paraphrase the following text when characters first reach Area 5:

This large chamber has been clearly designed for processing raw materials for transportation—either below to the Great Forge (to be worked), or out into the wider world (as raw materials). Now, this place is in a complete state of disarray. A counter in the southwest corner has been completely overturned. Crates of ore, which once might have been neatly stacked, have been smashed (and the contents scattered). Most noticeable, is that the entire western side of the chamber has completely caved in.

If the characters wish to explore this chamber, they might discover some of the following things:

- A DC 20 Knowledge (nature) check reveals that natural or accidental forces did not cause the cave-in. Exactly what *did* cause the cave-in is not clear from this position.
- A DC 20 Search of the overturned counter reveals the remnants of a ledger. Give Handout 2 to the characters.

DM’s Information: The ledger shows how the dwarves of Highforge originally had a strong trade partnership with Almor, the Duchy Of Urnst, the Principality of Ulek (for raw materials), and with Greyhawk, Nyrond and Almor (for forged items). As time went on (and raw materials dwindled), the original trade partners lost interest and were partly replaced by Rauxes—the capital of the evil Great Kingdom. When thinaun was discovered, Rauxes was most interested (and put in large orders). Little did Highforge know, but Rauxes was planning on invading Almor sometime in the future and they wanted an advantage. However, when the dwarves (and their human co-workers) mined deeper into the thinaun, they suddenly discovered its terrible and irrevocable power!

Further exploration of the overturned counter reveals:

- A DC 15 Intelligence check has characters realize that this counter was not just randomly pushed over. It was, in fact, overturned to form some kind of barricade! A further DC 15 Intelligence check allows the characters to realize that this barricade was not designed to fight off intruders coming in from outside but to fight off someone (or something) coming from deep *inside* the mine itself!

Exploration of the scattered crates reveals:

- A DC 15 Search check shows these crates once contained varying amounts of raw materials such as gold, platinum and mithral.
- A DC 15 Intelligence check reveals that these crates were not just originally randomly stacked. They were originally placed to form some kind of barricade! A further DC 15 Intelligence check allows the characters to realize that this barricade was not designed to fight off intruders coming in from outside ... but to fight off someone (or something) coming from deep *inside* the mine itself!

A TERRIBLE WAILING SOUND ...

As soon as the DM feels the characters have exhausted examining Area 5, she should read aloud the following text:

Suddenly, a terrible wailing sound emanates from a room somewhere to the northeast. It sounds like something not human, like something arisen freshly from the grave wailing to the universe in a new language explicable only to those brethren of its newfound form and shape!

A DC 20 Listen check not only reveals the location of the wailing creature (Area 10), but also the sound of chains clinking and clanking. A further DC 15 Intelligence check has the character realize that whatever is in that room—it is chained up against some kind of structure (and is probably attempting to break free).

Most parties will move directly to investigate the wailing some more, but they don't have to immediately. The wailing just continues intermittently as they explore other areas of the mine.

As the party passes Area 8, the DM should describe it to them. This is so they know that they have now found the elevator (and means of transport) down to the Lower Deep Mines.

APPENDIX 2B—AREA 6

When the characters open the door to this room, and look inside, they see the following scene. The DM should re-phrase this encounter if there are persons under the age of 15 playing at the table (to make the descriptions less gruesome).

This room was clearly once a dining area for the miners. Now it is a place of absolute horror. Great, congealed wads of dried blood and intestinal excrement lie thick upon the walls, floor, and furniture of this room. Among a fallen barricade of tables and chairs are hunks of hair, parts of scalps, ripped-off jaws and sections of faces torn away from once-living humans and dwarves. Disemboweled torsos, still pink and fleshy, lie draped across furniture. Somehow, something has prevented the eventual decomposition of these terrible body parts. There is not a single whole body in this entire room, but there is a wooden door on the far western wall.

Everything in this room, while very horrible, is actually quite harmless. But the DM should *not* let the characters know this! If they enter the room, read the following (if your group contains young, or squeamish players tone this description down):

Sticky squish of bile, blood and excrement under foot and, occasionally, the crunchy crack of a displaced skull, jawbone, ripped-out backbone, or half-dismembered head.

Treasure: If the characters decide to search the room (yuck!) they must actively say that they are sifting through the body parts, excrement, blood, and so on. If they do this, it takes one hour. They discover the following with a DC 25 Search check:

APL 10-12: Loot: 136 gp; 42 dwarven waraxes (630 gp). Coin: 200 gp; Magic: *belt of dwarvenkind* (1,241 gp), *goggles of night* (1,000 gp).

APL 14-16: Loot: 136 gp; Coin: 400 gp; Magic: *belt of giant's strength +4* (1,333gp), *stone of good luck (luckstone)* (1,666gp).

Development: A DC 20 Survival or Heal check reveals that these body parts have been here (and in this state) for over 75 years!

APPENDIX 2B—AREA 7

When the characters open the door to this room, and look inside, they see the following scene. The DM might like to re-phrase this encounter if there are persons under the age of 15 playing at the table (to make the description less gruesome.)

This room was once the kitchen used to serve the many dwarven miners in their dining area. It would have, at one time, been a busy, bustling area—but now it is a disgusting sight. What remains of several dwarven cooks can be seen ripped apart in pieces all over the room. It appears that in the last few moments of this struggle, anything was used as a barricade—including racks of meat—which still, strangely,

hang pink and fresh as they might have done all those years ago.

If any character enters the room, and says they are exploring or searching, they will find the following

The head cook sitting (dead) on the floor up against the wall in the northwest corner. He is a dwarf. His twisted, pale face is frozen in a permanent scream. In each hand he holds a cleaver (covered in blood). Around his neck is a hangs large symbol of a snow-capped mountain peak.

A DC 25 Knowledge (religion) check reveals that this symbol is that of Jascar—a lawful good dwarven deity of the mountains. His hammer is known as “the bane of all undead”. It seems that this holy symbol protected the chef from being hurt, but a DC 10 Heal check reveals that he died of a heart attack (most probably due to extreme fear). A DC 10 Search check of the cook’s pockets will uncover an unsent letter. Give to the characters Handout 3 (should they decide to take, and open, the letter). If the characters take the letter and return it to Tillie Windthrop in Highforge, they receive the Blessing Of The Windthrop Family on their AR at the end of the adventure.

Development: Any *dwarven* character taking the cook’s holy symbol, and putting it around his/her neck, is protected by a permanent *protection from evil* for the duration of this adventure. The item belongs to a dwarven family (Windthrop) in Highforge, and they ask for it back at the end of the mission. Doing this, however, causes the chef to transform into a ghoul! The characters have one full round to deal with him before he attacks (hence the low EL.)

APL 10-16 (EL 1/2)

➡ **Ghoul (1):** hp 13; MM 119.

APPENDIX 2B—AREA 8

This is a typical mineshaft elevator. It is designed for miners to reach the lower Deep Mines. It fits (tightly) approximately eight Medium-sized persons at a time. Characters examining it can make a DC 5 Intelligence check to realize that it is activated by pushing buttons on a mechanical keypad just outside the door of the elevator. Five seconds later, the elevator goes down (thus giving whoever operated the device time to also jump in). The catch is that the dwarves of this complex value their ore very much, and they have put a *lock* on the mechanism of the elevator, preventing unsanctioned entrance to the lower mines.

The *lock* (which is also protected by a code) can be deactivated via the following means:

- A DC 30 Open Lock check, followed by a DC 30 Disable Device check to override the code. After this, the elevator can be moved up and down by the characters as they wish.

- By punching in the correct code on the keypad, in the correct order. When characters examine the keypad, give them Handout 4. The correct code to make the elevator work is: “Down To Duty” (each letter is punched in that order). A clue to this can be found by investigating Area 10. The DM can give players as many tries as they like (until they succeed or they get bored.) If they are happy to spend as much time as needed to crack the code, then eventually they work it out, but by then it is getting dark outside. They get no XP for solving the puzzle, and enter the lower mines after dark (and we know what *that* means!)
- A code is *not* needed in order to make the elevator come *up* from the lower mines. That is how the undead dwarves (and other horrors) were able to infiltrate the upper level so easily. The undead all now reside down on the lower level because they want (and need) to be as close to the thinaun deposit as they can.

What If Characters Teleport Or Dimension Door Down To The Lower Mines?

Then let them! They just don’t get the XP for cracking either the lock (or the puzzle).

APPENDIX 2B—AREA 9

There are five rooms labeled Area 9. Each of these rooms has two bunk beds and a cupboard. A DC 5 Search of each room reveals nothing of importance except moldy, tattered, dwarven mining uniforms, and a few hand-drawn pictures of scantily-clad dwarves on the back of the cupboard doors. A DC 10 Intelligence check has characters realize that these rooms are bunk quarters for ordinary miners of no real importance. The evidence suggests that all the miners in this complex were male. The DM should note, however, that examining *each* of these rooms count as an “area” each time one is searched.

APPENDIX 2B—AREA 10

This is the room from which the characters hear the wailing noise. The door is not locked. When the door is opened, read or paraphrase the following. Discretion may be needed if younger players are present.

This room is much like the other rooms designed to act as bunks for the dwarven miners. This room, however, is slightly modified. It is designed to bunk only a single dwarf, and is a little more elaborate than the others. Shackled, and manacled, to the base of a large metal bed, is a sickening monstrosity. It is clearly a ghoul. It is wailing and struggling to free itself, but both of its legs have been chewed, or ripped, off at the hip. It has only one ear and one eye. Its tongue lolls from its lacerated mouth, as if purposefully deformed in some way, as well. In its pathetic struggle, it

does not appear to be trying to attack...it appears to be begging for mercy.

This pathetic creature is the Head Foreman of the Upper Mines. His name was Foreman Bromwick. Upon learning that the undead were coming up from the Lower Mines, he sent a letter to his friend, Journeyman Kamdo; after which he wrote some final diary entries and shackled himself to his bed (DC 15 Open Lock). He knew he was going to soon become one of “them,” but he did not want to “join” them. Nor did he want to personally be responsible for infecting others. The characters can find out snippets of his story by searching his room (see below.) For now, Bromwick is a ghoul. He cannot speak, nor can he understand or communicate in any real way with the characters.

What the characters do with Bromwick is up to them. He really needs putting out of his misery (and his diary will confirm this as his last wish). His statistics are those of a normal ghoul (except his speed is only 5 ft.) He should be easily destroyed by most high-level clerics and paladins. If he is unshackled he attacks the nearest character (quite pathetically as he has no legs). There may be other logical solutions of what to do with him—but the DM (and players) should realize at some point that there is no way to “save” Bromwick, or bring him back to how he was.

Development: If foreman Bromwick is unshackled, the characters have one full round to deal with this legless creature before he attacks (hence the very low EL).

APL 10-16 (EL 1/3)

👉 **Ghoul:** hp 13; MM119.

Bromwick's Room

Foreman Bromwick's room is a mess. It is filled with excrement, and a DC 15 Heal check finds what remains of his missing appendages scattered around the room (and smeared upon the walls.) A Search check of the room reveals the following items:

- DC 10: Handout 5. This is a ripped-up scrap of paper torn from a diary. The characters also find a bloodied dagger, and a bloodied saw quite near the bed. A DC 15 Heal check determines the blood to belong to a dwarven male.
- DC 15: On the floor near the bed. Foreman Bromwick's badge. It says: “Foreman Bromwick, Crater Mine, Elevator B Operator”. Near the badge is the key to open the lock to the shackles.
- DC 20: Handout 6. This is a ripped-up piece of paper torn from a diary.
- DC 25: Handout 7. This is a ripped-up piece of paper torn from a diary.
- DC 30: Handout 8. This is a ripped-up piece of paper torn from a diary.
- DC 35: Handout 9. This is a ripped-up piece of paper torn from a diary. It is covered in blood.

Characters who thoroughly read the Handouts notice that the phrase “*down to duty*” is repeated in every scrap. This may clue them that this phrase is the code that works the elevator.

There is nothing else of value or interest in this room.

APPENDIX 2B—AREA 11

This is a toilet and shower block. A DC 10 Intelligence check reveals that all of the dwarven miners showered together at once under scarce sprinklers (most probably to save water out here in the desert). The toilets are just rows of primitive toilets (with no sewerage-works). It smells really bad in here, and a search reveals nothing of worth.

APPENDIX 2B—AREA 12

This is a storage room; inside are various tools for mining and construction. There are also spare miner's uniforms, gloves, stationery, and odd and ends of no obvious importance. If, however, any character insists on doing a Search, then a DC 25 uncovers:

- A small, crated box. The lid is nailed shut. It is hidden under some unwashed uniforms.
- Anybody opening the crate discovers a 5 lb. block of raw ore (black in color). A DC 20 Knowledge (geography) check concludes that this raw ore is pure thinaun (though not enough to satisfy fulfilling the character's quest).
- In the crate is a letter. Give Player's Handout 10 to the characters.

The characters can take the box, the ore, and the letter. This small amount is not enough to harm them.

APPENDIX 2B—AREA 13

The door to this room appears to be separated into a lower door and upper door portion. A DC 10 Intelligence check concludes that this kind of bi-part door is used in many offices, and that this door most probably leads to the office room of the crater mines. It does not appear to be locked, but a DC 10 Strength check reveals that the door (both upper and lower section) appear to be jammed. A DC 12 Search check reveals that the door has not been locked: it has, in fact, been boarded up from the inside! A further DC 15 Search check reveals that dozens of pairs of man-size sharp claws have (many years ago) tried to scrape and scratch their way through this door, but without success. Due to the boarded-up nature of this door, its stats are treated the same as a Wooden Portcullis (see Table 3-10 Doors on page 61 of the *Dungeon Master's Guide*). The Break DC is the same as for a Stuck Door (DC 25).

Once characters have got through the door, in one way or another, read or paraphrase the following:

This room is a mess. It appears to have been the mine office at some past point in time. Now it is a mausoleum. Lying on the floor are two

dwarves and one human. They are face down and appear to be dead, though their bodies do not display any kind of decay. There are five desks in the room. The fifth desk, along the far back wall, doubles as an alchemist's laboratory.

A DC 15 Heal check on the bodies reveals that they might have died of starvation. But a better Heal check (DC 25) actually reveals that these folk died of suffocation (a lack of oxygen). The last to die was the youngest dwarf who had the desk closest to the door. Apart from this, there are no other signs of trauma.

- A Search check of this room reveals the following things:
- A DC 15 Search uncovers the badges belonging to these mine workers: Durim Sturnbrow (dwarven mine manager), Kata Bingeldurm (dwarven assistant financier) and Breant Wintnan (human secretary).
- A DC 20 Search reveals that these office workers stopped up every gap they could find. They believed (quite rightly) that the “bad air” coming from the thinaun would turn them into undead once they finally died of starvation. But they suffocated before they starved.
- A DC 25 Search uncovers a diary. It appears to have belonged to the human, Breant Wintnan. If the characters ask to look inside, tell them that they only really have time to look at the final entry. If they agree, give them Handout 11. If any character returns this diary to Gillius Ravensclaw in Highforge, then he/she will be eligible to undertake the “Stoneblessed (Dwarven)” prestige class from page 123 of *Races Of Stone*. See the AR for more information. This favor must be used within 12 months of the date played on this AR.

A DC 20 Knowledge (arcana) check reveals that the alchemical laboratory belonged to a fairly powerful practitioner. He seemed to be testing various ore, and experimenting on what would happen if he mixed one ore with another (and adding parts of various other minerals). There is no thinaun in this room, however.

Development: As a result of the office now being “unstopped”, these dead office workers start to turn into ghouls about 1 minute after the PCs enter. The characters have one full round to deal with them before they attack (hence the low EL).

APL 10-16 (EL 1)

➔ **Ghouls (3):** hp 13 each; MM 119.

