

GEO3-04

A Break in the Silence

A One-Round D&D LIVING GREYHAWK[®] Geoff Regional Adventure

Version 1.1

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The dwarves of the mountains have been silent for too long, and the concerns of the Dwur in Hochoch are growing. It is time for a journey to the lost stronghold of Deepholm. A Geoff adventure for APLs 4-10, and Verse One of the Song of Earth and Stone.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.
3. Sum the results of 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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Adventure Background

In CY 583 a wave of giants and their thralls overran the Grand Duchy of Geoff. While this terrible war claimed the lives of many humans and elves, the story of the dwarves has been largely untold. The passes into the mountains fell early in the war and only disjointed rumors of a dead Thane and a fallen stronghold have made their way back to the lands nestled in the shadows of the mighty Crystalmists.

Indeed, the Thane has fallen. As rumors of gathering forces of giants and their thralls reached his court, he called his war chiefs and the leaders of the community together to prepare for war. They knew that Grand Duke Owen would be calling for aid, relying on alliances long signed, and the armies were marshaled for war.

But something went horribly awry. On the day that the Grand Duke's emissaries were to arrive, the Thane fell into a deep coma. None of his healers or clerics were able to return him to consciousness. After several days, the Thane died.

Again the clerics brought all of their magic to bear, but were unable to raise the fallen Thane. Word quickly spread to the rest of Deepholm, and a period of mourning began. In addition, the armies were told to stand down, for aid could not be sent to the lands of men and elves while no Thane sat upon the throne.

In the midst of this chaos the stronghold fell under attack. Boiling up from hidden tunnels into the lowest portions of Deepholm, hordes of duergar cut into the grieving populace and drove towards the surface, apparently planning to meet up with an attacking force above lead by a frost giant mage. It appeared that all was lost, and a squad of his bodyguard force, the Thane's Shield, evacuated the Thane's body from the stronghold. This force, and the Thane's body, has not been seen since.

The initial duergar attack nearly succeeded. Indeed, the lower half of the stronghold fell almost immediately, as the dwarves' grief over the Thane's sudden, unexplained death left them unprepared for the duergar attack. The Thane's Helm (leader of the Thane's Shield), however, rallied the armies. More than 1,000 dwarven warriors sacrificed their lives in defense of the first gate of the middle halls. But they held that gate, and a group of adventurers was able to help the dwarf forces in clearing the attacking forces from the lake around the upper city. The stronghold survived.

The Deepholm stronghold is now barely holding on after almost 10 years of warfare. The Stronghold is similar to the city of Stalingrad during the German offensive in

WWII. Roaming bands of good and evil forces maintain a skirmishing line, with no real safe locations outside of the heavily fortified main lines. Ugly, house-to-house (or tunnel to tunnel) warfare is the order of the day in the contested zone. Neither side has been able to win a decisive advantage since the last real battle several years ago. The Deepholm Clan holds the top two levels of the stronghold and the duergar hold the bottom two. The middle level is a contested land and has been completely destroyed by years of combat.

The giants, unable to strike into the low caves, have completely sealed the complex off from the outside, with forts established at the now sealed exits, ready for a breakout attempt.

Notes on Spellcasting in Geoff

There are limitations in place to magical travel and information gathering within the borders of Geoff:

- No astral travel spells (*teleport*, *dimension door*, etc.) work within ten miles of Hochoch.
- No astral travel spells work within twenty miles of Gorna.
- No *teleport* spells work in the northwest quadrant of Geoff. This means the PCs cannot *teleport* into or from Deepholm.
- PCs cannot *scry* on important NPCs such as Owen the Brenin, the Grand Duchess Calisse, Archdruid Gwenillian, the Sakhut, King Brodde, King Mogthrasir or the leaders of either the Giant or the Geoff armies.

Module Preparation

Refer to **DM Aid: Map #1** for a general map of the area this adventure takes place in.

There are areas where PCs need to execute skill checks. To maximize the impact of the module, it is very important that the players not know the results of these checks or the fact that they actually occurred. We recommend you gather the following information from each PC:

- 5 Search checks
- 3 Spot checks
- 3 Listen checks

These values are used in Encounters Four and Five. Additional useful information to gather include:

- Have the PCs played **GEO1-09 Expedition to the Barrier Peaks** or **GEO2-05 One Good Turn**?

Adventure Summary

The assault on Gorna focused the Giants' attention on breaking the siege. They pulled reinforcements from the border forts around Deepholm and are preparing to lift the siege. In addition, the Dwur populace in and around Hochoch began rumbling about returning to the hills to restore the clan. It has not yet reached open refusal to aid the Grand Duke, but the strain grows.

Grand Duke Owen recognizes these developments as an opportune time to re-establish contact with the mountain dwarves. He indirectly commissions an adventuring group to journey to Deepholm, asking the PCs to stop by the Underfoot clan in the Stark Mounds along the way. Owen hopes that the Underfoot clan may have information to help the party meet its goal.

The members of the Underfoot Clan are unwilling to fully commit to Owen's battle plans; instead they work to reestablish their lives in the Stark Mounds. The overwhelming giant force kept the Underfoot clan from moving in to support their brothers. Instead, they focused on rebuilding. Owen's ambassador at large informs the characters of this when describing the situation to the PCs.

The Underfoot Clan is able, however, to give the characters a detailed map of the area around the Deepholm stronghold. However, they are unaware that the giants have reduced the strength of the blocking force. The Dwur of Urtcheck eagerly waits to hear what the characters learn in and around Deepholm.

The characters begin following the map to find a still substantial fort at the base of the first listed entrance. Upon investigation the PCs determine that the garrison is reduced by nearly half, although the visiting mountain giant would make combat a very risky proposition. Sneaking past the guard and arriving at the cliff face, they learn that the passage is completely sealed by tons of rock from where the giants brought the mountainside down on the entrance. They may investigate as much as they wish, but the passage is completely blocked.

In the course of their investigation, they are surprised by a lone goblin calmly walking up to meet them. Speaking in perfect common, it surrenders and asks to be lead away from this place as quickly as possible. The ghost of Tamm Rockbender possesses the goblin. Tamm is a Deepholm dwarf who fell fighting at the walls of Gorna during the giant invasion. Tamm is extremely interested in talking

to the first group of non-humanoids he has seen in almost 10 years.

If they accept the goblin's surrender and secure him, Tamm manifests. The amount of information the PCs gain from Tamm is dependent on the treatment he receives.

Based on the information provided by Tamm, the PCs travel to an old dwarven monastery that is the scene of a massive battle. The dwarves of the monastery knew of the duergar attack. A secret entrance to the stronghold was just behind the gates to the middle halls. If the giants discovered the path, the dwarves believed that the whole stronghold would fall. The dwarves evacuated no one and died to the last dwarf in the ensuing battle.

The difficulty the PCs have working their way through the monastery is related to how they interacted with Tamm.

Once through the monastery, the PCs enter into the tunnel complex that ties the monastery to the stronghold. In this tunnel, the PCs discover the journal of the last High Priest. It details the last days of the monastery and what he knew of the stronghold beyond.

Moving through the tunnels is dangerous and the complex that they are in now is wild and unkempt. They encounter an underground monster who has made this section of the caves its new home.

Once defeating the monster, the PCs come to another sealed door. A Listen check clearly indicates combat on the other side. Opening the door unveils a combat between two dwarven parties, mountain dwarves and duergar. The mountain dwarves were losing a running fight and they have retreated to this ruined temple of Moradin to hole up as a last stand. The PCs enter the battle, just as the last blow lands, dropping the last standing mountain dwarf. The PCs need to enter this battle and save as many of the mountain dwarves as possible. These dwarves are a Deepholm skirmishing party that encountered an enemy group too large for it to handle. The dwarves were cut off, unable to retreat, and forced here.

Assuming the PCs are able to save at least one mountain dwarf, the survivors lead them to the Deepholm controller area in the Upper Halls. Any one of the dwarves knows the password to allow them into the hold, and vouches for the PCs to keep them from being killed immediately as outsiders. How successful they were in protecting the dwarves, and how well they role-play this possibly dangerous encounter, determines their final success in gaining access to the stronghold.

Failure to save any of the dwarven party makes finding and successfully entering the dwarven sections of town very unlikely. They may wander the area if they wish. But without a guide it is very, very dangerous. Even if they manage to find their way to the defended area, they could be shot on sight.

Introduction

The adventure begins in Hochoch where the PCs overhear news on the street. Have the PCs make Gather Information and Bardic Knowledge checks. They gain the following information no matter what the results of these checks were:

Six weeks ago, the leading dwarf in Hochoch, High Forgesmith Bolthar Bloodstone, went to the Grand Duke and beseeched him to honor the alliance between the dwur and humans. He asked for assistance in seeking the fate of the lost stronghold of Deepholm. Grand Duke Owen declined, explaining he was over committed as it was.

The dwarven populace, which had been frustrated by the lack of importance the Grand Duke placed on dwarven welfare within his borders, took that as a slap in the face. Their mood has been worsening ever since.

Should the PCs pursue this subject, the PCs can gather the following rumors from various and sundry members of the dwarven populace (based on the results of their checks above). If they do not immediately begin investigation then move to the Boar's Knuckle below. Any given check reveals that DC's information as well as all information from the lower level checks:

Gather Information/Bardic Knowledge (DC 5):

- *High Forgesmith Bolthar Bloodstone is pleading for peace, with the dwarves, but his hold on the situation is slipping. He desperately seeks some solution to the situation.*
- *The High Forgesmith holds regular worship services in town for those too old and weak to travel to the Shrine outside of Hochoch. He lives on Short Street here in Hochoch.*

Gather Information/Bardic Knowledge (DC 10):

- *There is a growing contingent of dwur who are advocating abandoning Hochoch for the Stark Mounds.*

- *There have been several large fights in the section of the city where the bulk of the dwur live in Hochoch.*

Gather Information/Bardic Knowledge (DC 15):

- *The language of the alliance between the dwur and humans includes a mutual defense clause; according to the dwarves, the humans are not holding up their end of the bargain.*
- *Two squads of dwarven warriors abandoned the Caer Rhiniog after arguments with their human commanders. They were last seen heading toward the Stark Mounds.*

Bardic Knowledge (DC 25):

- *On the eve of the Giant invasion, the High Cleric of the Underfoot clan entered a trance to communicate with the Deepholm and Stonereaver clans. The High Cleric never awoke from that trance and the clans have not been heard from since.*

Boar's Knuckle Tavern

After the PCs have had an opportunity to follow the rumors, guide them to the Boar's Knuckle tavern. If the PCs are not together already, allow them to meet each other at this time. When that is done, read the following.