A TERRIBLE WAILING SOUND ...

As soon as the DM feels the characters have exhausted examining Area 13, and the characters start to walk up the hallway, she should read aloud the following text (but only if he/she has not yet read it to the party):

Suddenly, a terrible wailing sound emanates from a room somewhere to the north-east. It sounds like something not human ... like something risen freshly from the grave wailing to the universe in a new language explicable only to those bretheren of it's newfound form and shape!

A DC 20 Listen check not only reveals the exact location of the wailing creature (Area 10), but also the sound of chains clinking and clanking. A further DC 15 Intelligence check has the character realize that whatever is in that room—it is chained up against some kind of structure (and is probably attempting to break free).

Most parties will move directly to investigate the wailing some more, but they don't have to immediately. The wailing just continues intermittently as they explore other areas of the mine.

As the party passes Area 8, the DM should describe it to them. This is so they know that they have now found the elevator (and means of transport) down to the Lower Deep Mines.

ENCOUNTER 3: THE DEEP PITS—LOWER DEEP MINES

The DM needs to take stock at this point. How many “Areas” did the characters explore in the Upper Mines? If they explored more than three areas, then they enter the Lower Deep Mines *after dark* and should be informed as such. The DM needs to consult the section in Encounter 2 that reads “What Happens After Dark?”

The elevator shaft (Appendix 2C—Area 1) goes down 500 feet. When the characters reach the bottom of the elevator shaft (by whatever means), read or paraphrase the following:

APPENDIX 2C—AREA 2

This is a very large room. It may have once been decorated as a kind of temple or shrine. Once it may have had wooden furnishings, but these are all now splintered and shattered across the floor. Once it may have displayed beautiful banners, draped proudly upon the massive 100-foot high walls and ceilings. Now these lie in shreds or hang in tatters.

The most obvious thing that remains is two huge stone statues—both dwarven warriors facing each other - poised for combat in the centre part of the chamber. They stand on 6 ft. high pedestals. The monoliths are extremely well carved and are clearly works of art.

There are double wooden doors on the far side of the room. The doors have been ripped off their hinges. Beyond the doors are some tracks leading to what appears to be a mineshaft corridor. The floor of this chamber is

thick with the remains of dwarves and a few humans who appear to have made a “last stand” in this area.

A DC 10 Knowledge (religion) check reveals that this temple was once dedicated to Moradin. It is not uncommon for such temples to be built on the lower levels of a mine, quite near the Great Forge. Such a temple allowed dwarven worshippers to visit and pray during short breaks, rather than having to leave the mine.

A DC 20 Heal check of the remains reveals that these unfortunates, about 14 of them, chose to maim and mutilate themselves, rather than be taken alive and “whole.” A search of the remains (which all appear remarkably well preserved), reveals that eight of the dwarves are tattooed with the symbol of Moradin. These bodies are all naked and lie in the northern part of the room near the elevator. A DC 20 Search check of the northern corners of the room (areas marked with an “A”) reveals eight sets of priestly garments folded neatly and “stored”. A DC 15 Intelligence checks concludes that the priests of this temple did not want to bring the name of their god into disrepute. If they were to become undead, they chose not to be recognized as former priests of Moradin in such a state.

Getting Dressed Up In The Priest Clothes

Characters dressing up in the dwarven priest garments may make a Disguise check (versus a creature's Sense Motive) to pass themselves off as the “priests of the temple.” The undead which now live in here (APL 10-12) and the stone golem statues (APL 14-16) may actually believe that the character is one of their priests “returned,” and *not attack* (unless attacked by that particular character). If every character dresses up, and succeeds in a Disguise check, it is possible for the PCs to pass through this encounter relatively unharmed (and get full XP for skillfully avoiding a nasty attack.) Dwarven characters get a +4 circumstance bonus to this Disguise check (if they decide to dress up). Characters that are dwarven *and* clerics get a +8 circumstance bonus to this check. Centaurs get -8 to this check because they are not humanoid). It is also possible that some players might cast spells such as *alter self* in order to give bonuses to their checks. Animals and familiars do not activate the undead or statues to attack. The DM should allow characters realistic leeway if they decide to go down this path.

The Attack

As soon as anybody *not* dressed as a cleric of Moradin, or who fails their Disguise check, reaches the first square in between the two huge statues, the creatures occupying this place attack. Note that animals and familiars do *not* automatically activate the undead or statues to attack. At APLs 10-12, the creatures are undead who are hiding *behind* each of the statues. A successful Spot check against their Hide check reveals the creatures' presence. If possible, they move and attack the PCs. At APL 14, one of the two stone statues starts to move and come alive to

attack (but is too slow to actually surprise the party). At APL 16, *both* statues come alive and attack (but are too slow to actually surprise the party).

APL 10 (EL 13)

➤ **Grimweirds (2):** hp 78 each; Appendix 1.

These withered, aged dwarves crackle with dark light—light that seems to be holding them together. Their bones seem to have shrunk, and look like the muscles cannot hold them up.

Development: One of these grimweirds is Jemrek's father. A DC 10 Search of its body reveals an ornate family ring carved with a design of crossed picks. Characters who accepted the quest to retrieve his body recognize it as belonging to Jemrek's father. The ring is priceless to Jemrek, but worth nothing to anybody else (This is revealed with a DC 10 Appraise check.)

APL 12 (EL 13)

➤ **Abyssal Ghouls (2):** hp 104 each; Appendix 1.

(An extra one EL is added here to account for the speeding up of their *disease effects* due to the influence of the thinaun mother lode.) Read aloud description:

These twisted, undead creatures look similar to common ghouls, except that their skin is scaly and tough, and their fingers and toes end in fearsome claws several inches in length. Their teeth are equally fearsome, and a foot-long tongue dangles from their mouths, trailing into smoky nothingness at their tips.

APL 14 (EL 16)

➤ **Greater Stone Golem (1):** hp 271; MM 136.

APL 16 (EL 18)

➤ **Greater Stone Golem (2):** hp 271 each; MM 136.

Treasure: A DC 25 Search check of the *base* of the eastern statue reveals a secret door. It is not locked. Opening it reveals a large safety deposit box. A DC 10 Intelligence check reveals that this is where the mine workers must have left their treasured belongings for safekeeping while they worked in the mine. These items now do not belong to anyone in particular (and can be claimed by the characters if they wish.)

APL 10: Loot: 4 bags of blasting pellets (17 gp); Magic: *ioun stone, dark blue rhomboid* (833 gp), *gauntlet of rust* (958 gp).

APL 12: Loot: 8 bag of blasting pellets (34 gp); Magic: *medallion of thoughts* (1,000 gp), *lyre of building* (1,083 gp).

APL 14: Loot: 16 bags of blasting pellets (66 gp); Magic: *periapt of wound closure* (1250gp), *figurine of wondrous power—onyx dog* (1291gp).

APL 16: Loot: 32 bags of blasting pellets (132 gp); Magic: *bracelet of friends* (1,583 gp), *horn of blasting* (1,666 gp).

Development: Blasting pellets are pretty dangerous if a user doesn't know what they're doing. A character needs to make a DC 20 Intelligence check (+4 if character is a dwarf; and a further +4 if the character has any ranks in Knowledge—architecture & engineering) in order to figure out how to use them in *this* adventure. If they succeed, give them the information on blasting pellets found in Appendix 3. Otherwise, they have to wait to get back to town to get access and further information.

APPENDIX 2C—AREA 3

When characters can see effectively into this area, the DM should describe it as a typical mineshaft, which shows signs of much work. Along the shaft runs a cart track. The ceiling is 10 ft. high in these shafts, and the walls are jagged and quite climbable due to the amount of digging that is evident here.

As soon as any character leaves Area 2 and steps in a 5 ft. square either side of the mine cart track, this activates the undead in Area 3 to move in and attack. The DM needs to carefully consider the tactics of these undead who come from areas marked “U” on the map (see below.) Also, the undead have probably heard the characters in Area 2, so they know they're coming (make the undeads' Listen check against the characters' Move Silently checks.) If a battle took place in Area 2, the undead hear it automatically.

Make sure you give any characters leaving Area 2 through the double doors a Listen check against the undead's Move Silently check (to hear the undead lying in wait). The characters need to make several of these checks (to hear *each* group of undead). The DM may also need to do character's Spot checks against the undeads' Hide checks.

Similarly, if any characters run out into this area to escape creatures in Area 2, then they might activate this encounter at the same time.

Read or paraphrase the descriptive text below when the characters first see one of the undead:

APL 10 (EL 13)

➤ **Grave Dirt Golems (4):** hp 90 each; Appendix 1.

APL 12 (EL 14)

➤ **Grave Dirt Golems (5):** hp 90 each; Appendix 1.

Preceded by the smell of carrion, this dwarven-shaped creature is formed of moist (almost muddy) earth, mixed in with small bone bits, teeth, and rotting cloth scraps, topped with a dirt-encrusted dwarven skull. Its legs are short and thick, and its chest and arms somewhat tapering. It is moving to attack!

Tactics: These creatures try to surprise and surround the characters as quickly as possible. At APL 10 there is no fifth undead up around the eastern corner.

Place this undead at APL 12. In some cases, these large undead might start off squeezing a bit.

APL 14 (EL 15)

➤ **Advanced Dwarven Gravetouched Ghouls (2):** fighter 12; hp 72 each; Appendix 1.

APL 16 (EL 18)

➤ **Advanced Dwarven Gravetouched Ghouls (2):** fighter 15; hp 72 each; Appendix 1.

This foul-looking dwarf wears a loose shift, but it's mottled, decaying flesh is still clearly visible, drawn tightly over bones. Hairless, it has long, vicious teeth and eyes like hot coals. It is moving to attack!

Tactics: At the start of combat, one of these creatures is hiding in the western side of the passageway (near Area 5), and the other up around the corner to the east. In the first round, the western ghoul moves to engage a character. The second ghoul does not come around the corner until the second round of combat (in an attempt to flank the party.) The DM should remember that these undead still retain the intelligence they had when they were alive. They will use all their fighter feats to their best advantage—including Improved Disarm and Improved Trip whenever they can.

Development: Any character walking into Area 5 (the square marked “5” on the map) is also attacked by the creature lurking in *that* area!

Treasure (APL 14-16 Only):

APL 14-16: Loot: 33 gp; Magic: 2 +2 dwarven waraxes (694 gp each).

APPENDIX 2C—AREA 4

As the characters make their way along the eastern mineshaft, describe the appropriate APL encounter when their light source might illuminate Area 4.

APL 10-12

The eastern mineshaft appears to gradually slope downwards toward the north. At the end of the mineshaft the cart tracks stop abruptly. The section at the northern end of this corridor seems to be flooded with very murky water. Evidence indicates that there may have been a cave-in at some point in time.

When the characters get to the end of the cart tracks, and shine a light to the far western side of this cavern, read:

On the far western side of this cavern you see a rock ledge. Part of the cavern has collapsed around this ledge, but you can clearly see that a large sack has been mostly (but not completely) buried in the debris.

The sack is jammed in the corner of the ledge farthest from the characters. It is filled with worthless miner's

tools, but it looks impressive from a distance. It weighs 30 lbs. The rocks that have collapsed on it require a combined DC 22 Strength check to remove. Grappling the sack won't work. Certain combinations of spells might work the sack free, and allow it to be hovered over the water to the characters. The DM should reward players with ingenuity. A *detect magic* spell determines no magic emanating from the sack (of course); but might detect something beneath the murky water (in the 5-foot square marked "A" on the map). See below for details.

Most characters are going to have to cross over the water to get the sack if they want to retrieve it. Even if they levitate, or fly across, the undead in the water are able to reach up and attack (as the water is 5 ft. deep and the ceiling is only 10 ft. high.) If the PCs walk through, climb on walls or ceilings, *levitate* or *fly* to the other side, the undead jump up and attack when they are about half-way across. Some characters may *dimension door* across, and back. In this case the undead don't attack, but the characters don't get any XP due to the fact that they never placed themselves in any danger.

Some characters might have *detect undead* or some other spell. If they do, they detect the undead waiting to attack. They are crouching down in the water about 15 feet from the edge. If the characters do not go in or directly over the water, the undead do not get the opportunity to attack. Please note that the water is so murky that no Spot check (including use of an *arcane eye*) will find the hiding undead.

APL 10 (EL 9)

➤ **Drowned:** hp 150 each; Appendix 1.

This animated corpse is sopping wet, due to the fact that it has just sprung from the water. The air around it is thick and cloying, exuding the essences of the corpse's watery grave.

APL 12 (EL 11)

➤ **Drowned (2):** hp 150 each; Appendix 1 and *Monster Manual III* 46.

Development: The miner's tools in the large sack are worthless. But if the characters dive down and make a DC 25 Search check they find a long thin wooden chest under the water on the bottom of the cavern in the area marked "A" on the map. Of course, if a character dives down before the undead are gone, she gets immediately attacked. The chest is not locked, and contains the following items:

Treasure

APL 10: Magic: *shifter's sorrow* (1,065 gp).

APL 12: Magic: *flame tongue* (1,726 gp).

APL 14-16

The eastern mineshaft appears to gradually slope downwards toward the north. At the end of the mineshaft the cart tracks stop abruptly. The section at the northern end of this corridor

seems to have once been flooded with very murky water but the water has since drained away. Evidence indicates that there may have been a cave-in at some point in time.

When the characters get to the end of the cart tracks, and shine a light to the far western side of this cavern, give them Spot checks against the undeads' Hide checks to see the undead hiding in the western alcove of the cavern (near the ledge.) The undead move directly to attack, and may very well surprise some characters. Read the following description:

Shuffling in the alcove are repulsive creatures with long, rotting wings and peeling flesh. They continuously shed rivulets of filth and decay, creating a pool of rot in which they stand. More horrifically, they look like they were once dwarves, but they are been stretched extremely tall and thin so that their flesh has torn away to reveal only sinew and bone underneath!

APL 14 (EL 17)

➤ **Angels of Decay (2):** hp 198 each; Appendix 1.

APL 16 (EL 19)

➤ **Angels of Decay (4):** hp 198 each; Appendix 1.

Tactics: These creatures try to engage the characters so that their Rotting Aura affects any character involved in close combat with them. Other than that, they try to tear the party apart and make them suffer.

Treasure: None. Note that the treasure spot marked "A" is not present at APLs 14-16.

APPENDIX 2C—AREA 5

As soon as any character (or object like an *arcane eye*) steps into (or alongside or through) the square of the map marked with a "5", the DM should describe and read the appropriate APL text below. Adjust the description slightly if there is more than one creature indicated in the combat section below.

APL 10-12

At this APL the party is attacked by wheeps. At APL 10, only one weep walks from around the southern corner (near Area 6). At APL 12, one weep comes around the southern corner (near Area 6), while another comes from around the northern corner (near Area 8.) These creatures cry, or "weep" continuously, so give the characters who first reach Area "5" a Listen check against the weep's Move Silently check to hear them coming. As the wheeps have a speed of 30 ft. can reach any character in Area 5 on their turn. Other characters making a DC 15 Spot check notice the wheeps coming down the corridor.

The empty eye sockets of this wizened corpse leak a vile, black ichor that streaks the

creature's face and body, coating its clawed limbs. As the ichor runs into the creature's mouth, it bubbles and pops, so that its constant wailing emerges as a terrible gurgling.

APL 10 (EL 11)

➤ **Wheep** (1): hp 58 each; Appendix 1.

APL 12 (EL 13)

➤ **Wheeps** (2): hp 58 each; Appendix 1.

Tactics: The wheeps use their weeping dirge ability every round while ever there are characters who can/may be affected. Other than this, they attack whomever they can and try to tear them apart.

APL 14-16

At these APLs creatures which look like undead (mummies), but are in fact constructs created by the lich living further into the mine attack the party. At APL 14, only one grigol comes around the southern corner (near Area 6) and attacks the party. At APL 16, one grigol walks from around the southern corner. When that one is defeated, the *second* grigol comes around the northern corner (from Area 8) and attacks the party (unless it is somehow engaged before this time.) These creatures growl, cough, and splutter continuously, so give the characters who first reach Area "5" a Listen check against the grigols' Move Silently checks to hear them coming. As grigols have a speed of 30 ft. it can reach any character in Area 5 on their turn. Other characters making a DC 15 Spot check notice the grigol coming down the corridor.

This large, dwarf-shaped figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes, and chainmail are also haphazardly integrated into its form.

APL 14 (EL 15)

➤ **Grigol** (1): hp 134; Appendix 1.

APL 16 (EL 17)

➤ **Grigol** (2): hp 134 each; Appendix 1.

Tactics: The grigols do everything in their power to destroy the invading characters. They "pretend" to be undead (when they are really "constructs"), and this should give them a couple of rounds head start on unwitting parties. They also try to use their spell-like abilities whenever they can, and don't care if they draw attacks of opportunity.

Development: If after one (or both) grigols are destroyed, the characters can examine the arcane inscriptions on the scraps of paper left behind on the grigol's corpse. PCs doing so have a chance of being affected by the incite madness ability of the decayed grigol (DC 19 Will save negates).

APPENDIX 2C—AREA 6

This area appears to be a makeshift toilet area (for those miners who couldn't be bothered going upstairs). It really stinks in this area. Any character (or creature) coming within 5 feet of the number "6" on the map must make a DC 25 Fortitude save or be nauseated for 3d4 rounds.

Treasure: A DC 25 Search check yields results. A specific treasure has been thrown, or possibly discarded, into the muck in the furthest corner!

APL 10: Magic: *lion's shield* (764 gp).

APL 12: Magic: *dwarven plate armor* (1,375 gp).

APL 14: Magic: *winged shield* (1,438 gp).

APL 16: Magic: *celestial armor* (1,866 gp), *bracers of armor +7* (4,083 gp).

APPENDIX 2C—AREA 7

This is a replica of the elevator that the characters came down in (or first encountered in the upper deep mines). The elevator is in the "down" position, but there appears to have been a cave-in on the upper level, which has caused the elevator to become permanently disabled. A number of large rocks and dirt have fallen down into the elevator. This prevents anybody seeing what is on the other side in Area 10. A DC 10 Intelligence check (+4 for dwarves or PCs with ranks in Knowledge [architecture and engineering]) determines that the rocks and dirt can be quite easily (and safely) lifted up and out of the shaft. When the characters do this, they can shine a light through to the other side of the elevator shaft. Read or paraphrase:

On the other side of the elevator shaft is what appears to be the start of a new series of excavations. The walls of this area glisten with what appears to be already mined traces of the pure ore known as thinaun! It also appears that this area was, at some stage, abandoned in a hurry. There are also two medium-sized iron-wrought doors, bolted from the outside. The handles have many chains bound tightly about them, and there are five large padlocks. In each door there is a small viewing slot which might enable someone to open it up and peer inside (without having to open the entire door).

A lich currently inhabits **Area 11**, the area where the largest unmined vein of thinaun resides. If the characters did not specifically state that they were trying to remove the rocks and dirt silently, the lich automatically hears their work and begins to prepare to confront them. Otherwise make five Listen checks against the PCs' Move Silently checks. The lich does *not* approach from Area 11 until at least one character steps into the area (or within 5 feet) of the spot marked with a "10" on the map.

APPENDIX 2C—AREA 8

Any character shining a light source into this area automatically sees:

Two large iron-wrought doors, bolted from the outside. The handles also have many chains bound tightly about them, and there are five large padlocks. In each door there are small viewing slots which might enable someone to open it up and peer inside without having to open the entire door.

As soon as any character shines a light source into Area 8, or comes within 20 feet of the number on the map, the creatures lurking there (APL dependant) are also alerted. They attack the nearest party member.

APL 10 (EL 12)

➤ Mohrg (4): hp 91 each; MM 189.

These creatures look like gaunt, nearly skeletal corpses—their rib cages filled with horrid, writhing viscera. The creatures' tongues are their most noteworthy features—they are long, cartilaginous, and clawed.

APL 12 (EL 11)

➤ Grimweirds (3): hp 78 each; Appendix 1.

These withered, aged dwarves crackle with dark light—light that seems to be holding them together. Their bones seem to have shrunk, and look like the muscles cannot hold them up.

APL 14 (EL 16)

➤ Truly Horrid UMBER Hulk (1): hp 270; MM 249.

➤ Wheeps (2): hp 58 each; Appendix 1.

Ahead is a huge, hulking and powerfully built creature which looks something like a cross between a great ape and a beetle. The low, rounded head is dominated by a massive pair of mandibles and rows of triangular teeth. It has two big compound eyes, with two smaller eyes like an ape's in-between. Armor plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair.

On either side of the hulking creature stand two other horrid creatures. The empty eye sockets of these wizened corpses leak a vile, black ichor that streaks the creature's faces and bodies, coating their clawed limbs. As the ichor runs into the creature's mouths, it bubbles and pops, so that their constant wailing emerges as a terrible gurgling.

Tactics: The truly horrid umber hulk uses its *confusing* gaze as much as possible. The wheeps use their weeping dirge ability every round. Other than this, they attack whomever they can and try to tear them apart.

APL 16 (EL 17)

➤ Truly Horrid UMBER Hulk (1): hp 270; *Monster Manual* 249.

➤ Wheeps (3): hp 58 each; Appendix 1 and *Libris Mortis*, 132.

Ahead are two huge, hulking, powerfully built creatures looking something like a cross between a great ape and a beetle. Their low, rounded heads are dominated by massive pairs of mandibles and rows of triangular teeth. They each have two big compound eyes, with two smaller eyes like an ape's in-between. Armor plates cover virtually all of their chitinous bodies, whose scattered feelers resemble sparse hair.

Tactics: The truly horrid umber hulks use their *confusing* gaze as much as possible. The wheeps use their Weeping Dirge ability every round whenever there are characters that can be affected. Other than this, they attack whomever they can and try to tear them apart.

APPENDIX 2C—AREA 9

This area is the **Great Forge**—typical of many dwarven mining complexes. Most characters will *not* leap forward and just unlock, unchain, and open the iron doors *before* first taking a peek inside (through the small peepholes in each door). The DM should *remind* characters about these peepholes just in case. When any character looks through a peephole, describe the following:

This area was clearly once the revered core of the dwarven mine: the Great Forge. Now it is no longer a forge, but a garish holding pen for over 100 trapped dwarven and human ghosts! Who trapped them, how, and why is not entirely obvious ... but there is no doubt that they are trapped. Of course, when the peephole opens, the writhing, seething horde of sickening green undead turn their salivating lips toward your door and rush forward moaning and begging for the long forgotten taste of flesh!!!

The ghosts pound against the doors, and try to stick their rotting hands through the small peephole (if it is still open). The DM can give the characters a bit of a scare here. You might like to make them think that the ghosts are going to break down the doors! If the characters stand back and just watch (or go on the defensive) for one whole round, then they see that the doors are strong and there is no chance these ghosts will escape their holding pen.

Exactly what the characters do about these poor pathetic creatures is up to them. It is not the objective of this adventure to “destroy all undead,” and smart parties should realize this and quickly move forward to their real objective. PCs with time on their hands (or a death wish), might decide to take on the ghosts head on (by opening

the locks and the doors and facing the horde as they pour through); or cast spells through the peephole (though it is too small to fire off any arrows.) Doing this garners the party no tangible reward, and there is no treasure to be found in the Great Forge area.

Use these stats for these double doors and the single doors in **Area 10**.

❖ **Iron Doors:** Thickness 2 in.; hardness 10; hp 60; Break DC (Locked) 28.

❖ **Locks (5):** DC 20 Open Lock; Break DC 28.

All APLs (No EL Reward)

➤ **Ghosts (120):** hp 13; MM 119.

Tactics: The iron doors protect the characters from any *stench* effects—even if they are just looking through the peephole. If, however, the doors are opened, the undead pour through (and their *stench* ability takes effect). The ghosts have no tactic other than to pour through and eat fresh flesh. They wade through threatened squares and happily take attacks of opportunity just to rip sweet flesh from the bones of their victims.

APPENDIX 2C—AREA 10

Depending on how characters reach this area, you may need to re-read or re-paraphrase the following:

This area reveals what appears to be the start of a new series of excavations. The walls of this area glisten with what appears to be already mined traces of the pure ore known as thinaun! It also appears that this area was, at some stage, abandoned in a hurry. There are also two medium-sized iron-wrought doors, bolted from the outside. The handles also have many chains bound tightly about them, and there are five large padlocks. In each door there is a small viewing slot which might enable someone to open it up and peer inside (without having to open the entire door).

A narrow passageway appears to lead to the east ...

The doors here are of the same variety encountered in Area 9 (only smaller in size), and lead to the same destination (the Great Forge). As soon as any character steps within 5 feet of the square marked with a “10” on the map, the lich casts *sending* and directs the following message to a targeted character (DM’s choice, but probably the one nearest the narrow passage, and one which the lich might think is Rary The Traitor):

“Malfrous told me long ago you would eventually come Rary! I am Dumar Gravelstone! I have what you want. But you will die taking it!”

Dumar Gravelstone now walks directly out through the passageway to the east. Give any characters that can see

the narrow passageway a Spot check against Dumar’s Hide check.

DM’s Note: When the characters encounter Dumar, the DM should have already decided on how “buffed” he should be. If the characters have been very careful and very quiet (constant Move Silently checks and so on), he won’t hear them until they reach Area 10. If this is the case, then he has only cast his three highest and best “buffs.” If, on the other hand, the characters made a lot of noise, and/or fought the ghosts in Area 9, Dumar buffs up as much as is possible (use the prepared power-up suite.)

APL 10 (EL 13)

➤ **Dumar Gravelstone:** male dwarf lich cleric 11; hp 99; Appendix 1.

APL 12 (EL 15)

➤ **Dumar Gravelstone:** male dwarf lich cleric 12/fighter 1; hp 117; Appendix 1.

APL 14 (EL 17)

➤ **Dumar Gravelstone:** male dwarf lich cleric 13/fighter 2; hp 135; Appendix 1.

APL 16 (EL 19)

➤ **Dumar Gravelstone:** male dwarf lich cleric 15/fighter 2; hp 153; Appendix 1.

Dumar’s prepared power-up suite lists all the spells he casts before combat. To assist with *dispel magic* adjudication they are listed alphabetically by descending spell level.

Tactics: Dumar is supremely confident of his combat abilities and protects himself by casting all the spells in his prepared power-up suite before attacking the PCs. Initially he is protected by *mislead*, which allows him to study the PCs while they attack his illusionary double (which he directs to appearing to be casting spells while he moves up behind any wizards or clerics present). If a PC can obviously see him he concentrates his attacks on that individual. He tries to split the party up using *blade barrier* to separate the spellcasters from the rest of the group and centers *confusion* on obvious fighter types. In combat he attempts to catch at many opponents as possible with his paralyzing touch. (Remember the first person he so hits is also subject to a *slay living* spell). Because of his active *death watch* he concentrates on seriously injured foes; he attacks anyone registering as “fragile” with his *+1 vicious thinaun dagger*.

If his opponents are failing to significantly damage him he uses *harm* on an active opponent and then strikes him next round with his *+1 vicious thinaun dagger*. If his opponents are failing to regularly damage him he does not bother to cast defensively; if however they are striking him regularly he casts on the defensive. If reduced to fewer than half hit points he fights defensively.

APL 12: As APL 10 but before combat Dumar summons 1d3 bearded devils with *summon monster VI* to keep spellcasters busy.

APL 14: As APL 10 and 12 but before combat Dumar summons 1d3 bearded devils with *summon*

monster VI to keep spellcasters busy. Additionally once his summoned devils are slain (or almost so) he uses *mass inflict serious wounds* to catch as many of his foe as possible (particularly any registering as “fragile” by *deathwatch*).

APL 16: As APL 10 - 14 but before combat Dumar also summons 1d3 chain devils with *summon monster VII* to keep spellcasters busy. Additionally once his summoned devils are slain (or almost so) he uses *fire storm* as well as *mass inflict serious wounds* to catch as many of his foe as possible (particularly any registering as “fragile” by *deathwatch*).

Treasure: Searching Dumar's remains reveals the following items:

APLs 10-16: Magic: +1 *heavy plate* (167 gp), +1 *vicious thinaun dagger* (1525 gp), *cloak of resistance* +3 (750 gp).

APPENDIX 2C—AREA 11

This area stores the precious metals found in the mines after they have been refined. Piled in neat rows are many ingots of gold and platinum. There are also 20 adamantite ingots, 20 mithral ingots, 12 green starmetal ingots and 12 of thinaun. It is latter that are the required by Rary for his ceremony, although all are technically the property of Clan Highforge. (The ingots have Highforge's coat of arms stamped upon them.)

Row upon rows of neatly stacked ingots of precious metals fills this area. A short search reveals the thinaun you require.

The PCs may take the thinaun ingots, but they are heavy. There are 10 ingots and each one weighs 100 lbs. The PCs may take the rest of the ingots but they get no reward for doing so; Clan Highforge hear that someone is attempting to sell their property and arrive to claim it back.

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 headsman greets you personally and asks for a full accounting of your adventure.

If the PCs have returned Hur-Korog's body they earn the reward listed in the first paragraph of the “Favor of Clan Highforge.”

Additionally if they retrieved any mithral, adamantine or green starmetal they gain access to the relevant sections of the “Favor of Clan Highforge” AR entry.

If they returned Breant Wintnan's diary they receive the “Returning the Diary” AR entry.

If they returned Brassus Windthrop's final letter they receive the “Blessing of the Windthrop Family” 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 task 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, as 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

The actions of the party in this adventure could have a profound effect Rary's ability to perform the ritual he needs to unmake the scorpion crown. If this event is played at a convention, it is important that the DM answers the questions below and sends the answers to creighton@greyworks.co.uk with the subject line "CORS6-02 Results."

Help keep the campaign living and dynamic, report your results!

1. Who did the different PCs serve?
2. Which patron got their mission accomplished?
3. If at all, how was the source of thinaun shut off?
4. Did any of the PCs do anything unusual or memorable?
5. Did the PCs slay Dumar?

EXPERIENCE POINT SUMMARY

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

Encounter 1

Negotiating the Crater Pit without incident (not setting off the elevator and causing it to fall, nobody being affected by the poison gas, and nobody falling into the softsand and so on).

APL 10	230 XP
APL 12	405 XP
APL 14	360 XP
APL 16	405 XP

Encounter 2

Guts and Tenacity Award. This award is given to characters that defy all advice and gather information by exploring **more than** three Areas in the Upper Mines (thus entering the Lower Mines *after dark*).

APL 10	230 XP
APL 12	405 XP
APL 14	360 XP
APL 16	405 XP

Encounter 3—Area 2

Defeating or avoiding the creatures in this encounter

APL 10	390 XP
APL 12	390 XP
APL 14	480 XP
APL 16	540 XP

Encounter 3—Area 3

Defeating the creatures in this encounter

APL 10	390 XP
APL 12	420 XP
APL 14	450 XP
APL 16	540 XP

Encounter 3—Area 4

Defeating the creatures in this encounter

APL 10	300 XP
APL 12	360 XP
APL 14	510 XP
APL 16	570 XP

Encounter 3—Area 5

Defeating the creatures in this encounter

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter 3—Area 8

Defeating the creatures in this encounter

APL 10	360 XP
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APL 12	330 XP
APL 14	480 XP
APL 16	510 XP

Encounter 3—Area 10

Defeating Dumar Gravelstone

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Total Possible Experience:

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2: Area 6

APL 10-12: Loot: 136 gp; 42 dwarven waraxes (630 gp). Coin: 200 gp; Magic: *belt of dwarvenkind* (1,241 gp), *goggles of night* (1,000 gp).