The Boar's Knuckle is quieter than normal for this time of year. A grim shadow of anger hangs over a large group of dwarves having an earnest, quiet conversation in the corner.

The past several weeks have been tense in town, the dwarven merchants and blacksmiths have been even surlier than normal. Those not of dwarven descent are finding service along Short Street and the Stoneway almost impossible to find. Dwarven rage grows. Based on the harsh words leaking from the discussion in the corner, it is growing quickly.

If the characters approach the dwarves in the corner they are rebuffed. Distrust is at an all time high and none of the dwarves in the corner recognize the PCs. A successful Diplomacy check (DC 20) overcomes this distrust and allows the PCs to learn the above listed information (up to DC15) via role-play with this group. Give the PC party a +5 circumstance bonus to the Diplomacy check if there are dwarves in the party. Adjust the dwarven reaction appropriately.

The PCs now have two options; they can ignore the growing tension, or pursue the High Forgesmith to continue the investigation. If the PCs ignore the issue,

continue offering them the opportunity to rejoin the plot by introducing them to dissatisfied dwarves who continue complaining in the same vein as above, while explaining that the High Forgesmith needs assistance. Once the PCs take the hint, go to Encounter One.

Encounter One: Bloodstone and Sericine

You make your way down Short Street, which is the heart of the dwarven community. The name of the street was due to its short length, but it has gained additional meaning that the dwur do not appreciate being reminded of.

A couple of discreet inquiries point you toward and the Bloodstone residence near the end of Short Street, a small nondescript building of stone construction. There is a very sturdy looking wood door sporting a large iron knocker.

Assuming that the PCs knock on the door, continue. Any other action has the caretaker discover them and he chides them for not simply using the front door. Modify the box text accordingly based on PC actions.

Knocking on the door summons the house caretaker, an old, battle scared dwarf that moves slowly with a limp.

Regardless of who is in the party, the caretaker asks what their business is. Any decent request to speak with the High Forgesmith gains them entrance to the house. The caretaker leads them to doorway covered by a heavy curtain. The caretaker tells the party that the High Forgesmith is in there.

The caretaker, Karst Sparbuilder of the Deepholm Clan, is a very old dwarf that got his wounds long ago and prefers not to talk about how he got them. He is not a servant, but simply takes care of the High Forgesmith's house in exchange for a place to live and food to eat.

Entering the room the caretaker led you to is empty except for a strange, arguing, pair. The first is a distinguished-looking dwarf, resplendent in the clerical vestments of the Mordinsamman. His hair and beard are snow-white, but he is still hale and hearty. His deep, baritone voice carries easily across the room.

The second is a tall gray elf of regal bearing. His fine clothing and ornate speech confirms his elven heritage, while his abrupt gestures and body language convey an increasing sense of impatience or frustration.

The elf is Sericine, the ambassador to the Giant Eagles from **GEO1-09 Expedition to the Barrier Peaks** and the ambassador to the Elves from **GEO2-05 One Good Turn**. If the PCs have played either of these modules they immediately recognize him. Sericine also acknowledges the PCs who have played those modules.

Please see Appendix II for details on Sericine and the other important NPCs.

As you approach, the elf's quiet tenor voice becomes audible.

"My old friend, as we have discussed at perhaps excessive length, Owen the Brenin simply hath not the forces sufficient to both conquer Gorna and investigate the fate of thy lost kin. Allow the importance of the wording of thy clan's pact with the Brenin to pass from thy mind. In the world in which we find ourselves today, the plotting of mercenary adventurers may be the only tool before thee."

The older dwarf shakes his head and turns from the conversation, only to stop as he realizes your group has entered the building.

"What do you eavesdroppers want?" He growls at you.

Allow the PCs to introduce and explain themselves as they see fit, once they have made what they consider to be a complete introduction, please continue.

"Well Sericine," the dwarf says to the now quiet elf "it looks like some of your 'mercenary' adventurers have tracked us down. What do you think?"

Modify the following paragraph accordingly if there are players at the table who have not played **GEO1-09** or **GEO2-05**.

"My friend Bolthar, I wonder if the gods of thy people are not sending thee some small clue of their will. In my capacity of service to the Brenin, I have personally heard of or seen the exploits of each of these valiant souls. If thou canst convince them to aid you, I am sure that they will provide thee all that thou dost desire."

Allow the PCs a chance to encourage Bolthar to continue. When you are satisfied, Bolthar continues.

"Since the attack on Gorna, the Giants' attention is focused on breaking the siege. But the attention of the dwur here in Hochoch is, and has always been, focused on our kin."

He sighs deeply, and then pulls up a chair, apparently feeling his age. "Deepholm . . . it's been nearly ten years since we have heard any word from the

Crystalmist Mountains. While the Underfoot clan has been in communication with us from the Stark Mounds, they have not heard anything from deeper in the mountains either."

"And now the Grand Duke has a defense in depth, with mercenaries from three countries, and an established defensive line, but he still refuses to spare the forces to simply reconnoiter the Crystalmists. My people are unwilling to accept that. I'm sure you have heard the murmurs of our anger in the streets these past several weeks."

"If you are willing to journey to the mountains, to learn what you can of the fate of Deepholm, then maybe your mission shall be enough to calm the dwur here at home."

"I have little personal reward that might interest you. But know that if you return with news, you shall have the gratitude of us all. Please, do this for us. The pain of not knowing the fates of our families tears my people apart."

Neither the dwarf, nor the elf, are impressed if the PCs press for payment, but Bolthar offers access to the High Cleric's personal armory if they return with news.

The gray elf Sericine, one-time ambassador to the giant eagles of the Crystalmists and to the elves of the Dim Forest, breaks into the growing silence.

"Adventurers, the Brenin is aware of this situation, and has asked me to work with my friend here to find a solution. Your presence here and now doth seem to be precisely the solution I have sought. Know that if you do accept this task, you shall be operating with the full knowledge and support of the Brenin. What say you, my friends?"

If the PCs agree, High Forgesmith Bloodstone recommends they start their investigation at the dwarven town of Urtcheck.

They should speak with a Knight Commander Cranstel Stonebreaker. He can be found at the Mithral Vein. Bloodstone provides the PCs with a letter of recommendation to Cranstel Stonebreaker as well as a map to the dwarven town of Urtcheck.

Once the PCs are underway, he casts a *sending* spell to alert his friends in Urtcheck as to who the PCs are, what they have agreed to do, and ask they support them if at all possible.

Allow the PCs to prepare however they wish; they will be spending many days (this does not cost extra TUs) moving through the giant-controlled lands of Geoff. They may also be spending a great deal of time

underground. They should be made aware of this if they ask, and should be allowed to do whatever they see fit to ready themselves. Within reason of course, is Hochoch, not Greyhawk.

The PCs may travel to Urtcheck however they wish, but note the limitations on magical travel described in the Judge's Background.

Proceed to Encounter Two.

Encounter Two: Home Under the Mountain

If the PCs do something extraordinary to get to Urtcheck, modify the following paragraphs accordingly. The PCs can wonder as they see fit but they should somehow be told to make their way to the Mithral Vein as soon as possible.

As you wind your way deeper into the low hills of the Stark Mounds, a low, deeply scarred mountain comes into view. The gnomes survived their war against the giants, but the condition of this small, weathered mountain home proves that their battle was a grim one.

As you approach, you see that a huge swath of the mountain face has been shattered, exposing the interior of the city. Repair work is underway, and dwarves carve the front of the exposed cavern into a sheer curtain wall stretching from the exposed bedrock floor over one hundred feet straight up to the overhanging mountainside, completely replacing the shattered rock face.

Arrayed around the construction area, you see dozens of heavily armed dwarves secured in roughly built defensive structures. Coupled with roving squads of armed defenders and the large Dwur work force, the front gates of Urtcheck appear secure.

When the PCs approach the front gate continue below.

Your letters of introduction allow you to pass easily through the defensive ring and move into the bustling city. Word was left with the guard post that rooms have been secured for you at the Mithral Vein, the grand drinking hall at the center of the complex. The note indicates that Knight Commander Cranstel Stonebreaker shall join you at dinner, leaving you a few hours to relax, replenish your supplies, or explore the dwarven complex.

If the players request a description of what they see, use the box text that follows. Use information from Appendix III for other details about Urtcheck. At the

DM's discretion, the players can read the appendix directly.

Moving into the complex, signs of recent heavy construction are at every turn. Huge lifts; supported by chains as thick as a grown man's torso are visible nearby. They move between levels weighted by tons of building equipment and materials. Dwur are riding on the huge lifts, reshaping the walls, operating the massive forge complex in the distance, crafting and repairing buildings as far as the eye can see. It's as if they are completely rebuilding the inside of the mountain, making this small gnomish town their own.

If the players do not want to explore the city, simply answer any specific questions they have out of the information provided. Eventually, the PCs should make their way to the Mithral Vein.

As you enter the Mithral Vein, you find a great drinking hall populated with scores of dwur. A dwarf plays a huge multi-keyboard clavichord in the background. Long trestle tables with benches on either side run the length of the hall, which echoes with the noises of many boisterous conversations. Servers move briskly among the throngs, carrying in each hand several huge earthenware beer mugs that seem able to hold more liquid than some buckets you've seen.

If they choose to speak with the patrons about other topics, the dwarves willingly talk to the PCs. They are filled with pride with all the construction here in Urtcheck and are quite willing to discuss the progress they are making. See Appendix III for details on Urtcheck.

The PCs are likely to ask or look around for Stonebreaker. Read the following when they do so. Modify the box text depending on whom they ask about Stonebreaker.

An extremely busy bartender points wordlessly to the far corner of the room, then returns to his customers. Looking across the huge room, an ancient looking male dwarf sits at a table, drinking deeply from a large mug and having a conversation with a dark-haired human wearing a tabard bearing an argent owl embroidered in the center.

When the PCs approach, please continue.

Looking up as you as you approach, the old dwarf and the human rise to their feet. The old dwarf takes slightly longer than the human. The dwarf says, "Welcome! My name is Knight Commander Cranstel Stonebreaker, High Cleric of Clangedinn, and commander of the Army of the Mountain. Please

allow me to introduce Dispatcher Peredur Blackblade, Elusive Stag, of the Knights of the Watch."

"Dispatch, actually." the human says, his piercing blue eyes smiling a greeting to each of you.

The dwarf continues, "Welcome to our humble home. I understand that you are here to seek news of Deepholm."

Assuming the PCs tell him of their discussion with Bolthar Bloodstone, continue giving the information below as part of a conversation with the PCs. Do not just read each of the bullet points. Weave it into the conversation.

- *"My good friend Bolthar sent word that you would be coming and to aid you as I could. But I am afraid that I do not have a great deal to add to what he explained."*
- *"After our own stronghold fell, we were forced into exile with the gnomes. After years of fighting by their side, we have managed to clear our area of giant influence, and are now working to rebuild our lives here."*
- *"Three years ago, the gnomes gifted us with this modest home and we have concentrated our efforts on establishing defenses and living space for our people."*
- *"We have not, however, heard a single word from Deepholm in all of the years since the attack. We have sent reconnaissance missions into the Crystalmists as often as we dared, but every entrance we know of has either been sealed from the inside or is guarded by an overwhelming force of giants on the outside."*
- *"I am afraid that without the assistance of the humans or elves, the dwur/gnome alliance is incapable of helping our kin in Deepholm. Indeed, we are barely able to maintain ourselves."*
- *"If you are willing, we would like for you to enter the Crystalmists and search for lost Deepholm. Please investigate as closely as you dare, and return here with any information that you are able to gather."*
- *"I would ask that you focus your attention on this entrance here," Cranstel unrolls a map onto the table and points. "Our last*

reconnaissance indicated it was the least heavily guarded of all the entrances."

- *"Be careful. There was a substantial fort built in this valley here, just before the entrance. Any giants or giant kin in the area are likely to be based out of that fort."*

If the PCs agree to go, Peredur speaks up.

"Actually, Knight Commander, if you wish I could escort them into the Crystalmists. While we cannot travel the entire way, we have been meaning to scout in that direction and there is safety in numbers."

Stonebreaker ruefully shakes his head. "Where would I be without you, my friend? I hesitate to ask for more, after you've already given us so much. But if you're willing, I'm sure it would make the trip into the Crystalmists much safer."

Cranstel provides the PCs with the map they are discussing, a room in the Mithral Vein for them to rest the night, and access to the central armory/warehouse to purchase what they wish. PCs can purchase armor and weapons normally available from the PH. Upon request, the PCs can acquire masterwork weapons and armor from the PH as well.

Give the PCs the map, which is **Player Handout #1**.

Go to Encounter Three.

Encounter Three: A Search for Holm

You spend a full day traveling in the company of the Knights of the Dispatch with their color-shifting cloaks along the southern edge of the Stark Mounds. The mighty Crystalmist Mountains grow larger as you approach, and the foothills of the Stark Mounds give way to the sheer cliffs and rocky valleys of the true mountains.

Peredur and the Knights take their leave of you as they reach the end of their scouting mission. Dispatcher Blackblade says, "Our paths must now part, but may your journey be safe and successful. I would be interested in hearing about your journey when you return. Hwyl fawr." The small band of Knights ride off and your sight of the band is soon lost in the distance. You are now alone in the Crystalmists.

When the PCs are ready to press on, read the following.

Continuing for several days, the path you have been following fades as the ground hardens and soon you

are relying only on the map the cleric provided. As near as you can tell, you are only a few miles from the listed entrance to Deepholm. The dwarves' warning of giant activity rings in your ears. The map indicates an enemy fort nearby.

The PCs have reached a point where they need to be cautious about giant activity. There is a substantial group of giants stationed at the fort as a caretaker force. See the end of this encounter for their stats.

The final ridge opens into a broad rocky valley. The valley leads deeper into the mountains. Squatting in the mouth of this valley is a huge, ugly, malformed structure that could only be the fort Stonebreaker warned against. Movement along the top of the wall gives lie to the dwarves' hope that the giants have abandoned the area.

The PCs may now either try approach the fort, or try to sneak past it.

Approaching the Fort

If the PCs openly approach the fort and make no effort to hide, read the following:

The movement you saw from a distance resolves into giant forms marching along the wall. You recognize the shape of both hill giants and ogres moving carefully behind the battlements, keeping a careful watch on the surrounding countryside.

After a few moments watching the dozens of giants moving about the walls you notice a deep rhythmic vibration pulsing through the ground, it almost sounds like footsteps. The source of the sound becomes obvious as the sloped head and shoulders of a monstrosously huge giant come into view over the walls. It must be at least forty feet tall as the giant makes its way towards the external doorway to the fort.

The giant glances in your direction and notices you. With an ear-shattering roar, he alerts the rest of the fort to your presence.

Go to Fighting the Fort below.

Sneaking Past the Fort

The PCs can sneak past the fort with a successful Hide check (DC 5 + the APL) and Move Silently check (DC 5 + the APL). If the PCs make any effort to be discreet, please liberally distribute circumstance bonuses (or penalties) as appropriate. Anything reasonable works (camouflage, moving in under the cover of dark etc.). If

the PCs are unsuccessful go to Fighting the Fort below. If they are successful, read the following:

The movement you saw from a distance resolves into giant forms marching along the wall. You recognize the shape of both hill giants and ogres moving carefully behind the battlements, keeping a careful watch on the surrounding countryside.

After a few moments watching the dozens of giants moving about the walls you notice a deep rhythmic vibration pulsing through the ground, it almost sounds like footsteps. The source of the sound becomes obvious as the sloped head and shoulders of a monstrously huge giant come into view over the walls. It must be at least forty feet tall as the giant makes its way towards the external doorway to the fort.

Once the PCs are past the fort, they can make their way to the gates of Deepholm. Go to The Collapsed Entrance below.

Fighting the Fort

If the PCs are spotted, please see below:

From the walls of the fort, you hear the sound of a trumpet, which is quickly joined by a dozen more, and finally a long, baleful note from an alphorn joins in. The fort begins to mobilize. A force of giants and thralls moves through the gates joined by the largest giant you have ever seen. You realize this monster's sloped head and shoulders must reach 40 feet in height, as he straightens after ducking through the fort's 30-foot high entryway.

The fort here has been reduced in force. A mixed squad of 30 ogres and hill giants guard the fort. A frost giant fighter leads this force. The Sakhut is working on establishing an alliance with the few mountain giants still living in the Crystalmists. The Sakhut invites one of those mountain giants to tour this small, nearly abandoned, fort near his home. The Sakhut sent an ambassadorial mission to this fort to meet with the mountain giant. The ambassadorial mission consists of a hobgoblin sorcerer and a frost giant bard.

The mountain giant considers any medium-sized or smaller creatures he may see on his tour as below notice, unless someone attacks him. If the mountain giant, the inhabitants of the fort, or the fort itself is attacked, all of the inhabitants of the fort attack with every means at their disposal. They do not, however, pursue the PCs. The caretaker force has been told to not leave sight of the fort, and the mountain giant is eager to return home.

The giants spend three rounds forming up and attacking with ranged weapons, and then move to engage in melee.

The attack continues as long as the PCs remain in sight of the fort. The enemy force does not pursue the PCs beyond sight of the fort. They have specific orders not to leave the fort undefended.

If the PCs are devastating the giants with spells, add in 5th level orc shamans (clerics) and 5th level goblin warlocks (wizards) as needed. Use the sample NPC clerics and wizards from the *DMG*. This is not supposed to be a fight that the PC can win. They should flee the giants and their fort

All APLs (EL 26+)

👤 **Hill Giants (15):** hp 108 each; see *Monster Manual*.

👤 **Ogres (15):** hp 33 each; see *Monster Manual*.

👤 **Frost Giants (3):** hp 137 each; see *Monster Manual*.

👤 **Mountain Giant:** hp 473; see Appendix IV.

👤 **Orc shamans (5):** male orc Clr5; hp 38 each; use the Sample 5th-Level NPC Cleric from *DMG*.

👤 **Goblin warlocks (5):** male goblin Wiz5; hp 18 each; use the Sample 5th-Level NPC Wizard from *DMG*.

If the PCs manage to escape the giants, they cannot try to sneak past the fort later. Since the giants are on alert, the valley is impassable. Go to Encounter Four.

The Collapsed Entrance

If the PCs avoided the fort read the following:

You bypass the dangers of the fort and make your way to the entrance shown on the map. But the way is completely blocked. Where the map lists a cliff face, there is instead a massive pile of rubble and debris, choking the head of the valley and creating a sloping mound of rock reaching from the valley floor to its crest. There is no entrance to Deepholm here.

The giants decided to collapse the known entrances to Deepholm. This allows them to reduce their guarding forces. The choked entrance to the mines is buried under hundreds of tons of broken rock. There is no way for the PCs to dig the entrance free. A dwarf knows automatically or a non-dwarf with a successful Knowledge (architecture and engineering) check (DC 10) reveals that it would take 100 men 6 months to clear enough material away to safely enter the hold from here. Any attempt to do so draws the attention of the caretaker force in the fort.

Once the PCs are ready to continue, proceed to Encounter Four.

Encounter Four: A Most Curious Meeting

The PCs are either standing at the collapsed entrance or licking their wounds after the retreat from the fort. During the lull, a single goblin approaches the party waving a rarely seen item, a dwarven flag of surrender.