APL 14-16: Loot: 136 gp; Coin: 400 gp; Magic: *belt of giant's strength* +4 (1,333gp), *stone of good luck (luckstone)* (1,666gp).

Encounter 3: Area 2

APL 10: Loot: 4 bags of blasting pellets (17 gp); Magic: *ioun stone, dark blue rhomboid* (833 gp), *gauntlet of rust* (958 gp).

APL 12: Loot: 8 bag of blasting pellets (34 gp); Magic: *medallion of thoughts* (1,000 gp), *lyre of building* (1,083 gp).

APL 14: Loot: 16 bags of blasting pellets (66 gp); Magic: *periapt of wound closure* (1250gp), *figurine of wondrous power—onyx dog* (1291gp).

APL 16: Loot: 32 bags of blasting pellets (132 gp); Magic: *bracelet of friends* (1,583 gp), *horn of blasting* (1,666 gp).

Encounter 3: Area 3

APL 14-16: Loot: 33 gp; Magic: 2 +2 *dwarven waraxes* (694 gp each).

Encounter 3: Area 4

APL 10: Magic: *shifter's sorrow* (1,065 gp).

APL 12: Magic: *flame tongue* (1,726 gp).

Encounter 3: Area 6

APL 10: Magic: *lion's shield* (764 gp).

APL 12: Magic: *dwarven plate armor* (1,375 gp).

APL 14: Magic: *winged shield* (1,438 gp).

APL 16: Magic: *celestial armor* (1,866 gp), *bracers of armor* +7 (4,083 gp).

Encounter 3

APL 10-16: Magic: +1 *heavy plate* (167gp), +1 *vicious thinaun dagger* (1525gp), *cloak of resistance* +3 (750gp).

Total Possible Treasure

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 10: 9,418 gp

APL 12: 10,837 gp

APL 14: 13,655 gp

APL 16: 19,904 gp

ITEMS FOR THE ADVENTURE RECORD

Special

‡ **The Blessing of the Windthrop Family:** Returning Brassus Windthrop's final letter to his family

gains you this blessing. One time only (as a spell-like ability), calling out "in the name of the Windthrop Family and Mighty Jascar" grants you a *protection from evil* spell (CL 20.)

‡ **Returning Wintnan's Diary:** You found Breant Wintnan's diary in the Upper Mine office and have returned it to the dwarf Gillius Ravensclaw. In return, he invites you to become a stoneblessed (*Races of Stone* 123.) If you wish to join, you must take up this invitation within 12 months of the date on this AR.

‡ **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 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* +2, *manual of quickness of action* +2, *manual of bodily health* +2, *tome of clear thought* +2, *tome of leadership and influence* +2, *tome of understanding* +2. You may only buy two of these.

Item Access

APL 10:

- *Belt of dwarvenkind* (Adventure; *DMG*).
- *Goggles of night* (Adventure; *DMG*)
- *Bag of blasting pellets* (Adventure; *Races of Stone*; 25gp per bag).
- *Ioun Stone, dark blue rhomboid* (Adv; *DMG*)
- *Gauntlet of rust* (Adventure; *DMG*)
- *Shifter's sorrow—Weapon* (Adv; *DMG*)
- *Lion's shield—Shield* (Adventure; *DMG*)
- +1 *Heavy plate armor* (Adventure; *DMG*)
- +1 *vicious thinaun dagger* (Adventure; *DMG*)

- *Cloak of resistance +3* (Adventure; *DMG*)

APL 12 (all of APL 10 plus the following):

- *Medalion of thoughts* (Adventure; *DMG*)
- *Lyre of building* (Adventure; *DMG*)
- *Flame tongue—Weapon* (Adventure; *DMG*)
- *Dwarven plate armor* (Adventure; *DMG*)

APL 14 (all of APLs 10-12 plus the following):

- *Belt of giant's strength +4* (Adventure; *DMG*)
- *Stone of good luck (Luckstone)* (Adv. *DMG*)
- *Periapt of wound closure* (Adventure; *DMG*)
- *Figurine of wondrous power—onyx dog* (Adventure; *DMG*)
- *+2 dwarven waraxe* (Adventure; *DMG*)
- *Winged shield* (Adventure; *DMG*)

APL 16 (all of APLs 10-14 plus the following):

- *Bracelet of friends* (Adventure; *DMG*)
- *Horn of blasting* (Adventure; *DMG*)
- *Celestial armor* (Adventure; *DMG*)
- *Bracers of armor +7* (Adventure; *DMG*)

APPENDIX 1: APL 10

ENCOUNTER 3—AREA 2

☛ **Grimweirds (2):** CR 11; Medium undead (dwarf); HD 12d12; hp 78; Init +1; Spd 20 ft.; AC 20, flat-footed 19, touch 16; Base Atk +6; Grp +3; Atk +3 melee (1d4-3 claw, plus energy drain); Full Atk +3/+3 melee (1d4-3 claw, plus energy drain); SA energy drain, spell-like abilities; SQ darkvision 60 ft., low-light vision, undead traits, unholy grace; AL LE; SV Fort +9, Ref +10, Will +16; Str 4, Dex 13, Con —, Int 18, Wis 17, Cha 20.

Skills and Feats: Bluff +19, Concentration +19 (+23 when casting defensively), Diplomacy +25, Gather Information +17, Handle Animal +14, Intimidate +21, Knowledge (arcana) +18, Knowledge (the planes) +18, Sense Motive +14, Spellcraft +18; Augment Summoning, Combat Casting, Negotiator, Persuasive, Spell Focus (conjunction).

Energy Drain (Su): A grimweird can bestow one negative level on a successful claw attack, whether or not it does damage. The DC is 21 for the Fort save to remove a negative level. This save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dispel magic*, *protection from chaos/evil/good/ law*; 1/5 rounds—*lesser planar binding* (DC 20), *summon monster VI* (evil creatures only). Caster level 12th. Because of its Augment Summoning feat, all the grimweird's summoned creatures gain +4 Strength and +4 Constitution.

Unholy Grace (Su): A grimweird adds its Charisma modifier as a bonus on all its saving throws, and as a deflection bonus to its Armor Class.

ENCOUNTER 3—AREA 3

☛ **Grave Dirt Golems (4):** CR 9; Large construct; HD 11d10+30; hp 90; Init -1; Spd 20 ft., can't run; AC 20, flat-footed 20, touch 8; Base Atk +8; Grp +19; Atk +13 melee (2d8+6 plus soiled wound, slam); Full Atk +13 melee (2d8+6 plus soiled wound, 2 slams); Space/Reach: 10 ft./10 ft.; SA berserk, soiled wound; SQ construct traits, damage reduction 5/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref+2, Will +3; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills and Feats: None.

Berserk (Ex): When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free, and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

Construct Traits: A grave dirt golem has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects),

and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. It also has darkvision out to 60 feet and low-light vision.

As a construct, a grave dirt golem has no Constitution score, but it gains 30 bonus. A half-vampire dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A move earth spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects.

Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit-points that last for up to 1 hour. A grave earth golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex): The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

ENCOUNTER 3—AREA 4

☛ **Drowned (2):** CR 8; Medium undead; HD 20d12+20; hp 150; Init +5; Spd 30 ft.; AC 19, flat-footed 18, touch 11; Base Atk +10; Grp +17; Atk +12 melee (1d8+12, slam); Full Atk +12 melee (1d8+12, 2 slams); SA drowning aura; SQ: darkvision 60 ft., fast healing 5 traits, unholy toughness; AL CE; SV Fort +6, Ref +9, Will +12; Str 25, Dex 13, Con —, Int 9, Wis 10, Cha 12.

Skills and Feats: Hide +20, Listen +14, Move Silently +20, Spot+18, Swim +18; Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack.

Drowning Aura (Su): A drowned gives off a 30-foot-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10

Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3—AREA 5

➤ **Wheep (1):** CR 11; Medium undead; HD 9d12; hp 58; Init -2; Spd 30 ft.; AC 29, flat-footed 27, touch 17; Base Atk +4; Grp +12; Atk +16 melee (1d8+11 plus poison tears, claw); Full Atk +16 melee (1d8+11 plus poison tears, 2 claws) and bite +13 melee (1d6+5 plus poison tears); SA poison tears, weeping dirge; SQ blindsight 60 ft., damage reduction 5/magic and piercing, darkvision 60 ft., fast healing 10, undead traits, unholy grace, +4 turn resistance; AL LE; SV Fort +8, Ref +10, Will +13; Str 33, Dex 15, Con —, Int 6, Wis 14, Cha 20.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claw).

Poison Tears (Ex): The poison tears that continually pour from a wheep's empty eyes are actually an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison—injury, Fortitude DC 19, initial and secondary damage 1d6 Con. The save DC is Charisma-based. After an hour, the poisonous bile decomposes and evaporates, losing all efficacy.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class (already figured into the statistics above).

Weeping Dirge (Su): When it chooses (which is almost always, unless moving silently), a wheep can spend a free action each round crying and blubbering. All who hear the wheep's awful, grave-born sorrow must make DC 19 Will saves or be shaken for the duration of the encounter. Once a particular creature saves against a wheep's dirge, that creature cannot be affected again by the same wheep for 24 hours. This is a sonic effect. The save DC is Charisma-based.

ENCOUNTER 3—AREA 10

➤ **Dumar Gravelstone:** male dwarven lich cleric 11; CR 13; Medium undead (augmented humanoid, dwarf); HD 11d12; hp 99; Init +5; Spd 20 ft.; AC 30 touch 15, flat-footed 25; Base Atk +8; Grp +10; Atk +5 melee

(1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) or +6 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*); Full Atk +5 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) and +1 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*) or +6/+1 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*); SA damaging touch, fear aura, paralyzing touch, rebuke undead, spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, dwarven traits, immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +10, Ref +9, Will +16; Str 14, Dex 12, Con —, Int 15, Wis 22, Cha 14.

Skills and Feats: Concentration +16, Knowledge (arcana) +7, Knowledge (religion) +15, Listen +14, Search +10, Sense Motive +14, Spellcraft +18, Spot +14; Combat Expertise, Craft Wondrous Items, Improved Initiative, Lightning Reflexes.

Languages: Common, Dwarven, Terran.

Damaging Touch: 1d8+5 negative energy; DC 17 Will save halves.

Fear Aura (Su): A dreadful aura of death and evil shrouds Dumar. Creatures of less than 5 HD in a 60-foot radius looking at him must succeed on a DC 17 Will save or be affected as if by a *fear* spell cast by a 12th-level sorcerer. A creature that successfully saves cannot be affected again by Dumar's aura for 24 hours.

Paralyzing Touch (Su): A living creature struck by Dumar's touch attack must succeed on a DC 17 Fortitude save or be paralyzed permanently. *Remove paralysis* or any spell that can remove a curse frees the victim. The effect cannot be dispelled. Paralyzed victims seem dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim still lives.

Dwarven Traits: Darkvision 60 ft.; stonecunning; weapon familiarity (dwarven waraxe and dwarven urgroshes); stability; +2 racial bonus against spells and spell-like effects; +1 racial bonus on attack rolls against orcs and goblins; +4 dodge bonus against giant class creatures; +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Rebuke Undead (Su): 5/day; +4 check; 2d6+13 turning damage.

Skills: Dumar has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Spells Prepared (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*detect magic* (2), *guidance* (2), *read magic*, *virtue*; 1st—*comprehend languages*, *death watch*, *divine favor*, *doom*, *entropic shield**, *obscuring mist*, *protection from good*, *shield of faith*; 2nd—*aid**, *death knell*, *desecrate*, *eagle's splendor*, *owl's wisdom*, *resist energy*, *silence*; 3rd—*blindness*, *dispel magic* (2), *magic vestment*, *protection from energy** (2); 4th—*air walk*, *confusion**, *divine power*, *freedom of movement*, *poison*; 5th—*flame strike*, *freedom of movement**, *righteous might*, *slay living*; 6th—*blade barrier*, *harm*, *mislead**.

*: Domain Spell. Abbathor; *Domains*: Luck (reroll one roll before result known) and Trickery (Bluff, Disguise and Hide are class skills).

Possessions: +1 heavy plate, +1 vicious thinaun dagger, cloak of resistance +3.

Power-Up Suite (Prepared—Combat Expertise [5 points]; *mislead* [14 rounds], *righteous might* [11 rnds.], *slay living*, *air walk* [110 mins.], *divine power* [11 rnds.], *freedom of movement* [110 mins.], *magic vestment* [11 hrs.], *protection from energy [acid]* [110 mins.], *protection from energy [fire]* [110 mins.], *aid* [11 mins.], *desecrate* [22 hrs.], *divine favor* [1 mins.], *eagle's splendor* [11 mins.], *owl's wisdom* [11 mins.], *resist energy [sonic]* [110 mins.], *comprehend languages* [110 mins.], *death watch* [110 mins.], *entropic shield* [11 mins.], *protection from good* [11 mins.], *shield of faith* [11 mins.]); Large undead (augmented humanoid, dwarf); hp 125; AC 37 touch 19, flat-footed 30; Base Atk +11; Grp +24; Atk +16 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) or +17 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Full Atk +16 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) and +12 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); or +17/+12 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Space/Reach 10 ft./ 10 ft.; SQ damage reduction 5/good; SV Will +18; Str 28, Wis 26, Cha 18.

Skills: Concentration +18, Listen +16, Sense Motive +16, Spot +16.

Lich Special Abilities: The DC of Dumar's damaging touch, fear aura, and paralyzing touch increases to 19.

Rebuke Undead (Su): 7/day; +6 check; 2d6+15 turning damage.

Spells Prepared (base DC = 18 + spell level).

ENCOUNTER 3—AREA 2

➤ **Abyssal Ghouls (2):** CR 10; Medium undead (extraplanar, dwarf); HD 16d12; hp 104; Init +7; Spd 40 ft.; AC 27, flat-footed 27, touch 13; Base Atk +8; Grp +15; Atk +15 melee (1d4+7 plus disease, front claw); Full Atk +15 melee (1d4+7 plus disease, front claws) and +13 melee (2d4+3 plus disease, rear claws); SA disease, improved grab, sneak attack +5d6, Wisdom drain 1d6; SQ acid resistance 20, cold resistance 20, deathwatch, electricity immunity, fire resistance 20, hindsight 90 ft., SR 20, uncanny dodge, undead traits; AL CE; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con —, Int 14, Wis 15, Cha 18

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack.

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1d4 rounds, the disease deals 1d6 points of Constitution damage. Every 1d4 rounds after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive rounds, the creature recovers. Note that this ability of the creature has been changed in this adventure due to the quickening effects of the thinaun. This is reflected in the raised EL of the encounter.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): if an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to

0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and tightens as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the deathwatch spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Undead Traits: An abyssal ghoul is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. An abyssal ghoul cannot be raised, and resurrection works only if it is willing. An abyssal ghoul has darkvision (60-foot range).

ENCOUNTER 3—AREA 3

➤ **Grave Dirt Golems (5):** CR 9; Large construct; HD 11d10+30; hp 90; Init -1; Spd 20 ft., can't run; AC 20, flat-footed 20, touch 8; Base Atk +8; Grp +19; Atk +13 melee (2d8+6 plus soiled wound, slam); Full Atk +13 melee (2d8+6 plus soiled wound, 2 slams); Space/Reach: 10 ft./10 ft; SA berserk, soiled wound; SQ construct traits, damage reduction 5/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref+2, Will +3; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1.