A thump of wood on stone from behind you announces someone on the path you have followed. Calmly standing in the open 50 feet away is a single goblin.

If the PCs make a successful Spot check (DC 20), please read the following:

Around his neck is a meticulously crafted holy symbol of Moradin, crafted out of bits and pieces of what is available, but crafted in the dwarven style, with obvious attention to detail and craftsmanship.

The ghost of Tamm Rockbender has possessed the goblin. Tamm is extremely interested in talking to the first group of non-humanoids he has seen in almost 10 years. As long as Tamm possesses the goblin, it does not detect as evil. Once Tamm leaves the goblin, it detects as faintly evil.

Tamm found the adventurers because of his daily *divination* spell. Each morning, he asks Moradin what he should do to cause the most damage to the giant army *today*. During his morning rituals, he was instructed to meet the group who would be in such and such location at such and such time.

The players' interaction with Tamm's ghost affects the amount of information he relays to the PCs. This includes information about giant activity in the area, directions to a dwarven monastery that has a possible entrance to the dwarven stronghold of Deepholm, and the fact that his brethren protect their secrets well.

Tamm is astrally tied to a dagger the goblin is carrying in its boot. He cannot be convinced to travel with the players. Tamm is not ready to quit his years-long private war against the giant armies in the Crystallist Mountains.

☛ **Tamm Rockbender:** male dwarf Clr13/Ftr2 (Ghost/Incorporeal); hp 106; see Appendix II.

Map the PCs reaction to the table below. Once you match the action to the table, refer to the appropriate section.

PC Action	Refer to Section
Talk to and not attack the Goblin/Tamm	Polite
Kill Goblin but not Tamm	Annoyed
Kill Goblin and Attack Tamm's ghost directly	Betrayal
Attempt to despoil goblin corpse	Defiler

Tamm is Polite

The players accepted Tamm's surrender and interact with him like civilized people. Tamm maintains a calm and helpful demeanor throughout the conversation.

If the PCs do not attack or kill the goblin, read the following.

The scrawny little humanoid approaches and when it gets close it speaks in perfect Common. "Ho, adventurers. I surrender. I have news for you, but not here. It is not safe here. We must leave this place as quickly as possible. Please bind me securely and lead me to a place where we shall not be disturbed."

He says anything further until the PCs have taken him to a secure camp. If pressed he insists that he does not want to risk being overheard and has nothing to say until they are secure.

Continue with the box text below once the PCs have established a camp, secured their location, and bound the goblin.

The goblin looks once around the camp and speaks, "Very well, this shall have to do." With that the goblin suddenly grows wild with fear, struggling against his bonds while moaning in terror. The ghostly form of a dwarven warrior congeals in the air in front of its struggling form. The ghost turns to look at the creature, gets his attention by waving his transparent hand in front of its face, and growls menacingly.

The goblin yelps and passes out.

Turning back to you by passing back through itself, the ghost speaks. "My name is Tamm Rockbender.

The Soulforger himself sent me to aid you in your quest, whatever it may be. What are you about, and how may I aid you?

Through role-play, Tamm can provide the following information:

- Giant activities in this area are greatly reduced. He does not know why this is.
- The forts in the area have had their garrisons drastically reduced.
- Someone called the Sakhut is recruiting the mountain giants to its cause.
- All known entrances to the dwarven strongholds have been sealed under tons of rock.

Any mention by the PCs that Grand Duke Owen or the Underfoot Clan sent the party to investigate the status of Deepholm causes Tamm to reveal the following information.

"There may still be a way for you to enter Deepholm. Garac Teth Moradintu. (tr. "Moradin's Blessed Hearth", in Dwarven. Tamm does not translate unless asked.) It is nestled in a mountain hollow one day's journey to the west. A community of clerics and holy warriors established a cloister of sorts for meditation away from the distractions of everyday life. While I do not know if it still stands, there was a secret entrance to Deepholm in the central worship hall. Perhaps you can find the entrance you seek there."

"Be cautious when approaching the temple. If it still stands, the dwur there will be wary of strangers, regardless of their reasons for approach."

"If it does not stand, the protective traps of my brethren may still be active. Do not underestimate the ability or the cleverness of the dwarves when protecting their home."

"Once you gain entrance to the central worship hall, kneel before the altar and speak the words 'Tuchak tas Moradin' (tr. 'Moradin grant me access', in Dwarven. Tamm does not translate for the PCs unless asked.) This opens the secret entrance and allow you into a tunnel that leads to the ancient halls of Deepholm."

With that, the ghostly form fades and the goblin's its eyes reopen. The goblin, now perfectly calm, says, "Now, if you do not mind untying my host, I shall draw you a map and get you on your way."

Give the PCs Tamm's Map, **Player Handout #2**. Go to Encounter Five.

Tamm Is Annoyed

If the PCs kill the goblin out of hand, Tamm still assists the PCs, but is very short, curt, and gruff with them. Once he is done with the PCs, he has to find another goblin, kobold, orc, or hobgoblin to possess. That is hard to do right now.

As the goblin falls dead at your feet, the ghostly form of a dwarven warrior congeals in the air before you.

"I HATE it when people do that. By Moradin, haven't you people ever heard of negotiation!?"

"The Soulforger sent me to help, but you're certainly making it difficult. Now, what are you looking for?"

Through role-play and a Diplomacy check, Tamm can provide the following information:

- (DC 10) Giant activities in this area are greatly reduced. He does not know why this is.
- (DC 12) The forts in the area have their garrisons drastically reduced.
- (DC 14) Someone called the Sakhut is recruiting the mountain giants to its cause.
- (DC 16) All known entrances to the dwarven strongholds have been sealed under tons of rock.

Any mention by the PCs that Grand Duke Owen or the Underfoot Clan sent the party to investigate the status of Deepholm causes Tamm to reveal the following information.

"There is still a way for you to enter the Deepholm. Go to a monastery to Moradin a day or so journey to the west. There is a secret entrance to Deepholm in the central worship hall."

"When you gain entrance to the central worship hall, kneel before the altar and speak the words 'Tuchak tas Moradin', the secret entrance opens into a tunnel complex."

"Now go away. Thanks to you, I have a lot of work to do." With that, the ghostly form dissipates.

Tamm just wants the PCs to leave so he can prepare to posses the next evil humanoid to pass by.

Important Note: Without the map, the PCs spend an additional TU (marked on their ARs) searching for this new entrance.

Once the PCs arrive at the monastery, go to Encounter Five.

Tamm Feels Betrayed

If the PCs attack the manifested Tamm, he is not nearly as friendly. Tamm does not want to kill the PCs, just make them go away (see Appendix II for his abilities).

If they attack Tamm's ghost before he tells them the location of the temple, the module is over for the players. There is no way for them to locate the only remaining entrance to Deepholm.

If the PCs cease their attack on Tamm without killing him, they can still get Tamm to help them. Moradin told him to, after all. Return to the Annoyed section above and modify the box text accordingly. Otherwise, go to Conclusion: Abject Failure.

Tamm Considers the PCs Defilers

Tamm uses his Horrific Appearance special ability to prevent the PCs from taking anything from the dead goblin's body. Tamm needs another evil creature to come along so he can possess it. He does whatever it takes to ensure that the PCs leave. He does not pursue them if he drives them away.

The ghostly form of the dwarf suddenly returns...

"I SAID TO LEEAAVE!!!!!!!!!"

With that, his face contorts into a horrible visage of rage.

If the PCs managed to learn about the monastery before this event, go to Encounter Five. Otherwise, go to Conclusion: Abject Failure.

Encounter Five: Moradin's Blessed Hearth

If the PCs did not receive the map from Tamm, read the following:

After days of searching you finally discovered what must be the temple the ghost spoke of. At the far end of the valley you have just entered you see the broken walls of a small fortification of dwarven construction.

If the PCs receive the map, read the following:

Following the ghost's map, you enter a mountain valley early the next morning. At the head of the valley you see the broken walls of a small fortification of dwarven construction.

Whether or not they have the map, continue with the box text below when they approach:

Moving deeper into the valley, the signs of battle become obvious. The valley floor is covered with hundreds of small mounds of earth. Closer investigation reveals skeletal bodies. It looks as if the earth attempted to swallow these creatures alive.

Investigating the bodies reveals a mix of hobgoblin, orcish and kobold remains, all dressed in the remains of standard combat gear. There is nothing of value here.

Moving closer to the broken walls, the signs of battle become more intense. Shattered and scorched boulders lie scattered across the valley floor, and a huge earthen mound before the broken gate contains what can only be the bones of a giant, its skull crushed beneath a huge rock.

Dressed in both rotten leather and rusted full plate, the intertwined bodies of attacker and defender give silent testimony to the brutal struggle which took place here years ago.

As you approach the temple, the once beautiful entrance hall is badly damaged. The carved marble paneling is cracked and broken; one of the three hallways is completely choked with debris and skeletal remains while a second appears to be completely blocked with fallen stone.

Refer to DM Aid: Map #2 for a map of the monastery.

Area #1

The PCs start here and may investigate as they wish. The dwarves collapsed much of the building as final defense against the invading forces. Those areas that are still passable have 15 ft. high arched ceilings. The area is choked with fallen dead (goblins, ogres, and orcs). Unless stated otherwise, assume that all of the areas are completely dark unless the PCs provide a light source.

Area #2

You find a veritable wall of skeletal bodies. Orc, kobold, goblin, and ogre bodies are stacked chest deep before the dark passageway beyond.

If they push through these skeletal remains, please continue:

Upon clearing a way through these skeletal remains, you find three dwarven bodies, dressed in full plate. Two of these fallen are gripping extremely fine dwarven urgroshes, while one has a small representation of a melded Hammer and Anvil in his left hand.

Stepping into the passage, past the fallen dwarves, the destruction present in the outside vestibule and hall intensifies. The skeletal remains of the attacking force litter the floor, growing into rough mounds made up of dozens of corpses every 50 feet or so. These mounds of bones each coincide with deeply damaged segments of wall paneling; it appears as if the attacking force vented their rage on the building itself.

Each removed set of paneling contained a permanent *symbol of death*. From the looks of it, larger giant thralls simply drove orcs through the passageway until each symbol burned out, and then chiseled that panel out of the wall. This process was repeated until the hallway was cleared. Once the PCs make their way through this hallway of death, they find the only remaining live trap.

Area #3

As you turn the corner, the death and destruction comes to an abrupt end. The floor is clear of dead foes, and the walls are intact. There is a set of closed intricately carved doors 50 feet down the hall.

The areas marked 'X' on the map are counterbalanced weight pit traps that are only activated when a PC steps into any one of the squares marked with a 'T'. Triggering the trap opens a series of pits 10 feet deep. Striking the bottom of these pits causes them to fall away, dropping the player another distance and dropping a huge stone down the pit after them. See **DM Aid: Map #3** for a graphical explanation.

Please note that dwarves automatically get to search for these traps as a rogue, due to the nature of their construction. Use the pre-rolled Search rolls collected from the players at the start of the round.

Please note that dwarven PCs and those with levels of rogue may search for, and disable, each of these pits individually. But the trigger for the trap opens all non-disabled pits. Only by disabling each one of the pits or by disabling each of the T marked squares can the PCs completely eliminate the danger from this trap.

Please note that there are chains attached to each of the blocks that fall on top of the PC in the trap. The trap automatically resets after one hour, the displacement of water can be heard in the distance when this happens. PCs are unable to locate the water source. These chains give the PCs something to use to lift the blocks of stone off of any PCs who fall prey to the trap.

Please note that extracting a PC from below the crushing stone is very difficult, but any reasonable effort works: *stone shape, soften earth and stone, stone to mud*, Str check (DC 20, the PCs may take 20) while pulling on the chain allows them to lift the rock to the top of the pit, etc. The trap does not inflict continuing damage.

At APL 4, the weights have already been sprung, and the auto-reset portion of the trap has failed. Therefore, the PCs only take falling damage at APL 4.

APL 4 (EL 5)

➤ **Pit Trap:** CR 5; mechanical; location trigger; repair reset; DC 23 Reflex save avoids; 30 ft. deep (3d6, fall) and pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 each); multiple targets (all targets in six non-adjacent 10 foot squares); spring loaded trap door automatically closes in one round (Str check 15 to reopen, 1 inch thick stone. Break DC 20, hp 15, hardness 8); Search DC 22; Disable Device DC 22.

APL 6 (EL 7)

➤ **Pit Trap:** CR 7; mechanical; location trigger; automatic reset; DC 25 Reflex save avoids; 30 ft. deep (3d6, fall) and pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 each) and counterbalanced weight falls 20 ft (2d6, crush); multiple targets (all targets in six non-adjacent 10 foot squares); spring loaded trap door automatically closes in one round (Str check 17 to reopen, 1 inch thick stone. Break DC 20, hp 15, hardness 8); Search DC 24; Disable Device DC 24.

APL 8 (EL 9)

➤ **Pit Trap:** CR 9; mechanical; location trigger; automatic reset; DC 27 Reflex save avoids; 30 ft. deep (3d6, fall) and pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 each) and counterbalanced weight falls 20 ft (2d6, crush); multiple targets (all targets in six non-adjacent 10 foot squares); spring loaded trap door automatically closes in one round (Str check 19 to reopen, 1 inch thick stone. Break DC 20, hp 15, hardness 8); Search DC 26; Disable Device DC 26.

APL 10 (EL 11)

🦋 **Pit Trap:** CR 11; mechanical; location trigger; automatic reset; DC 29 Reflex save avoids; 40 ft. deep (4d6, fall) and pit spikes (Atk +20 melee, 1d4 spikes per target for 1d4+2 each) and counterbalanced weight falls 30 ft (3d6, crush); multiple targets (all targets in six non-adjacent 10 foot squares); spring loaded trap door automatically closes in one round (Str check 21 to reopen, 1 inch thick stone. Break DC 20, hp 15, hardness 8); Search DC 28; Disable Device DC 28.

Area #4

Once the PCs move past the trap they can easily open the unlocked, finely carved door and look into the temple room. It has been stripped of all its valuables and defaced. There is nothing of value here.

As the large door opens, a scene of utter desolation unveils itself before you. What was once a beautiful temple to the goodness of Moradin is now a burned and broken hulk. The blinded remains of a huge statue lay crumbled to the ground, its gouged-out eye sockets staring at you in accusation.

Every corner of the room tells its own tale of destruction; between the shattered Forge along the back wall, the broken bench seating across the main floor, and the deep burn damage to the entire room, it is obvious that the fight here was a fierce one. The lone skeleton wearing burned and broken dwarven full plate only punctuates this obvious conclusion.

The fallen body is that of the final high cleric of this temple. He has nothing of value left on his body, and touching his remains causing them and his remaining equipment to crumble into dust.

Please continue once the PCs enter the room, kneel before the altar, and utter the phrase to activate the secret door. If they do not have the phrase or cannot remember it, it requires a Search check (DC 30) followed by a Disable Device check (DC 20) to find it and open it.

As the final syllable leaves your mouth, the damaged Anvil moves away from the wall revealing the threshold of a dark opening. To the right of the opening, a shelf has been cut into the tunnel. A small book rests upon it.

Give the players **Player Handout #3**.

Continue to Encounter Six.

Encounter Six: An Abandoned Passage

Moving through the opening, you find yourselves in a small natural cavern, perhaps 50 feet wide by 20 feet high. Stretching into the darkness ahead is a finely crafted stone road, 20 feet wide.

Please see **DM Aid: Map #4** for a map of the tunnel.

The PCs, by opening the door, awoke a creature that took up residence here in this abandoned cave. As the PCs walk along, several fissures are visible in the rock. Some caused by tectonic activity, others by the purple worm that moves through that area. The creature that inhabits this area made its way in here through one of these fissures. Upon sensing the PCs moving, it attacks as described below.

As you make your way further into the cavern, the walls show evidence of substantial damage, almost as if some huge creature had forced its way through the solid stone and into this natural cavity.

Combat begins, based upon each APL's tactics, immediately.

APL 4 (EL 6)

🦋 **Hook Horror:** hp 75; see Appendix IV.

Tactics: This creature simply bursts from the damaged portion of the wall marked X, do not allow it to attempt an ambush.

APL 6 (EL 8)

🦋 **Behir:** hp 102; see *Monster Manual*.

Tactics: This creature simply bursts from the damaged portion of the wall marked X, do not allow it to attempt an ambush.

APL 8 (EL 10)

🦋 **Bullettes (3):** hp 102 each; see *Monster Manual*.

Tactics: Subtlety is not in these creatures vocabulary. They were resting underground, twenty feet below the space marked X on the map. They burrow their way under the PCs, then attack. The bullettes get a surprise attack round unless the PCs make a successful Listen check (DC 23) to hear them coming. They each attack a random PC and do not gang up on one PC.

APL 10 (EL 12)

🐛 **Purple Worm:** hp 204; see *Monster Manual*.

Tactics: Subtlety is not in this creature's vocabulary. It was resting underground, twenty feet below the space marked X on the map. It burrows its way under the PCs and attacks. The creature gets a surprise attack round unless the PCs make a successful Listen check (DC 20) to hear it coming. It attacks a random PC.

The creature actively tries to swallow combatants, but flees if taken below 50 hp (taking any PCs still in its gullet along for the ride). If any PC is taken away, yet manages to kill the creature as it is underground, please allow them a Str check to move closer to the surface. Every successful Str check (DC 20) moves the PC 10 ft. closer to the surface. This represents the PC digging their way through the broken rock left behind by the creatures passing. PCs cannot move faster than 10' per round unless aided by some sort of appropriate magic.

The PCs may rest after this combat if they wish; there is no time constraint on this activity.

Go to Encounter Seven.

Encounter Seven: Save the Dwarves!

After several hours following the fashioned stone pathway, it ends at the bottom of a long stairway. After a twenty-minute climb, the stair ends at a massive doorway. To the left, just before the door, a small, empty shelf has been cut out of the wall.

This is the secret door leading into Deepholm proper. In the ruined Temple of Moradin on the other side there is brutal and rapidly ending combat underway.

A successful Listen check (DC 5) allows the PCs to hear the combat and determine that it is coming to a close. A Listen check after the first round reveals nothing because combat has ceased.

On the other side of the door, a Deepholm squad is fighting for their lives – a fight they lose when the PCs arrive at the door.

If the PCs make their Listen checks, they should feel a level of urgency to enter combat. If they do not enter the room within 10 rounds of arriving, the duergar carry away the stunned and wounded dwarves for some nefarious purpose. The PCs will be left to wander the wilds of Deepholm alone.

The door has no handles; the PCs need to use the pass phrase *Tuchak tas Moradin* to get the door to open. If

they do not have the phrase or cannot remember it, it requires a Disable Device check (DC 20) to unlock it and a Strength check (DC 15 + the APL) to open it. Or they can attempt to break or smash it down:

🗲 **Solid Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28.

If the PCs do not enter the room within 10 rounds, please read the following:

Entering the room you see signs of recent combat, but no evidence of the combatants. The victors must have taken the vanquished away for some purpose.

Go directly to Encounter Eight.

If the PCs enter combat within 10 rounds of arriving at the door, continue here.

As the door opens, you see several fallen dwarves with ashen-skinned creatures standing over them. The mountain dwarves gave a good account of themselves, leaving a double handful of the strange looking dwarves on the floor with them. But it appears that the mountain dwarves paid for their valor as several of the ashen-skinned dwarves raise their weapons to finish them off. Others have taken notice of your arrival and react.

The duergar cannot leave anyone alive to witness the capture of the Helm's son. They move aggressively to attack and destroy the PCs. They fight to the death to accomplish this mission. Only the cleric attempts to escape if the combat goes against them.

There are four areas to fight from in this room. See **DM Aid: Map #5** for a map of the temple. The temple's roof has collapsed, cluttering the floor with debris and knocking down pillars, and the foundation has shifted opening a 5 ft. wide crack in the floor, leading to the basement.

Floor level – No environmental conditional modifiers apply.