Berserk (Ex): When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

Construct Traits: A grave dirt golem has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it

also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. It also has darkvision out to 60 feet and low-light vision.

As a construct, a grave dirt golem has no Constitution score, but it gains 30 bonus. A half-vampire dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A move earth spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects.

Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit-points that last for up to 1 hour. A grave earth golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex): The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

ENCOUNTER 3—AREA 4

➤ **Drowned (4):** CR 8; Medium undead; HD 20d12+20; hp 150; Init +5; Spd 30 ft.; AC 19, flat-footed 18, touch 11; Base Atk +10; Grp +17; Atk +12 melee (1d8+12, slam); Full Atk +12 melee (1d8+12, 2 slams); SA drowning aura; SQ darkvision 60 ft., fast healing 5 traits, unholy toughness; AL CE; SV Fort +6, Ref +9, Will +12; Str 25, Dex 13, Con —, Int 9, Wis 10, Cha 12.

Skills and Feats: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18; Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack.

Drowning Aura (Su): A drowned gives off a 30-foot-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first

round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3—AREA 5

➤ **Wheeps (2):** CR 11; Medium undead; HD 9d12; hp 58; Init -2; Spd 30 ft.; AC 29, flat-footed 27, touch 17; Base Atk +4; Grp +12; Atk +16 melee (1d8+11 plus poison tears, claw); Full Atk +16 melee (1d8+11 plus poison tears, 2 claws) and +13 melee (1d6+5 plus poison tears, bite); SA poison tears, weeping dirge; SQ +4 turn resistance, blindsight 60 ft., damage reduction 5/magic and piercing, darkvision 60 ft., fast healing 10, undead traits, unholy grace; AL LE; SV Fort +8, Ref +10, Will +13; Str 33, Dex 15, Con —, Int 6, Wis 14, Cha 20.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claws).

Poison Tears (Ex): The poison tears that continually pour from a wheep's empty eyes are actually an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison—injury, Fortitude DC 19, initial and secondary damage 1d6 Con. The save DC is Charisma-based. After an hour, the poisonous bile decomposes and evaporates, losing all efficacy.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class (already figured into the statistics above).

Weeping Dirge (Su): When it chooses (which is almost always, unless moving silently), a wheep can spend a free action each round crying and blubbering. All who hear the wheep's awful, grave-born sorrow must make DC 19 Will saves or be shaken for the duration of the encounter. Once a particular creature saves against a wheep's dirge, that creature cannot be affected again by the same wheep for 24 hours. This is a sonic effect. The save DC is Charisma-based.

ENCOUNTER 3—AREA 8

➤ **Grimweirds (3):** CR 11; Medium undead (dwarf); HD 12d12; hp 78; Init +1; Spd 20 ft.; AC 20, flat-footed 19 touch 16; Base Atk +6; Grp +3; Atk +3 (1d4+3 plus energy drain, claw); Full Atk +3/+3 (1d4+3 plus energy drain, claw); SA energy drain, spell-like abilities; SQ darkvision 60 ft., low-light vision, undead traits, unholy grace; AL LE; SV Fort +9, Ref +10, Will +16; Str 4, Dex 13, Con —, Int 18, Wis 17, Cha 20.

Skills and Feats: Bluff +19, Concentration +19 (+23 when casting defensively), Diplomacy +25, Gather Information +17, Handle Animal +14, Intimidate +21, Knowledge (arcana) +18, Knowledge (the planes) +18, Sense Motive +14, Spellcraft +18; Augment Summoning, Combat Casting, Negotiator, Persuasive, Spell Focus (conjunction).

Energy Drain (Su): A grimweird can bestow one negative level on a successful claw attack, whether or not it does damage. The DC is 21 for the Fort save to remove a negative level. This save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dispel magic*, *protection from chaos/evil/good/ law*; 1/5 rounds—*lesser planar binding* (DC 20), *summon monster VI* (evil creatures only). Caster level 12th. Because of its Augment Summoning feat, all the grimweird's summoned creatures gain +4 Strength and +4 Constitution.

Unholy Grace (Su): A grimweird adds its Charisma modifier as a bonus on all its saving throws, and as a deflection bonus to its Armor Class.

ENCOUNTER 3—AREA 10

☛ **Dumar Gravelstone:** male dwarven lich cleric 12/ fighter 1; CR 15; Medium undead (augmented humanoid, dwarf); HD 13d12; hp 117; Init +5; Spd 20 ft.; AC 30 touch 15, flat-footed 25; Base Atk +10; Grp +12; Atk +7 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) or +8 melee (1d4+3 plus 2d6/19-20, +1 *vicious thinaun dagger*); Full Atk +7 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) and +3 melee (1d4+3 plus 2d6/19-20, +1 *vicious thinaun dagger*) or +10/+5 melee (1d4+3 plus 2d6/19-20, +1 *vicious thinaun dagger*); SA damaging touch, fear aura, paralyzing touch, rebuke undead, spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, dwarven traits, immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +15, Ref +10, Will +17; Str 14, Dex 12, Con -, Int 15, Wis 23, Cha 14.

Skills and Feats: Concentration +17, Knowledge (arcana) +7, Knowledge (religion) +11, Listen +14, Search +10, Sense Motive +14, Spellcraft +19, Spot +14; Combat Expertise, Craft Wondrous Items, Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus.

Languages: Common, Dwarven, Terran.

Damaging Touch: 1d8+5 negative energy; DC 18 Will save halves.

Fear Aura (Su): A dreadful aura of death and evil shrouds Dumar. Creatures of less than 5 HD in a 60-foot radius looking at him must succeed on a DC 18 Will save or be affected as if by a *fear* spell cast by a 12th-level sorcerer. A creature that successfully saves cannot be affected again by Dumar's aura for 24 hours.

Paralyzing Touch (Su): A living creature struck by Dumar's touch attack must succeed on a DC 18 Fortitude save or be paralyzed permanently. *Remove*

paralysis or any spell that can remove a curse frees the victim. The effect cannot be dispelled. Paralyzed victims seem dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim still lives.

Dwarven Traits: Darkvision 60 ft.; stonecunning; weapon familiarity (dwarven waraxe and dwarven urgroshes); stability; +2 racial bonus against spells and spell-like effects; +1 racial bonus on attack rolls against orcs and goblins; +4 dodge bonus against giant class creatures; +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Rebuke Undead (Su): 5/day; +4 check; 2d6+14 turning damage.

Skills: Dumar has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 16 + spell level): 0—*detect magic* (2), *guidance* (2), *read magic*, *virtue*; 1st—*comprehend languages*, *death watch*, *divine favor*, *doom*, *entropic shield**, *obscuring mist*, *protection from good*, *shield of faith*; 2nd—*aid**, *death knell*, *desecrate*, *eagle's splendor*, *owl's wisdom*, *resist energy*, *silence*; 3rd—*blindness*, *dispel magic* (2), *magic vestment*, *protection from energy** (2); 4th—*air walk*, *confusion**, *divine power*, *freedom of movement*, *poison*; 5th—*flame strike*, *freedom of movement**, *righteous might*, *slay living*, *spell resistance*; 6th—*blade barrier*, *harm*, *mislead**, *summon monster VI*.

*: Domain Spell. Abbathor; *Domains:* Luck (reroll one roll before result known) and Trickery (Bluff, Disguise and Hide are class skills).

Possessions: +1 heavy plate, +1 *vicious thinaun dagger*, cloak of resistance +3.

Power-Up Suite (Prepared—Combat Expertise [5 points]; *mislead* [15 rounds], *righteous might* [12 rnds.], *slay living*, *spell resistance* [12 mins.], *air walk* [130 mins.], *divine power* [12 rnds.], *freedom of movement* [120 mins.], *magic vestment* [12 hrs.], *protection from energy [acid]* [120 mins.], *protection from energy [fire]* [120 mins.], *aid* [12 mins.], *desecrate* [24 hrs.], *divine favor* [1 mins.], *eagle's splendor* [12 mins.], *owl's wisdom* [12 mins.], *resist energy [sonic]* [120 mins.], *comprehend languages* [120 mins.], *death watch* [120 mins.], *entropic shield* [12 mins.], *protection from good* [12 mins.], *shield of faith* [12 mins.]): Large undead (augmented humanoid, dwarf); hp 144; AC 39 touch 20, flat-footed 31; Base Atk +13; Grp +26; Atk +18 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) or +19 melee (1d4+11 plus 2d6/19-20, +1 *vicious thinaun dagger*); Full Atk +18 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) and +14 melee (1d4+11 plus 2d6/19-20, +1 *vicious thinaun dagger*); or +19/+14 melee (1d4+11 plus 2d6/19-20, +1 *vicious thinaun dagger*); Space/Reach 10 ft./ 10 ft.; SQ damage reduction 10/good; SV Will +19; Str 28, Wis 27, Cha 18.

Skills: Concentration +19, Listen +16, Sense Motive +16, Spot +16.

Lich Special Abilities: The DC of Dumar's damaging touch, fear aura, and paralyzing touch increases to 20.

Rebuke Undead (Su): 7/day; +6 check; 2d6+16 turning damage.

Spells Prepared (base DC = 18 + spell level).

ENCOUNTER 3—AREA 3

➤ **Advanced 12 HD Gravetouched Ghoul (2):** fighter 12; CR 13; Medium undead (dwarf); HD 12d12; hp 72; Init +9; Spd 20 ft.; AC 20, flat-footed 15, touch 15; Base Atk +17; Grp +21; Atk +21 melee (1d10+11/19-20/x3, +2 *dwarven waraxe*) or +17 melee (1d6, bite); Full Atk +21/+16/+11 (1d10+11/19-20/x3, +2 *dwarven waraxe*) or +17 melee (1d6 bite+5) and +12 (1d4+3 2 claws); SA ghou fever (DC 19), paralysis (DC 19); SQ +2 turn resistance; dwarven traits; AL CE; SV Fort +5, Ref +11, Will +6; Str 20, Dex 20, Con 0, Int 15, Wis 14, Cha 12.

Skills and Feats: Craft (armorsmithing) +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Craft (weaponsmithing) +2, Handle Animal +5, Hide +8, Listen +6, Move Silently +8, Profession (miner) +4, Sense Motive +5, Spot +9; Combat Expertise, Dodge, Greater Weapon Focus (*dwarven waraxe*), Greater Weapon Specialization (*dwarven waraxe*), Improved Critical (*dwarven waraxe*), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Toughness, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*).

Ghoul Fever (Su): Disease—bite, DC 19 Fortitude save, incubation period 6 rounds (faster due to the effects of the thinaun), damage 1d3 Con and 1d3 Dex. An afflicted humanoid that dies of ghou fever rises as a ghoul at the next midnight due to the effect of the thinaun. 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 4HD or higher rises as a ghast rather than a ghoul. Centaurs can be afflicted with Ghoul Fever, but will never rise as undead if death occurs.

Paralysis (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Dwarven Traits: +1 attack against orcs and goblinoids; +2 Appraise (stone and metal items); +2 Craft (stone and metal items); +2 on saves against poison; +2 on saves against spells and spell-like effects; +4 dodge bonus to AC against giants; darkvision 60 ft.; stability; stonecunning, weapon familiarity;

Possessions: +2 *dwarven waraxe*, breastplate.

ENCOUNTER 3—AREA 4

➤ **Angels of Decay (2):** CR 15; Large undead; HD 26d12+29; hp 198; Init +6; Spd 30 ft.; AC 28, flat-footed 26, touch 15; Base Atk +13; Grp +35; Atk +21 melee (2d6+18, claw); Full Atk +21 melee (2d6+18, 2 claws) plus +16 melee (1d6+11, 2 wing slams); Space/Reach 10 ft./10 ft. SA rotting aura, rotting touch; SQ damage reduction 10/adamantine and magic, darkvision 60 ft., spell resistance 24, undead traits, unholy grace; AL CE;

SV Fort +14, Ref+18, Will +26; Str 37, Dex 14, Con —, Int 20, Wis 20; Cha 18

Skills and Feats: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently+26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 Reflex saving throw each round or take 5d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 24 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block already reflects these bonuses.)

ENCOUNTER 3—AREA 5

➤ **Grisgol (1):** CR 15; Large construct; HD 19d10+30; hp 134; Init +0; Spd 30 ft.; AC 28, flat-footed 28, touch 9; Base Atk +14; Grp +22; Atk +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis, slam); Full Atk +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis, 2 slams); Space/Reach 10ft./10ft.; SA choking dust, damaging touch, paralyzing touch, spell-like abilities; SQ construct traits, damage reduction 10/piercing and magic, darkvision 60 ft., immunity to magic, incite madness, low-light vision; AL N; SV Fort+6, Ref+6, Will +6; Str 18, Dex 10, Con —, Int —, Wis 11, Cha 11.

Skills and Feats: None.

Choking Dust (Ex): Striking the golem with any kind of implement other than a piercing weapon invites a disease-causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 23 Fortitude save or take 1d4 points of Constitution damage. Those who fail the first Fortitude save must make another DC 23 Fortitude save (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the

Dungeon Master's Guide) in 24 hours. The save DC is Strength-based.

Damaging Touch (Ex): As with the lich that animates it, the touch of a grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 19 half). The save DC is Charisma-based.

Paralyzing Touch (Su): The slam attack of a grisgol causes permanent paralysis unless the subject succeeds on a DC 19 Fortitude save. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, page 203 of the Player's Handbook). The effect cannot be dispelled. Anyone paralyzed by a grisgol seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals the victim to be alive. The save DC is Charisma-based.

Spell-Like Abilities: A grisgol is created with the ability, to use ten different spells as spell-like abilities (one each of level 0 through 9th), each one once per day. These spells can vary based on the creator's whim, and are either cleric spells (if the animating lich was a cleric) or sorcerer/wizard spells (if the animating lich was a sorcerer or wizard). Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy.

Spell-Like Abilities: 1/day—*guidance, entropic shield, resist energy—fire, dispel magic, divine power, slay living* (DC 21), *harm* (DC 22), *repulsion* (DC 23), *fire storm* (DC 24). All spells are at caster level 20th.

Immunity to Magic (Ex): A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a grisgol, as noted below:

Erase delivered as a touch attack on a grisgol deals 2d6 points of damage to the creature (no save).

Casting secret page on a grisgol renders it invisible as the invisibility spell.

Incite Madness (Sp): After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader insane (Will DC 19 negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order. He dedicates every waking hour to this massive undertaking, barely pausing to eat or rest, in order to finish this task as fast as possible. The victim always thinks, and tries to convince others, that he is on the brink of a revelation. His personal study becomes cluttered with diagrams, charts, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit current theories or hunches. The subject takes 1 point of Intelligence drain when the curse is first activated, and takes another point of intelligence drain every week the curse continues uncured. The subject dies when he or she reaches 0 Intelligence. The Intelligence drain can't be restored while the curse is active. Only a limited

wish or similarly powerful magic can relieve a victim of this curse.

ENCOUNTER 3—AREA 8

☛ **Wheeps (2):** CR 11; Medium undead; HD 9d12; hp 58; Init -2; Spd 30 ft.; AC 29, flat-footed 27 touch 17; Base Atk +4; Grp +12; Atk +16 melee (1d8+11 plus poison tears, claw); Full Atk +16 melee (1d8+11 plus poison tears, 2 claws) and +13 melee (1d6+5 plus poison tears, bite); SA poison tears, weeping dirge; SQ +4 turn resistance, blindsight 60 ft., damage reduction 5/magic and piercing, darkvision 60 ft., fast healing 10, undead traits, unholy grace; AL LE; SV Fort +8, Ref+10, Will +13; Str 33, Dex 15, Con —, Int 6, Wis 14, Cha 20.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claw).