Floor Rubble – Characters can stand and fight on top of the 10 ft. rubble piles on the floor with a successful Balance check (DC 10). Failure means the character falls prone on top of the pile.

Columns - Characters can stand and fight on top of the 30 ft. columns with no Balance check requirement. If the character falls from the column she takes normal (3d6) falling damage.

Basement - If characters somehow fall into the crack across the lower portion of the room; they fall thirty feet to the basement (3d6 falling damage, a successful Tumble check (DC 15) can reduce the damage to 2d6). If they fall

into the basement, they can use a nearby stairway to come back up. The stairway leads to the doorway marked **B** (on the map) and takes 100 ft. of movement to get from the bottom of the crack to the square marked **B**.

The mechanics of this room are fairly simple. The PCs arrive outside of the door marked **A** (on the map). The duergar and the fallen dwarves are clustered around the square marked **1** (on the map).

The five fallen dwarves are at -1 hit points each, with the Helm's son as the only one stabilized.

The cleric has already cast many of his spells to assist the duergar fighters. These spells are still in effect when the PCs enter combat. The duergar have already used their *invisibility* and *enlarge* special abilities for the day, neither is in effect.

Please note that due to the expiration of the *enlarge* and *invisibility* special abilities, the ELs have been reduced by one for each of the encounters.

See the *DMG* for information regarding the use of poisons.

APL 4 (EL 7)

☛ **Deathbringer Cleric:** male duergar Clr4; hp 33; see Appendix I.

☛ **Deathbringer Fighter:** male duergar Bbn1/Ftr2; hp 33; see Appendix I.

☛ **Deathbringer Barbarians (2):** male duergar Bbn2/Ftr1; hp 35 each; see Appendix I.

APL 6 (EL 9)

☛ **Deathbringer Cleric:** male duergar Clr6; hp 50; see Appendix I.

☛ **Deathbringer Fighter:** male duergar Bbn1/Ftr2/Frskr2; hp 57; see Appendix I.

☛ **Deathbringer Barbarians (2):** male duergar Bbn4/Ftr1; hp 59 each; see Appendix I.

APL 8 (EL 11)

☛ **Deathbringer Cleric:** male duergar Clr8; hp 64; see Appendix I.

☛ **Deathbringer Fighter:** male duergar Bbn1/Ftr2/Frskr4; hp 87; see Appendix I.

☛ **Deathbringer Barbarians (2):** male duergar Bbn4/Ftr2/FrnzdBrskr1; hp 81 each; see Appendix I.

APL 10 (EL 13)

☛ **Deathbringer Cleric:** male duergar Clr10; hp 83; see Appendix I.

☛ **Deathbringer Fighters (2):** male duergar Bbn1/Ftr6/Rog1; hp 102 each; see Appendix I.

☛ **Deathbringer Barbarians (2):** male duergar Bbn4/Ftr2/FrnzdBrskr2; hp 105 each; see Appendix I.

If the PCs fail to defeat the enemy and are knocked unconscious or dying, they are stabilized then carried away to the lower levels of Deepholm. The PCs die a quick death once the slow, painful interrogation is complete (the scenario is over). Otherwise:

Once the dwarves are on their feet, they thank you for your aid. Then one who introduces himself as Falshar Stoneheart instructs his men to secure the area. He then turns to you.

"Thank you again for your help, but please understand that friendly forces these days are rare indeed. Who are you and what brings you to the ruins of Deepholm?"

If the PCs ask, this dwarven squad was exploring the contested level to gauge current duergar activity. They were cut off from the tunnels leading up and retreated here to attempt to find a defensible location. If it were not for the interference of the PCs, they would be dead right now.

Allow the PCs to describe their journey and mission as they see fit. Once they are finished, continue:

"Well this is momentous news; we must take this story to the leaders of my clan immediately. Will you follow me to what remains of our stronghold? Regardless, we should leave here soon; there is no way to tell what the duergar have planned next."

Assuming the PCs agree, the dwarves gather what is left of their belonging and lead the way to Deepholm.

If the PCs go with the dwarves, skip to Encounter Nine. Otherwise the PCs are on their own; proceed to Encounter Eight.

Encounter Eight: Lost in Deepholm!

This encounter occurs if the PCs have failed to save the fallen dwarves or have decided not to accompany them after saving them. They are forced to blindly walk the streets of Deepholm or return home empty handed. If at any time the PCs give up and leave Deepholm without

talking to the Deepholm clan, go to Conclusion: Abject Failure.

Each level in Deepholm is an average of 100 feet high, and encompasses at least 3 square miles of floor space:

Looking around the abandoned temple of Moradin, you find a scene of utter desolation. The walls are covered with graffiti, the Forge and Anvil has been completely destroyed and there are signs of battle and bloodshed everywhere. It appears that the Second Gate has fallen, and some time ago at that.

If the PCs read the graffiti, they see various crude sayings scrawled in Undercommon. They range in content from “Balstar was here” to explicit and degrading blasphemies against the good dwarven gods. Please gauge your audience and improvise accordingly.

Making your way out of the destroyed temple, you are met by even more devastation. The floor of the temple district, where you stand now, is broken by massive gorges. Descending beyond the reach of sight, these gaps in the earth separate each of the temple buildings from both each other and the central portion of this level. One cracked bridge remains, chunks missing at various points. All of the other bridges that led to other temples have been completely smashed.

Making your way carefully past the gaping holes in the only remaining bridge, you find yourself in the desolation of Deepholm. The high ceiling arcs away out of sight, apparently supported by a series of massive pillars, several of which have been broken or destroyed. The smell of death, rot, and decay hangs heavy in the air. You can see the scattered remains of dwarven and duergar bodies in varying stages of decay. Rats and other vermin infest the rubble, and you can see them crawling over the fallen combatants, eating the dead.

After over an hour of travel through this nightmare, you come to a series of tunnels leading away from this level. One major tunnel appears to rise; the other appears to fall.

The PCs may investigate if they wish; there are three areas open to them:

Lower Deepholm: The PCs make their way down past the fallen Second Gate and, most likely, to their deaths as they approach the Duergar battle line. Go to Lower Deepholm below.

Upper Deepholm: The PCs eventually discover Clan Deepholm, but without a guide they are not immediately recognized as friends. Meeting the clan on their

defensive walls may well spell the death of the party. Go to Upper Deepholm below.

Middle Deepholm: If they simply stay on this level, they have a cumulative 20% chance per hour of encountering a duergar scavenging party identical to the one in Encounter Seven. After five hours, when they have faced at least one of such parties, they have a cumulative 20% chance per hour of facing 2 such parties working together. The following 5-hour block it becomes 4 such parties and so forth. If the PCs return to Hochoch without finding the Deepholm Clan, go to Conclusion: Abject Failure. Otherwise, go to the appropriate section based on the PCs actions.

Lower Deepholm

Selecting the lower passage, the cool, clear light leads you onward. You quickly come to a vast wall stretching from floor to ceiling and spanning the entire width of the broad passageway, perhaps 300 feet across and 80 feet high. While small entry points dot this side of the structure, the massive gates have been completely destroyed. As you slowly walk through the wreckage you realize this massive structure is over 200 feet thick. This wall alone could have held an army inside it while protecting it from a force of almost any size.

Once you reach the other side, the amount of damage done to the wall is stunning. There are at least a dozen wounds pounded over 75 feet deep into the defensive shell. Nearly every arrow slit and ballista slot shows deep burn marks around it, and the pockmarks of shattered defenses indicate where ballistae of their foes worked against them. The dwur here were simply overwhelmed.

At your feet, you see a line of script etched in the stone, the letters three feet across.

The duergar feel fairly confident in their hold on this level, they've engraved (in Undercommon) a declaration of their victory on the floor outside of the Second Gate. If the PC's are able to read it:

“Praise Laduguer for our victory here, surely the greater victory is to come. Enter our realm at your peril.”

A successful Knowledge (religion) check (DC 10) reveals that Laduguer is the evil god of the duergar.

The duergar exclusively control the area that the PCs are in. There is nothing beyond here but their deaths. If they chose to continue they face another squad exactly like the foes from Encounter Seven.

If the PCs appear to be winning the combat, the duergar become invisible, retreat and summon a Deathbringer Battle Squad. The Battle Squad arrives 15 minutes after the duergar retreat. At this point, the PCs **only** hope is to run and lose the duergar in the blasted warrens of Deepholm. It should be extremely difficult to escape this group, but if the PCs make it outside of the Monastery the battle group breaks off its pursuit. If the PCs miraculously defeat one battle squad, another will attack (and then another) until the PCs either die or escape the Monastery.

Deathbringer Battle Squad (EL 18):

☛ **Duergar Squad Leader:** Male Duergar
Bbn1/Ftr4/Frskr10; hp 208; see Appendix I.

☛ **Duergar Clerics (4):** Male Duergar Clr7; hp 58 each; see Appendix I.

☛ **Duergar Fighters (4):** Male Duergar
Bbn1/Ftr2/Frskr4; hp 87 each; see Appendix I.

☛ **Duergar Barbarians (8):** Male Duergar
Bbn4/Ftr2/FrnzdBrskr1; hp 81 each; see Appendix I.

If the PCs leave Deepholm without traveling to the upper section, go to Conclusion: Abject Failure.

Upper Deepholm

Following the passage upwards, the desolation of the lower levels soon passes away. The cool clear light shows what once the entire stronghold must have looked like. Perfectly square, leveled and polished walls, border a clear well laid road, which sharply curves as it works its way upwards into the mountain. The dwarves of Deepholm obviously took great pride in their home.

There is a permanent silent version of the *alarm* spell cast on the ceiling overhead. Simply walking down the 20-foot high passageway is enough to trigger the spell, warning the dwur ahead that someone not of the clan approaches.

As the PCs come to the last bend, after about an hour-long walk, ask them for a Knowledge (nature) or Knowledge (architecture and engineering) check. Those making a successful check (DC 10) determine that the passage opens into a chamber beyond the next bend. Dwarves may make a straight Stonecutting (Int check at +2) check (DC 5) to realize the same thing.