Poison Tears (Ex): The poison tears that continually pour from a wheep's empty eyes are actually an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison—injury, Fortitude DC 19, initial and secondary damage 1d6 Con. The save DC is Charisma-based. After an hour, the poisonous bile decomposes and evaporates, losing all efficacy.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class (already figured into the statistics above).

Weeping Dirge (Su): When it chooses (which is almost always, unless moving silently), a wheep can spend a free action each round crying and blubbering. All who hear the wheep's awful, grave-born sorrow must make DC 19 Will saves or be shaken for the duration of the encounter. Once a particular creature saves against a wheep's dirge, that creature cannot be affected again by the same wheep for 24 hours. This is a sonic effect. The save DC is Charisma-based.

ENCOUNTER 3—AREA 10

☛ **Dumar Gravelstone:** male dwarven lich cleric 13/ fighter 2; CR 17; Medium undead (augmented humanoid, dwarf); HD 15d12; hp 135; Init +5; Spd 20 ft.; AC 30 touch 15, flat-footed 25; Base Atk +11; Grp +13; Atk +8 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) or +9 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*); Full Atk +8 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) and +4 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*) or +11/+6 melee (1d4+3 plus 2d6/19-20, +1 vicious *thinaun dagger*); SA damaging touch, fear aura, paralyzing touch, rebuke undead, spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, dwarven traits, immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +16, Ref +10, Will +17; Str 14, Dex 12, Con —, Int 15, Wis 23, Cha 14.

Skills and Feats: Concentration +20, Knowledge (arcana) +7, Knowledge (religion) +11, Listen +15, Search +10, Sense Motive +14, Spellcraft +20, Spot +15; Combat Expertise, Craft Magic Arms and Armor, Craft Wondrous Items, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus.

Languages: Common, Dwarven, Terran.

Damaging Touch: 1d8+5 negative energy; DC 19 Will save halves.

Fear Aura (Su): A dreadful aura of death and evil shrouds Dumar. Creatures of less than 5 HD in a 60-foot radius looking at him must succeed on a DC 19 Will save or be affected as if by a *fear* spell cast by a 12th-level sorcerer. A creature that successfully saves cannot be affected again by Dumar's aura for 24 hours.

Paralyzing Touch (Su): A living creature struck by Dumar's touch attack must succeed on a DC 19 Fortitude save or be paralyzed permanently. *Remove paralysis* or any spell that can remove a curse frees the victim. The effect cannot be dispelled. Paralyzed victims seem dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim still lives.

Dwarven Traits: Darkvision 60 ft.; stonemasonry; weapon familiarity (dwarven waraxe and dwarven urgroshes); stability; +2 racial bonus against spells and spell-like effects; +1 racial bonus on attack rolls against orcs and goblins; +4 dodge bonus against giant class creatures; +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Rebuke Undead (Su): 5/day; +4 check; 2d6+15 turning damage.

Skills: Dumar has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level): 0—*detect magic* (2), *guidance* (2), *read magic*, *virtue*; 1st—*comprehend languages*, *death watch*, *divine favor*, *doom*, *entropic shield**, *obscuring mist*, *protection from good*, *shield of faith*; 2nd—*aid**, *death knell*, *desecrate*, *eagle's splendor*, *inflict moderate wounds*, *owl's wisdom*, *resist energy*, *silence*; 3rd—*blindness*, *dispel magic* (2), *magic vestment*, *protection from energy** (2); 4th—*air walk*, *confusion**, *divine power*, *freedom of movement*, *poison*, *spell immunity*; 5th—*flame strike*, *freedom of movement**, *righteous might*, *slay living*, *spell resistance*; 6th—*blade barrier*, *harm*, *mislead**, *summon monster VI*; 7th—*mass inflict serious wounds*, *spell turning**.

*: Domain Spell. Abbathor; *Domains:* Luck (reroll one roll before result known) and Trickery (Bluff, Disguise and Hide are class skills).

Possessions: +1 heavy plate, +1 vicious thinaun dagger, cloak of resistance +3.

Power-Up Suite (Prepared—Combat Expertise [5 points]; *spell turning* [130 mins], *mislead* [16 rounds], *righteous might* [13 rnds.], *slay living*, *spell resistance* [13 mins.], *air walk* [130 mins.], *divine power* [13 rnds.], *freedom of movement* [130 mins.], *spell*

immunity [130 mins.; *cure critical wounds*, *cure serious wounds*, *magic missile*], *magic vestment* [13 hrs.], *protection from energy [acid]* [130 mins.], *protection from energy [fire]* [130 mins.], *aid* [13 mins.], *desecrate* [26 hrs.], *divine favor* [1 mins.], *eagle's splendor* [13 mins.], *owl's wisdom* [13 mins.], *resist energy [sonic]* [130 mins.], *comprehend languages* [130 mins.], *death watch* [130 mins.], *entropic shield* [13 mins.], *protection from good* [13 mins.], *shield of faith* [13 mins.]); Large undead (augmented humanoid, dwarf); hp 163; AC 39 touch 20, flat-footed 31; Base Atk +15; Grp +28; Atk +20 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) or +21 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Full Atk +20 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) and +15 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); or +21/+16 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Space/Reach 10 ft./ 10 ft.; SQ damage reduction 10/good, SR 25; SV Will +19; Str 28, Wis 27, Cha 18.

Skills: Concentration +22, Listen +17, Sense Motive +16, Spot +17.

Lich Special Abilities: The DC of Dumar's damaging touch, fear aura, and paralyzing touch increases to 21.

Rebuke Undead (Su): 7/day; +6 check; 2d6+17 turning damage.

Spells Prepared (base DC = 18 + spell level).

ENCOUNTER 3—AREA 3

➤ **Advanced 15 HD Gravetouched Ghoul (2):** fighter 15; CR 16; Medium undead (dwarf); HD 15d12; hp 90; Init +9; Spd 20 ft.; AC 20, flat-footed 15, touch 15; Base Atk +21; Grp+26; Atk +24 melee (1d10+11/19-20/x3, +2 *dwarven waraxe*); or +21 melee (1d6+6 bite); Full Atk +24/+19/+14 (1d10+11/19-20/x3, +2 *dwarven waraxe*) or +21 melee (1d6+6, bite) and +16 (1d4+4 claws x2); SA ghou fever (DC 21), paralysis (DC 21); SQ +2 turn resistance, dwarven traits; AL CE; SV Fort +5, Ref +11, Will +6; Str 22, Dex 20, Con 0, Int 15, Wis 14, Cha 12.

Skills and Feats: Craft (armorsmithing) +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Craft (weaponsmithing) +2, Handle Animal +5, Hide +8, Listen +10, Move Silently +10, Profession (miner) +4, Sense Motive +5, Spot +9. Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (*dwarven waraxe*), Greater Weapon Specialization (*dwarven waraxe*), Improved Critical (*dwarven waraxe*), Improved Disarm, Improved Initiative, Improved Natural Attack (claws), Improved Trip, Lightning Reflexes, Toughness, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*).

Ghoul Fever (Su): Disease—bite, DC 21 Fortitude save, incubation period 6 rounds (faster due to the effects of the thinaun), damage 1d3 Con and 1d3 Dex. An afflicted humanoid who dies of ghou fever rises as a ghou immediately due to the effect of the thinaun. A humanoid who becomes a ghou 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 ghou in all respects. A humanoid of 4HD or higher rises as a ghou rather than a ghou. Centaurs can be afflicted with Ghou Fever, but will never rise as undead if death occurs.

Paralysis (Ex): Victims hit by a gravetouched ghou's bite or claw attack must make a successful DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Dwarven Traits: +1 attack against orcs and goblinoids; +2 Appraise (stone and metal items); +2 Craft (stone and metal items); +2 on saves against poison; +2 on saves against spells and spell-like effects; +4 dodge bonus to AC against giants; darkvision 60 ft.; stability; stonecunning; weapon familiarity;

Possessions: +2 *dwarven waraxe*, breastplate.

ENCOUNTER 3—AREA 4

➤ **Angels of Decay (4):** CR 15; Large undead; HD 26d12+29; hp 198; Init +6; Spd 30 ft.; AC 28, flat-footed 26, touch 15; Base Atk +13; Grp +35; Atk +21 melee (2d6+18, claw); Full Atk +21 melee (2d6+18, 2 claws) plus +16 melee (1d6+11, 2 wing slams); Space/Reach 10 ft./10 ft. SA rotting aura, rotting touch; SQ damage reduction 10/adamantine and magic, darkvision 60 ft.,

spell resistance 24, undead traits, unholy grace; AL CE; SV Fort +14, Ref+18, Will +26; Str 37, Dex 14, Con —, Int 20, Wis 20; Cha 18

Skills and Feats: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently+26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 Reflex saving throw each round or take 5d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 24 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block already reflects these bonuses.)

ENCOUNTER 3—AREA 5

➤ **Grisgol (2):** CR 15; Large construct; HD 19d10+30; hp 134; Init +0; Spd 30 ft.; AC 28, flat-footed 28, touch 9; Base Atk +14; Grp +22; Atk +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis, slam); Full Atk +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis, 2 slams); Space/Reach 10ft./10ft.; SA choking dust, damaging touch, paralyzing touch, spell-like abilities; SQ construct traits, damage reduction 10/piercing and magic, darkvision 60 ft., immunity to magic, incite madness, low-light vision; AL N; SV Fort+6, Ref+6, Will +6; Str 18, Dex 10, Con —, Int —, Wis 11, Cha 11.

Skills and Feats: None.

Choking Dust (Ex): Striking the golem with any kind of implement other than a piercing weapon invites a disease-causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 23 Fortitude save or take 1d4 points of Constitution damage. Those who fail the first Fortitude save must make another DC 23 Fortitude save (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the

Dungeon Master's Guide) in 24 hours. The save DC is Strength-based.

Damaging Touch (Ex): As with the lich that animates it, the touch of a grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 19 half). The save DC is Charisma-based.

Paralyzing Touch (Su): The slam attack of a grisgol causes permanent paralysis unless the subject succeeds on a DC 19 Fortitude save. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, page 203 of the Player's Handbook). The effect cannot be dispelled. Anyone paralyzed by a grisgol seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals the victim to be alive. The save DC is Charisma-based.

Spell-Like Abilities: A grisgol is created with the ability, to use ten different spells as spell-like abilities (one each of level 0 through 9th), each one once per day. These spells can vary based on the creator's whim, and are either cleric spells (if the animating lich was a cleric) or sorcerer/wizard spells (if the animating lich was a sorcerer or wizard). Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy.

Spell-Like Abilities: 1/day—*guidance, entropic shield, resist energy—fire, dispel magic, divine power, slay living* (DC 21), *harm* (DC 22), *repulsion* (DC 23), *fire storm* (DC 24). All spells are at caster level 20th.

Immunity to Magic (Ex): A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a grisgol, as noted below:

Erase delivered as a touch attack on a grisgol deals 2d6 points of damage to the creature (no save).

Casting secret page on a grisgol renders it invisible as the invisibility spell.

Incite Madness (Sp): After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader insane (Will DC 19 negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order. He dedicates every waking hour to this massive undertaking, barely pausing to eat or rest, in order to finish this task as fast as possible. The victim always thinks, and tries to convince others, that he is on the brink of a revelation. His personal study becomes cluttered with diagrams, charts, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit current theories or hunches. The subject takes 1 point of Intelligence drain when the curse is first activated, and takes another point of intelligence drain every week the curse continues uncured. The subject dies when he or she reaches 0 Intelligence. The Intelligence drain can't be restored while the curse is active. Only a limited

wish or similarly powerful magic can relieve a victim of this curse.

ENCOUNTER 3—AREA 8

☛ **Wheeps (3):** CR 11; Medium Undead; HD 9d12; hp 58; Init -2; Spd 30 ft.; AC 29, flat-footed 27 touch 17; Base Atk +4; Grp +12; Atk +16 melee (1d8+11 plus poison tears, claw); Full Atk +16 melee (1d8+11 plus poison tears, 2 claws) and +13 melee (1d6+5 plus poison tears, bite); SA poison tears, weeping dirge; SQ +4 turn resistance, blindsight 60 ft., damage reduction 5/magic and piercing, darkvision 60 ft., fast healing 10, undead traits, unholy grace; AL LE; SV Fort +8, Ref+10, Will +13; Str 33, Dex 15, Con —, Int 6, Wis 14, Cha 20.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claw).

Poison Tears (Ex): The poison tears that continually pour from a wheep's empty eyes are actually an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison—injury, Fortitude DC 19, initial and secondary damage 1d6 Con. The save DC is Charisma-based. After an hour, the poisonous bile decomposes and evaporates, losing all efficacy.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class (already figured into the statistics above).

Weeping Dirge (Su): When it chooses (which is almost always, unless moving silently), a wheep can spend a free action each round crying and blubbering. All who hear the wheep's awful, grave-born sorrow must make DC 19 Will saves or be shaken for the duration of the encounter. Once a particular creature saves against a wheep's dirge, that creature cannot be affected again by the same wheep for 24 hours. This is a sonic effect. The save DC is Charisma-based.

ENCOUNTER 3—AREA 10

☛ **Dumar Gravelstone:** male dwarven lich cleric 15/ fighter 2; CR 19; Medium undead (augmented humanoid, dwarf); HD 17d12; hp 153; Init +5; Spd 20 ft.; AC 30 touch 15, flat-footed 25; Base Atk +13; Grp +15; Atk +10 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) or +11 melee (1d4+3 plus 2d6/19-20, +1 vicious thinaun dagger); Full Atk +10 melee (1d8+5 negative energy [DC 17 Will halves] plus paralysis [DC 17 Fort negates], touch) and +6 melee (1d4+3 plus 2d6/19-20, +1 vicious thinaun dagger) or +13/+8 melee (1d4+3 plus 2d6/19-20, +1 vicious thinaun dagger); SA damaging touch, fear aura, paralyzing touch, rebuke undead, spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, dwarven traits, immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +17, Ref +11, Will +19; Str 14, Dex 12, Con —, Int 15, Wis 24, Cha 14.

Skills and Feats: Concentration +22, Knowledge (arcana) +7, Knowledge (religion) +11, Listen +17, Search +10, Sense Motive +15, Spellcraft +22, Spot +17; Combat Expertise, Craft Magic Arms and Armor, Craft Wondrous Items, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus.

Languages: Common, Dwarven, Terran.

Damaging Touch: 1d8+5 negative energy; DC 20 Will save halves.

Fear Aura (Su): A dreadful aura of death and evil shrouds Dumar. Creatures of less than 5 HD in a 60-foot radius looking at him must succeed on a DC 20 Will save or be affected as if by a *fear* spell cast by a 12th-level sorcerer. A creature that successfully saves cannot be affected again by Dumar's aura for 24 hours.

Paralyzing Touch (Su): A living creature struck by Dumar's touch attack must succeed on a DC 20 Fortitude save or be paralyzed permanently. *Remove paralysis* or any spell that can remove a curse frees the victim. The effect cannot be dispelled. Paralyzed victims seem dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim still lives.

Dwarven Traits: Darkvision 60 ft.; stonemasonry; weapon familiarity (dwarven waraxe and dwarven urgroshes); stability; +2 racial bonus against spells and spell-like effects; +1 racial bonus on attack rolls against orcs and goblins; +4 dodge bonus against giant class creatures; +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Rebuke Undead (Su): 5/day; +4 check; 2d6+17 turning damage.