If a **non dwarf** PC rounds the bend without calling out, please read the following:

As you step around the corner, the passageway begins to widen. 300 feet before you is a wall which blocks

the entire passage, easily 300 feet across and 80 feet high. A sudden horn blast sounds.

Unless the PCs immediately call out a parley, the dwur on the defensive walls shoot (on their initiative, DC 20 to spot them on the walls) anything **except a dwarf** that comes around the bend with the following weapons:

- ❖ 30 arrows (+10 Atk, 1d8+5 dam, crit x3/19-20).
- ❖ 4 *shocking burst ballista bolts* (+15 Atk, 2d6+10 plus 1d6 electricity dam, crit x3 AND 2d10 electricity dam/19-20).

The dwur continue this attack every round that a non-dwarf is in view, and moving, until the PCs attempt to call out parley.

A successful Diplomacy check (DC 15 + the APL) gets the dwur to stop shooting. The DM can allow the PCs the following conditional modifiers:

- (+5) The PCs explain either Hochoch or the Underfoots has sent them.
- (+2) The PCs speak in dwarvish.
- (+2) There is a dwarf in the party.

Once the shooting is stopped, another successful Diplomacy check (DC 15 + the APL) (using the same modifiers as above), allows the PCs to approach and gain limited admission to the gates.

If a **dwarf** is the first party member to round the bend, please read the following:

As you step around the corner, the passageway begins to widen. 300 feet before you is a wall which blocks the entire passage, easily 300 feet across and 80 feet high. A voice in dwarvish shouts across the distance, "By what right do you travel in the realm of Deepholm?"

A successful Diplomacy check (DC 15 + the APL) allows the PCs to approach and gain limited access to the gates. The DM can allow the PCs the same conditional modifiers as above.

If the PCs are able to make these checks, please continue below. If they fail, they are not allowed entrance and are driven off if they press the issue, go to Conclusion: Limited Success.

Approaching the main gates of this defensive wall, you are ushered one at a time through a small door in the main defenses.

As each of you enters, you are asked to remove all clothing and are thoroughly, if respectfully, searched. Once you pass this examination, you are given robes

to wear and escorted to a small holding room where you rejoin your friends. You are locked in, and guards take up watch outside the door.

Trying to sneak a weapon through, or refusing to turn over all possessions, causes the dwarves to expel the entire party immediately from Deepholm. Please go to Conclusion: Limited Success. Otherwise proceed to Speaking With the Helm in Encounter Nine below.

Encounter Nine: Long Lost Deepholm

Making your way out of the destroyed temple, you are met by even more devastation. The floor of the temple district, where you stand now, is broken by massive gorges. Descending beyond the reach of sight, these gaps in the earth separate each of the temple buildings from both each other and the central portion of this level. One cracked bridge remains, chunks missing at various points. All of the other bridges that led to other temples have been completely smashed.

"It is truly sad, is it not?" asks Falshar. "Once the Second Gate fell four years ago, we lost safe access to this level. The duergar have been systematically destroying it ever since."

Making your way carefully past the gaping holes in the only remaining bridge, you find yourself in the desolation of Deepholm. The high ceiling arcs away out of sight, apparently supported by a series of massive pillars, several of which have been broken or destroyed. The smell of death, rot, and decay hangs heavy in the air. You can see the scattered remains of dwarven and duergar bodies in varying stages of decay. Rats and other vermin infest the rubble, and you can see them crawling over the fallen combatants, eating the dead.

After an hour or so of travel through this nightmare, you come to a series of tunnels leading away from this level. One major tunnel appears to rise; the other appears to fall. With a careful glance (and barely audible curse) toward the descending passage, Falshar guides you upwards.

As you follow the passage upwards, the desolation of the lower levels soon passes away. In the cool clear light, you can see what the entire stronghold once must have looked like. Perfectly square, leveled and polished walls border a clear, well-laid road, which sharply curves as it works its way upwards into the mountain. The dwarves of Deepholm obviously took great pride in their home.

After another hour of travel, Falshar stops you all for a moment and travels around the next bend. He returns almost immediately.

Falshar just bypassed the *alarm* spell cast on the passageway here. He refuses to explain his actions to the PCs and does not continue on to disengage the alarm if the PCs refuse to stay behind. They may either trust him or be attacked at the wall.

As you step around a final corner, the passageway begins to widen. 200 feet before you is a wall which blocks the entire passage, easily 300 feet across and 80 feet high. A voice in dwarvish shouts across the distance, "By what right do you travel in the realm of Deepholm?" Falshar calls out a reply, "By right of birth and blood, Falshar returns."

Approaching the main gates of this defensive wall, you are ushered one at a time through a small door in the main defenses.

As each of you enters, you are asked to remove all clothing and are respectfully, but thoroughly, searched. Once you pass this examination, you are given robes to wear and escorted to a small holding room where you rejoin your friends. The door locks behind you and from the shuffling of feet outside, the guard has taken up watch outside the door.

Trying to sneak a weapon through, or refusing to turn over all possessions, causes the dwarves to expel the entire party from Deepholm. Please go to Conclusion: Limited Success.

Speaking with the Helm

This room has a small drink cabinet installed on the far corner of the room. In it are mugs, a small keg of ale, and some stale bread.

After an hour's wait, the door opens and an older, heavily scarred dwarf dressed in mithral full plate limps into the room.

"I am the Helm, leader of the great Dwur clan of Deepholm. Falshar tells me that I should speak with you. Who are you and what business do you have with us?"

The PCs just met the warrior leader of clan Deepholm. He heard the reports of an outside force sent to investigate their fate and is eager to learn what he can from the PCs. However, he is very reserved with the PCs; after all, it's taken them ten years to get here. For more information about the Helm, see Appendix II.

Once the PCs introduce themselves and explained why they are here, please continue:

The Helm, considers your story with a mournful sigh. After five minutes of thought, he moves to the small bar in the corner and pours himself ale, and then speaks. You notice that he is near tears.

"Where have you been for the past 10 years? My people have been dying and suffering here alone, without aid and without hope. For years, we have been asking ourselves when the Grand Duke will come, when he will honor his agreement. For ten years, I have been watching more of my people die, more of our home being destroyed as we fight a war of attrition. As a leader, it is my job to provide hope. But hope has not come."

He shakes his head, sorrow giving way to anger. "What, exactly, has the Grand Duke been doing all of this time? While we have been dying here under the hammers of these foul beasts, he has been locked in a battle to save only an empty land?"

"I poured out the blood of my people like water, trying to hold what little we can against the encroachment of the demons from below."

"Perhaps it is for the best that we seek another mountain home. Bahh! Perhaps a new set of allies should come with it."

The Helm is truly frustrated by the lack of support that he and his clan received in the years since the attack. The PC can make a reasonable attempt to soothe him with a successful Diplomacy check (DC 10 + the APL). The DM may allow the following circumstance modifiers:

- (+2) Promising to champion the cause of the dwarves when they return to Hochoch.
- (+2) Having a dwarf in the party.
- (+5) Describing the difficulty of Grand Duke's war against the giants thus far.
- (+5) Explaining the defensive fort structure and collapsed entrances.
- (+2) Multiple PCs role-playing the encounter well.

If they fail, the Helm has nothing further to say to them and they are expelled from Deepholm. Go to Conclusion: Limited Success. If successful, please continue:

Your words calm the angry dwarf, and with a sigh he sits down with you.

"I suppose time have been hard for all, not just us. Tell me, what do you know of our brothers? We have not heard from any of the clans since the first attack ten years ago."

Allow the PCs to tell as much, or as little, as they wish about the history of the dwur since the fall of Geoff.

Once they have finished, continue:

Thank you for the news, it is refreshing to hear of dwarven life outside of our daily battle. If you have some time, I would like to tell you the story of Deepholm since the attack.

The Helm can give the PCs, through role-play, any portion of the following information in the course of his telling the story of the fall of Deepholm:

- The Thane fell dead after falling into a coma. He died within 8 hours of the onset of the coma. All of the clerical might of Deepholm was unable to affect his condition. After the Thane fell, none the clerics' divine powers were able to raise the Thane.
- Word quickly spread to the rest of Deepholm, and a period of mourning began. In addition, the armies were told to stand down, for aid could not be sent to the lands of men and elves while no Thane sat upon the throne.
- In the middle their grieving process the stronghold fell under attack. From hidden tunnels into the lowest portions of Deepholm, hordes of duergar cut into the grieving populace and drove towards the surface, apparently planning to meet up with an attacking force above lead by a Frost Giant mage.
- It appeared that all was lost, and a squad of his bodyguard force, the Thane's Shield, evacuated the Thane's body from the stronghold. This force, and the Thane's body, has not been seen since.
- The duergar's initial attack nearly succeeded. The lower half of the stronghold fell almost immediately. The Helm managed to rally the armies and make a stand at the first gate of the middle halls.
- More than 1,000 dwarves fell in defense of the first gate of the middle halls. But they held that gate, and a group of adventurers helped clear the attacking forces from the lake around the upper city.
- The dwarves of Deepholm are barely holding on. After almost 10 years of warfare, life in the stronghold has become a nightmare. Roaming bands of good and evil forces maintain a skirmishing line, with no real safe locations

outside of the heavily fortified main lines. Tunnel to tunnel warfare is the order of the day in the contested zone, and neither side has been able to win a decisive advantage since the last real battle several years ago.

- The dwarves hold the top two levels of the stronghold, while the duergar hold the bottom two. The middle is contested land and has been completely destroyed by years of combat.
- There are only about two thousand dwarves left now, of which almost three quarters are women and children. While they are all warriors in their own way, and in their own right, they are not allowed into combat. They are, as the future of this clan, far too precious.
- The dwur have not been able to break free of the dangers under mountain yet. Any squad that they sent outside of the stronghold never returned.
- If asked about the other clans he explains that he has not heard much of them since the stronghold came under attack. They have not heard from the Underfoots at all, and only heard a little of the Stonereavers. Apparently there was been some dissention within the clan. The last word they were told was to be very leery of anyone claiming association with the clan.
- The Stonereavers were apparently attacked approximately the same time Deepholm was. The Deepholm high cleric dropped into a trance to communicate with his brothers in the other clans, he stayed in that trance for three days, only to awake with tears in his eyes, groan the words "The hunger...", and die. The remaining clerics could not raise him from the dead or speak with him.
- Since the attack, the Crown of Thanos (also known as the Ring of Moradin) has been missing. The Helm does not know who stole it, or how, but he suspects it was somehow associated with the attack on the Thane.
- If asked about the body of the Thane, the Helm only explains that the body has been taken to a safe place.