Skills: Dumar has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

<i>Spells</i>	<i>Prepared</i>
(6/7+1/7+1/6+1/5+1/4+1/3+1/2+1/1+1; base DC = 16 + spell level): 0— <i>detect magic</i> (2), <i>guidance</i> (2), <i>read magic</i> , <i>virtue</i> ; 1st— <i>comprehend languages</i> , <i>death watch</i> , <i>divine favor</i> , <i>doom</i> , <i>entropic shield</i> *, <i>obscuring mist</i> , <i>protection from good</i> , <i>shield of faith</i> ; 2nd— <i>aid</i> *, <i>death knell</i> , <i>desecrate</i> , <i>eagle's splendor</i> , <i>inflict moderate wounds</i> , <i>owl's wisdom</i> , <i>resist energy</i> , <i>silence</i> ; 3rd— <i>blindness</i> , <i>dispel magic</i> (2), <i>invisibility purge</i> , <i>magic vestment</i> , <i>protection from energy</i> * (2), <i>searing light</i> ; 4th— <i>air walk</i> , <i>confusion</i> *, <i>divine power</i> , <i>freedom of movement</i> , <i>poison</i> , <i>spell immunity</i> ; 5th— <i>flame strike</i> (2), <i>freedom of movement</i> *, <i>righteous might</i> , <i>slay living</i> , <i>spell resistance</i> ; 6th— <i>blade barrier</i> , <i>harm</i> , <i>mislead</i> *, <i>summon monster VI</i> ; 7th— <i>mass inflict serious wounds</i> , <i>repulsion</i> , <i>spell turning</i> *, <i>summon monster VII</i> ; 8th— <i>fire storm</i> , <i>moment of prescience</i> *.	

*: Domain Spell. Abbathor; *Domains:* Luck (reroll one roll before result known) and Trickery (Bluff, Disguise and Hide are class skills).

Possessions: +1 heavy plate, +1 vicious thinaun dagger, cloak of resistance +3.

Power-Up Suite (Prepared—Combat Expertise [5 points]; *moment of prescience* [15 hrs.], *spell turning* [130 mins], *mislead* [16 rounds], *righteous might* [13 rnds.], *slay*

***living*, *spell resistance* [13 mins.], *air walk* [130 mins.], *divine power* [13 rnds.], *freedom of movement* [130 mins.], *spell immunity* [130 mins.], *cure critical wounds*, *cure serious wounds*, *magic missile*, *magic vestment* [13 hrs.], *protection from energy [acid]* [130 mins.], *protection from energy [fire]* [130 mins.], *aid* [13 mins.], *desecrate* [26 hrs.], *divine favor* [1 mins.], *eagle's splendor* [13 mins.], *owl's wisdom* [13 mins.], *resist energy [sonic]* [130 mins.], *comprehend languages* [130 mins.], *death watch* [130 mins.], *entropic shield* [13 mins.], *protection from good* [13 mins.], *shield of faith* [13 mins.])**: Large undead (augmented humanoid, dwarf); hp 183; AC 39 touch 20, flat-footed 31; Base Atk +17; Grp +30; Atk +22 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) or +23 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Full Atk +22 melee (1d8+5 negative energy [DC 19 Will halves] plus paralysis [DC 19 Fort negates], touch) and +17 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); or +23/+18 melee (1d4+11 plus 2d6/19-20, +1 vicious thinaun dagger); Space/Reach 10 ft./ 10 ft.; SQ damage reduction 15/good, SR 27; SV Will +21; Str 28, Wis 28, Cha 18.

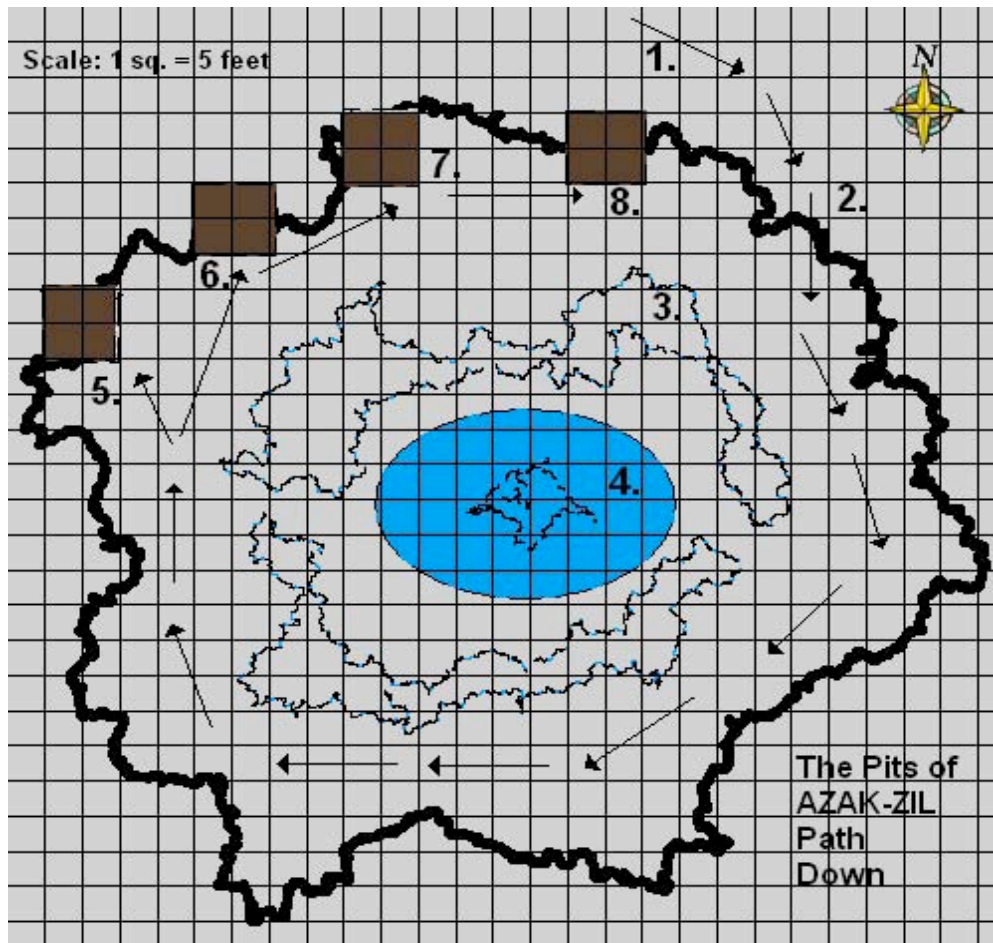
Skills: Concentration +24, Listen +19, Sense Motive +17, Spot +19.

Lich Special Abilities: The DC of Dumar's damaging touch, fear aura, and paralyzing touch increases to 22.

Rebuke Undead (Su): 7/day; +6 check; 2d6+19 turning damage.

Spells Prepared (base DC = 19 + spell level).

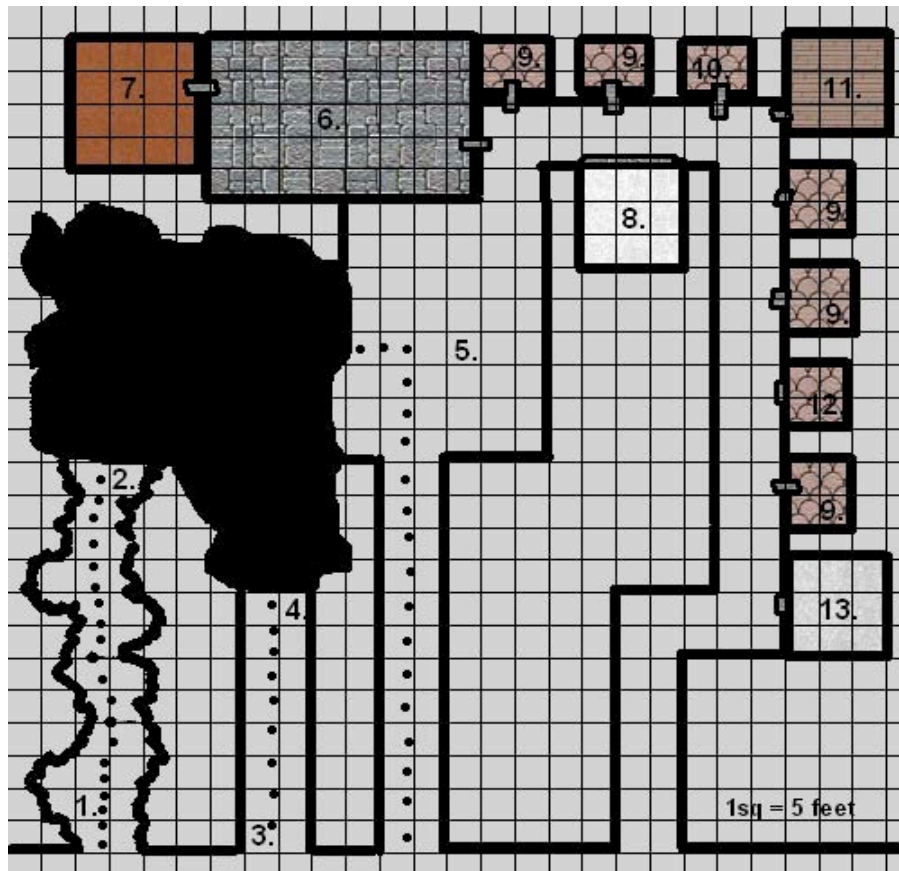
APPENDIX 2A: THE DEEP PITS—THE CRATER PIT



Key Areas

1. The PCs follow an old path from Zarak until they reach the plateau at the top of the Crater Pit.
2. At this point, the PCs can peer over the edge and see the various features of the Crater Pit. They can see STEPS winding around and down the cliff-face. It is 185 feet from the top of the plateau to the bottom (Entrance to Area 5). The arrows on the map indicate the direction of the steps going down. Of course, some PCs won't even bother using steps ...
3. These are fissures of poisonous gas. The gas is invisible, but has a strong sulphuric smell to it. The smell (and the effects) of the poisonous gas do not come into effect until the PCs travel down past the 100 foot mark into the Crater Pit. It is indeterminable to the naked eye (or nose) from up top.
4. This is a greeny-blue bog (with a rocky outcrop in the centre). It is the equivalent of quicksand (but is acidic in nature). From a distance, the rocky outcrop resembles Thinaun. In fact, it is melted conglomerate of the metal (but is not pure). The outcrop is very slippery.
5. Original (natural) entrance to the mines. This was the cave entrance formed when the star metal first fell to Oerth (and was first discovered). It has collapsed and cannot be entered.
6. This is the entrance to the first mineshaft specifically designed by the dwarves to mine Thinaun. It has collapsed and cannot be entered.
7. Entrance to deeper pits. This entrance leads to Area 5 of the Upper Deep Mines.
8. Entrance to deeper pits. This entrance leads to Area 13 of the Upper Deep Mines.

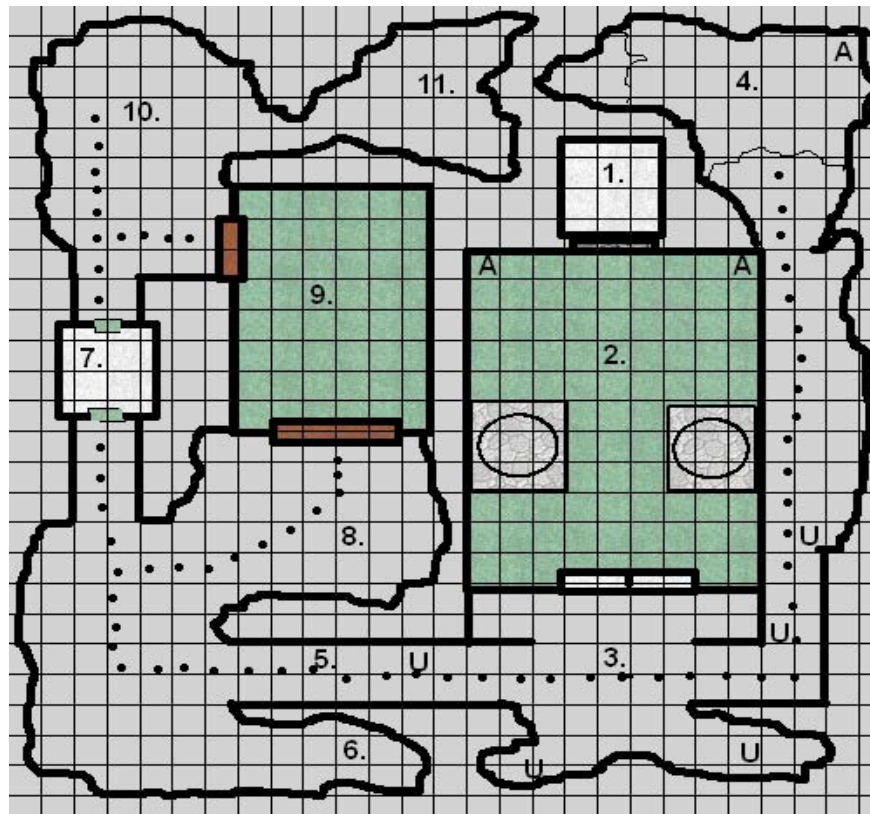
APPENDIX 2B: THE DEEP PITS—THE UPPER DEEP MINES



Explanation of Key Areas:

1. This is the original entrance cave which was created when the star metal first fell to Oerth. Later it was turned into another mining shaft (which led to second elevator down to the Lower Deep Mines. This elevator has been destroyed by the cave-in. The dots on the map indicate mine-cart tracks.
2. Cave in. Skillful observation will reveal that this cave-in was caused by “unnatural means”.
3. This is the entrance to the first mineshaft built by the dwarven expedition. It led to a second elevator down to the Lower Deep Mines (now destroyed by the cave-in).
4. Cave in. As per #2.
5. This large chamber is an area designed for processing ore for transportation - either below to The Great Forge (to be worked), or out into the wider world (as raw materials).
6. This is the miner's Dining Area. Yuck ...
7. Kitchen. Oh, the horror ...
8. Elevator designed for miners to reach the Lower Deep Mines. It can only be activated by a foreman with a code (which the PCs need to discover and crack in order to descend).
9. Empty barracks.
10. Dwarven foreman. Chained to wall (by himself). Is now a ghoul. His diary reveals what happened to him (and the complex), and it is here PCs find clues to the code to work the elevator down to the Lower Deep Mines.
11. Barracks Showers and Toilets.
12. A diary is found under the bed of this barracks chamber.
13. Deep Mines Office. Some clues can be found searching the paperwork here.

APPENDIX 2C: THE DEEP PITS—THE LOWER DEEP MINES



1 square = 5 feet

Explanation of Key Areas:

Note: Dots on map indicate mine-cart tracks.

1. Elevator linking Upper and Lower Mines. The PCs enter Lower Mines through here.
2. Temple of Moradin. Encounter: Grimweirds x2 (APL 10); Abyssal Ghouls x2 (APL 12); Golem, Greater Stone x1 (APL 14); Golem, Greater Stone x2 (APL 16). Spots marked "A" are bundles of priest garments and holy symbols (which have been discarded). The white circles mark the spot where two great statues of Moradin stand—facing each other.
3. Mine Tunnel/Excavation. Encounter: Grave Dirt Golems x4 (APL 10); Grave Dirt Golems x5 (APL 12); Gravetouched Ghouls, Advanced x2 (APL 14 & 16).
4. Flooded Excavation (APL 10-12). Encounter: Drowned x2 (APL 10); Drowned x4 (APL 12). Non-Flooded Excavation (APL 14-16). Encounter: Angel Of Decay x2 (APL 14); Angel Of Decay x4 (APL 16). Spot marked "A" is a treasure chest.
5. Mine Tunnel. Encounter: Wheep x1 (APL 10); Wheep x2 (APL 12); Grisgol x1 (APL 14); Grisgol x2 (APL 16).
6. Excavation Area. Encounter: Mohrg x2 (APL 10); Grimweirds x1 (APL 12); Empty Space (APL 14); Umber Hulk, Truly Horrid x1 (APL 16).
7. Broken Elevator Linking Upper and Lower Mines. Looking up, the PCs see that the way is blocked by a cave-in. PCs can walk straight through the elevator into Area 10.
8. Excavation Area. Encounter: Mohrg x2 (APL 10); Grimweirds x2 (APL 12); Umber Hulk, Truly Horrid x1 (APL 14); Umber Hulk, Truly Horrid x1 (APL 16).
9. The Great Forge. The dwarven ghouls have been locked in here. Numbers vary by APL.
10. Encounter: Lich x1
11. The pure Thinaun supply.

Softsand

Sandstorm 26

Though actual quicksand cannot exist in dry environments, softsand can provide a similar effect in completely dry terrain. Not nearly so deadly as slipsand, softsand is not actual sand, but extremely light, powdery dust. Generally scattered harmlessly about by desert winds, it can sometimes collect in pits shielded from the wind, where it looks like ordinary sand. A character approaching a patch of softsand can attempt a DC 10 Survival check to recognize it for what it is before stepping out onto it—though a charging or running character doesn't receive the same consideration.

A typical patch of softsand is 20 to 50 (1d4+1x10) feet across. Running or charging characters usually make it about 1d2x5 feet into the softsand before beginning to sink. A character in softsand must make a DC 15 Swim check to move 5 feet in any direction, and must get a result of 10 on a Swim check every round simply to remain where he is without sinking. A character who gets a result of 5 or lower on this check sinks below the surface and begin to suffocate (see Suffocation, page 304 of the *Dungeon Master's Guide*.)

A character below the surface of softsand can climb back to the surface if he can move toward the edge of the pit by making DC 15 Swim checks (as described above). Climbing out of a pit of softsand, once a character has reached the edge of the pit, requires a DC 15 Climb check. Any character not trapped in softsand can extend a rope, branch, spear shaft, or similar object to the trapped character, then make a DC 15 Strength check to pull the victim to safety. The victim must make a DC 10 Strength check to retain a grip on the branch, pole, or rope, however. A victim who fails to hold on must immediately make a DC 15 Swim check or fall beneath the surface. If both Strength checks succeed, the victim is pulled 5 feet closer to safety (toward the character holding the branch, pole, or rope).

Heavy Plate

Races of Stone 155 and 158

Forged for the strongest warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Cost: 2,000 gp

Armor Bonus: +9

Maximum Dex Bonus: +0

Armor Check Penalty: -8

Arcane Spell Failure: 45%

Speed: 30 ft.—20 ft; 20 ft.—15 ft. (When running in heavy plate you only move triple your speed)

Weight: 100 lb.

APPENDIX 3: NEW RULES ITEMS

Blasting Pellets

Races of Stone 159

Blasting pellets look like ball bearings or stones and come in bags. One bag of these alchemical items is enough to cover a 5-foot square. During each round when a creature moves through an area covered in blasting pellets or fights while standing in such an area, it must make a successful DC 15 Reflex saving throw to avoid breaking one. Breaking one pellet sets off a chain reaction among the others, and they all explode loudly, dealing 1d6 points of sonic damage to the creature in the square. Spreading a bag of pellets over a wider area or throwing the bag at a target has no substantial effect. Gnomes use blasting pellets mainly as an alarm system, hiding the pellets under leaves or among other stones and gravel.

Cost: 50 gp/bag; Weight: 2 lb; Craft DC: 25.

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 touch 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

BRIEFING SHEET 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 will 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 crater pit and the deeper mines accessed from it. 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.
- 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.

BRIEFING SHEET 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 its 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 rescues 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 crater pit and the deeper mines accessed from it. 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.
- Its 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.

BRIEFING SHEET 3

The following is the mission briefing for those working for the dwarfs of Clan Highforge.

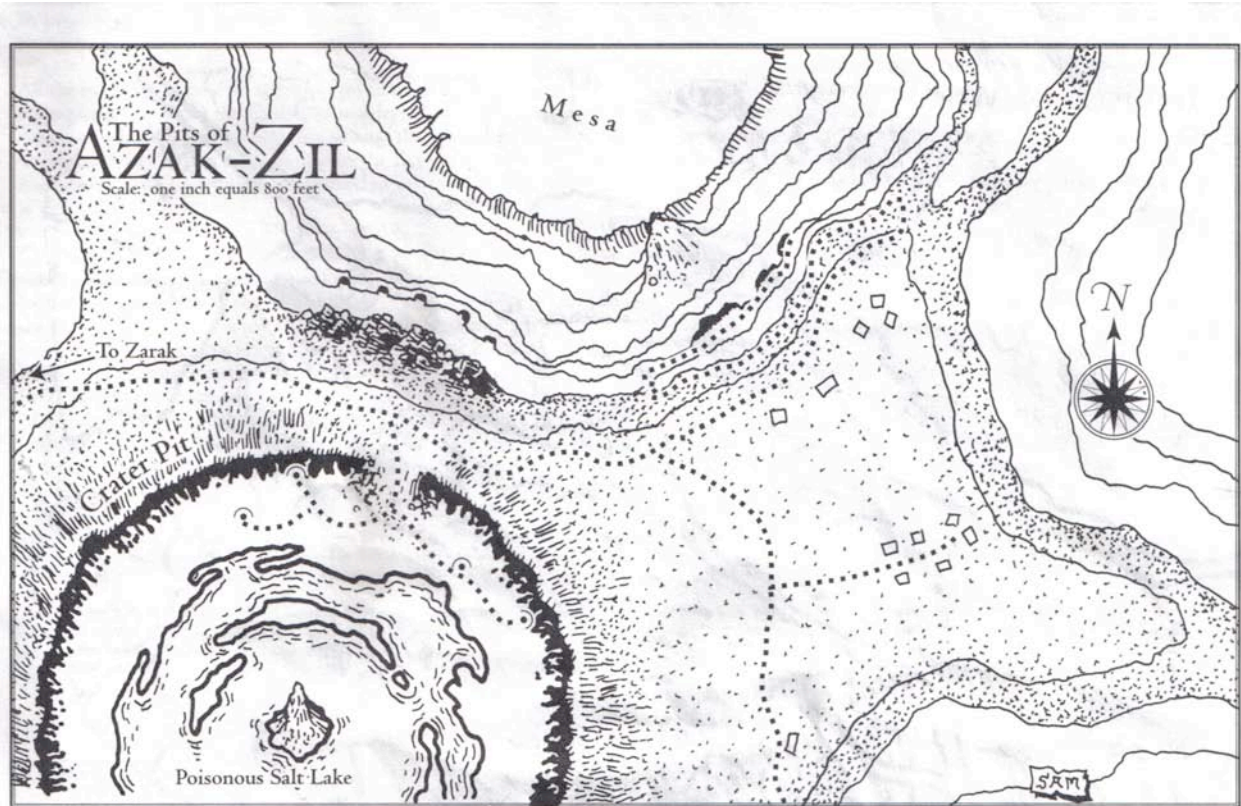
You are contacted by Jemrek Longsight, the original dwarf to calculate the location of the Pits of Azak-Zil by plotting the landing spot of a strange falling star in 514 CY. She is also daughter of Hur-Korog the leader of the expedition and Mine Warden of the Pits of Azak-Zil (second only to Thane Ulfgar).

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 crater pit and the deeper mines accessed from it. Discover what happened to make the colony disappear overnight. Find Jemrek's father, dead or alive, and return him to Zarak. You can mark him by the ornate ring he wore—carved upon is a crossed pick design.
- 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 crater pit and the deeper mines accessed from it. 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.

BRIEFING SHEET 4



HANDOUT 1

Found on the rotting body of a dwarven ghoul

Journeyman Kamdo,

If you return from the other mining camp and you are still yourself, look for me at the entrance to the crater mines. If you do not see me, then you know that I am dead ... or worse ... that I have become one of THEM! Do not look for me, or you will join me! Find some way to collapse the mineshafts! Use your druidic powers if you must, but be careful. Do not get trapped yourself, or you will never escape the eternal torment which now inflicts our once-beloved brethren deep below! And whatever you do, get out before dark!

I enclose with this warning a copy of a letter I found in the upper ruins, written by one of the clerics of this forsaken place during its fall. I pray it aids you more than it aided me.

**Your Friend,
Foreman Bronwick**

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 was 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 among 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.

HANDOUT 2

The remnants of a ledger found in the transportation chamber of the Upper Deep Mines

OUT

Date	Raw Ore From Lower Deep Mines	Tonnage	Destination
Reaping 514	Gold	540 t	Almor
	Platinum	370 t	Dutchy Urnst
	Mithril	110 t	Princ. Ulek
G'month 514	Gold	1230 t	Almor
	Platinum	3427 t	Dutchy Urnst
	Mithril	5152 t	Princ. Ulek
Harvester 514	Gold	672 t	Almor
	Platinum	903 t	Dutchy Urnst
	Mithril	1032 t	Princ. Ulek
	Thinaun	87 t	Rauxes
Patchwall 514	Gold	342 t	Almor
	Platinum	451 t	Dutchy Urnst
	Mithril	567 t	Princ. Ulek
	Thinaun	1532 t	Rauxes
Ready'reat 514			

IN

Date	Raw Ore From Upper Surface Mines	Tonnage	Items To Be Forged	Destination
Reaping 514	Silver	217 t	Daggers	Greyhawk City
	Cold Iron	367 t	Broadswords	Nyrond
	Adamantine	591 t	Longswords	Rauxes
G'month 514	Silver	562 t	Rapiers	Almor
	Cold Iron	735 t	Bastard Sw.	Rauxes
	Adamantine	859 t	Longswords	Nyrond
Harvester 514	Silver	453 t	Daggers	Almor
	Cold Iron	632 t	Longswords	Rauxes
	Adamantine	741 t	Broadswords	Rauxes
Patchwall 514	Silver	253 t	Longswords	Almor
	Cold Iron	321 t	Daggers	Rauxes
	Adamantine	573 t	Bastard Sw.	Rauxes
	Thinaun	937 t	Various W.	Rauxes
Ready'reat 514				

Found on the dead body of the dwarven chef in the kitchen

My Dearest Tillie,

I now realize that I should have listened to you and not come on this blasted expedition! Tradition be damned! So it is here, at the end of my life, that I find myself writing you my last tender words.

Should anybody ever find this letter, and return it to you, then you will know that I died bravely. I will not let them tear me apart or, like most, take me below to become one of THE MANY! Damn my greed and damn the greed of our elders who thought it wise to dig and deal the thinaun ore without thought for morals or ethics! They forgot the teachings of Jascar so quickly, and were too blinkered to only revere those teachings of Moradin which helped them suit their misguided purpose! Daam all clerics—Dumar Gravelstone in particular!

And so it has come to this. They are at the door. Soon, I and my compatriots will be gone. I shall spend my last moments gazing into the face of horror, but my eyes will see only you, my love, my wife. And my lips will place a final kiss on your soft, sweet mouth—and draw my final breath.

Remember me.

Your Love,

Brassus Windthrop of Highforge Glen

Son of Kollar, Brother of Dursus, Pellagiar, Snidrop, and Guur.

HANDOUT 4

This is found on the keypad outside the elevator in the upper Deep Mines

T	R	W	P	Z	A	P	F	S	X	V	B
Z	N	M	I	N	E	P	T	S	A	L	G
Y	U	S	T	N	C	O	S	H	A	F	T
L	C	Z	W	H	A	O	N	C	T	P	P
V	O	G	F	R	I	I	C	Z	G	I	L
D	P	F	D	O	W	N	U	X	O	L	A
W	P	S	V	I	C	B	A	N	L	M	T
Q	E	E	W	O	L	N	V	U	D	P	I
K	R	V	E	O	T	U	C	D	N	O	N
M	X	W	W	B	F	D	U	L	N	R	U
P	R	E	Q	C	S	T	Y	P	N	C	M
E	R	C	D	Q	Y	P	V	N	F	S	X

The buttons on the keypad look as if they can be depressed in order to punch in a code. This code will cause the elevator to go down to the lower mines.

HANDOUT 5

This is a ripped-up piece of paper torn from a diary

... had sent them down to duty not knowing that I was sending them to their doom. When the shaft below flooded, we thought that they were dead—but then they reached up out of the water at the rescue team and ...

HANDOUT 6

This is a ripped-up piece of paper torn from a diary

... knowing that only holy Moradin himself might save us from what we had uncovered! Yes, we had dug too deep, and in places no sane, living creature should look! Damn those greedy overseers! Now they wander below—children of the grave. That precious star metal sent them down to duty ... but took them straight to HELL ...

HANDOUT 7

This is a ripped-up piece of paper torn from a diary

... only a handful of us now holding out against barricades. We repulsed the first onslaught with only 7 taken whole and turned to the grave. We would rather tear ourselves apart than let them take us whole. I hear the OTHERS have control of the temple guardians. Dumar Gravelstone, our beloved cleric, has become one of THEM! This is a sad day for holy Moradin! I must write to Journeyman Kamdo. He went down to duty in the surface mines, but I need him to destroy this place should things get worse ...

HANDOUT 8

This is a ripped-up piece of paper torn from a diary

... and it appears that Malfruous The Wizard, who worked with Jinquay in the office, has also been taken whole. Although he never went down to duty, Jinquay gave him the code. I never liked Malfruous. Who knows what he and the overseers have become, now that they have been bathed in the influence of the star metal. I am certain that they still retain enough intelligence to make plans deep below. They appear to have taken on higher forms of undeath ... Soon, they will come for me and ...

HANDOUT 9

This is a ripped-up piece of paper torn from a diary. It is drenched in blood

... cut of my own ear and gouged out mine own eye. I have shackled myself securely and soon plan to saw off both my legs. Holy Moradin give me strength! For 300 years I have gone down to duty. Now I do my duty one last time. I hear the elevator. I will not be taken whole. If anyone should find me, do not let me suffer! They may take me to the grave—but they will never take me BELOW! ...

HANDOUT 10

A letter found in a box of raw ore

My dearest Rary,

Since I last wrote to you I have been extremely busy. Our days at the Academy, though recent, now seem like distant memories. I have, however, found the time to extract and package a small sample of the ore, which I told you we found deep within the mine. We have long discussed your interest in the Bright Desert, and your belief that some way might still be found which would restore this place to its former glory. You are a good man, and I am certain no one will ever regret your upcoming appointment with the Circle Of Eight. I will see you soon. Give my love to my wife, and the good people of Ket.

Yours,

Malfruous Al'Xibaar

HANDOUT 11

This diary was found in the main office of the crater mine. It appears to belong to the mine secretary, a human called Breant Wintnan. The last entry reads:

23rd Ready'reat 514 CY

It has been 20 days of horror. Ever since the first dwarves died by drowning, then rose to infect those who thought them still living. As each miner fell, we realized that it was not just a disease. It was also a curse! A curse brought on by us uncovering the thinaun outcrop, deep in the back of the lower mine. We tried to escape, but we heard news that those who tried to leave were being attacked by others coming from the surface mines.

And so we are trapped. Malfruous the wizard, and Jinquay the clerk told us they were going to try and conquer the unquiet dead. But they have not returned for 5 days. We think they have joined the throng, along with our cleric, Dumar Gravelstone (who appears to be the leader of the new, undead horde). We even thought we heard Jinquay's voice (just a gurgle) at the door, clawing for us to let him in. We have boarded ourselves up behind the door. We will die of starvation, rather than succumb to a life of undeath.

If anybody should find this diary, know this: leave immediately! Do not go into the deeper mines! That is where they live. It is where they are drawn to—closer to the star metal. It sings to them and makes them think they are still alive! Please return this diary to my friend and mentor, Gillius Ravensclaw in Highforge. He will reward your kindness.