Once the Helm has given all of the information above, please continue:

As the Helm finishes his story, he stands.

"Thank you for coming. Please take word to our brothers and sisters in Urtcheck and Hochoch that we endure. Before you depart, I will give you messages to pass on to our brethren. I will think on how best to use this secret passageway you mentioned. Perhaps we shall meet again."

The old dwarf carefully limps towards the door of the room.

Those who play this module and are respectful to the Helm are offered the opportunity to stay and assist in the scouting missions.

The dwarf stops and turns around towards the party, "You have shown great courage and ability by coming here. Perhaps if you can spare the time and effort, you could assist us in searching for a new home?"

If the PCs agree to spend time helping the Deepholm dwarves look for a new clan hold, they must spend time units to do each. For each TU the PCs spend, they can make a Survival check to see if they can find a suitable location. The DC of this check is 30 + the APL.

PCs with the Stonecunning ability (such as dwarves) get a +2 circumstance bonus to their roll. PCs with 5 ranks in Knowledge (architecture and engineering) get a +2 circumstance bonus. PCs with 5 ranks in Knowledge (dungeoneering), Knowledge (nature), or Search may make use of the synergy bonuses as listed under the Survival skill in the *Player's Handbook*.

If the check is unsuccessful, the PCs may spend another TU searching the mountains and make another Survival check with a +4 circumstance bonus. If that roll does not succeed, the PCs can spend yet another TU searching. Each additional TU spent in this manner adds an additional +4 circumstance bonus to the PC's roll.

If the PCs are successful in finding a suitable clan hold for the Deepholm dwarves, each PC receives the *Favor of Helm of Deepholm*.

When the PCs return home to Hochoch, go to Conclusion: Total Success.

Conclusion

Depending upon the PCs' actions, there are three different conclusions to this adventure:

Conclusion: Total Success

This conclusion indicates that the PCs have successfully spoken with the Helm of Deepholm and returned.

The news you bring sparks wild celebration along Short Street in Hochoch.

Bolthar did not even allow you to finish your tale before running into the streets of Hochoch, tears running down his cheeks, bellowing the news of a found Deepholm to all who could hear, the note from the Helm clenched tightly in his hand. Within moments, the cheering of Dwur overwhelms their small section of Hochoch, as drums of ale and whiskey are pulled into the street and an impromptu band joins together to provide music suitable to the celebration.

It seems that you are forced to repeat your story hundreds of times as every dwur you see pulls you to the side and asks for news from the mountains. Not even the three days you spent celebrating with the city of Urtchek can compare with the raw unbridled joy on the faces of your new friends here. The soul of Hochoch's dwarves has returned, and hope is evident everywhere.

The PCs receive the following favors: *Favor of Cranstel Stonebreaker* and *Favor of Bolthar Bloodstone*.

Ask the PCs if they intend to go tell Dispatcher Blackblade about their travels. If they do so, he presents them with three *Quaal's feather tokens: bird, tree and whip*.

Conclusion B: Abject Failure

This conclusion indicates that the PCs were unable to find the lost stronghold of Deepholm.

Word of your failure saps the life from High Forgesmith Bolthar's face.

He slowly sinks into the chair behind him, and stares through you as if you were not even there.

"Thank you for looking into this matter, if you come by in the morning I shall see to your payment. Please leave."

Bolthar does not want to speak with anyone now, he is extremely troubled about what this news means to dwarven community of Hochoch. He honors his word, however, and rewards the PCs for his efforts. Although the rewards are nowhere near what they would have been had they been successful. The PCs receive the *Favor of Bolthar Bloodstone*.

Ask the PCs if they intend to go tell Dispatcher Blackblade about their travels. If they do so, he presents them with three *Quaal's feather tokens: bird, tree and whip*.

Conclusion C: Limited Success

This conclusion indicates that the PCs were able to find Deepholm, but failed in their discussion with either the gate guards or the Helm.

High Forgesmith Bolthar receives your limited news from Deepholm with some joy.

"Excellent, now that we know that they live we can send a truly competent band to attempt to establish contact! Thank you so much for your time!"

With that he hurries from the room, calling for an aide to prepare for the next mission to Deepholm.

The PCs receive the following favors: *Favor of Cranstel Stonebreaker* and *Favor of Bolthar Bloodstone*.

Ask the PCs if they intend to go tell Dispatcher Blackblade about their travels. If they do so, he presents them with three *Quaal's feather tokens: bird, tree and whip*.

The End

Experience Point Summary

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

Encounter One

Good role-playing

- APL 4 – 20 xp;
- APL 6 – 30 xp;
- APL 8 – 40 xp;
- APL 10 – 50 xp.

Encounter Three

Sneak by the Fort

- APL 4 – 20 xp;
- APL 6 – 30 xp;
- APL 8 – 40 xp;
- APL 10 – 50 xp.

Encounter Four

Learn about the Monastery from Tamm

- APL 4 – 30 xp;
- APL 6 – 40 xp;
- APL 8 – 50 xp;
- APL 10 – 60 xp.

Encounter Five

Survive or disarm the trap

- APL 4 – 150 xp;
- APL 6 – 210 xp;
- APL 8 – 270 xp;
- APL 10 – 330 xp.

Encounter Six

Defeat or get past the creature

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Seven or Eight

Defeat a Deathbringer party

- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp.

Encounter Nine

Make peaceful contact with the dwarves

- APL 4 – 65 xp;
- APL 6 – 80 xp;
- APL 8 – 95 xp;
- APL 10 – 110 xp.

Total Possible Experience

- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six:

APL 4: L: 4,981 gp; C: 0 gp; M: *wand of cure moderate wounds*(375 gp).

APL 6: L: 4,978 gp; C: 0 gp; M: *wand of cure moderate wounds*(375 gp).

APL 8: L: 5,231 gp; C: 0 gp; M: *wand of cure moderate wounds*(375 gp), *pearl of power – 2nd level*(333 gp).

APL 10: L: 5,381 gp; C: 0 gp; M: *wand of cure moderate wounds*(375 gp).

Conclusion:

All APLs: L: 0 gp; C: 0 gp; M: *Quaal's feather token – bird*(25 gp), *Quaal's feather token – tree*(33 gp), *Quaal's feather token – whip*(42 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 4,981 gp; C: 0 gp; M: 475 gp - Total: 5,456 gp (600 gp).

APL 6: L: 4,978 gp; C: 0 gp; M: 475 gp - Total: 5,453 gp (800 gp).

APL 8: L: 5,231 gp; C: 0 gp; M: 808 gp - Total: 6,039 gp (1,250 gp).

APL 10: L: 5,381 gp; C: 0 gp; M: 475 gp - Total: 5,856 gp (2,100 gp).

Special

☛ *Favor of Cranstel Stonebreaker.* The dwur of Urtcheck were so joyous at the news you brought back, they celebrated for over three days. You may trade in this Favor for access to one, and only one, of the following shield upgrades: *arrow catching* or *light fortification*. Favor Level D. Mark this favor when used.

☛ *Favor of Bolthar Bloodstone.* The High Forgesmith shed many tears of joy upon the news you brought back to Hochoch. You may trade in this Favor for access to one, and only one, of the following weapon upgrades: *holy*, *disrupting*, or *bane (giant)*. Favor Level C. Mark this favor when used.

☛ *Favor of Helm of Deepholm.* Helm of the Deepholm Clan is grateful to you for spending time scouting locations for a new clan hold. This time must be spent on this scenario's AR. You may trade in this Favor for access to one, and only one, weapon, armor, or shield made of adamantine (the item must be something you have access to in a non-adamantine version). Favor Level C. Mark this favor when used.

☛ *Muscarine Powder*

This inhalation poison, a favorite of the Duergar of the Crystalmists, is derived from the spores of various poisonous mushrooms of the Underdark. The strength of the poison is dependent upon the freshness of the components. Muscarine I Powder is made from the oldest and weakest components, while Muscarine II Powder is made from fresher and stronger components.

Muscarine I Powder

(Inhaled DC 15, 1d4 Dex/2d6 Dex, *Price:* 1,500 gp).

Muscarine II Powder

(Inhaled DC 18, 1 Dex*/3d6 Dex, *Price:* 2,100 gp).

❖ *Quaal's Feather Token - Bird (Adventure, DMG)*

❖ *Quaal's Feather Token - Tree (Adventure, DMG)*

❖ *Quaal's Feather Token - Whip (Adventure, DMG)*

❖ *Dose of Medium Spider Venom (Adventure - Limit One Dose, DMG)*

❖ *Dose of Muscarine I Powder (Adventure - Limit One Dose, see above)*

APL 6 (APL 4 Items plus):

❖ *Dose of Large Scorpion Venom (Adventure - Limit One Dose, DMG)*

APL 8 (APL 4, 6 Items plus):

❖ *Pearl of Power – 2nd level (Adventure, DMG)*

❖ *Dose of Muscarine II Powder (Adventure - Limit One Dose, see above)*

APL 10 (APL 4, 6, 8 Items plus):

❖ *Dose of Purple Worm Poison (Adventure - Limit One Dose, DMG)*

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Adamantine Full Plate (Adventure, DMG)*
- ❖ *Adamantine Breastplate (Adventure, DMG)*
- ❖ *Adamantine Greataxe (Adventure, DMG)*
- ❖ *Wand of Cure Moderate Wounds (Adventure, DMG)*

Appendix I: Combat Encounters

Encounter Six

APL4

Deathbringer Cleric: Male Duergar, Clr4; CR 5; Medium; Humanoid; HD 4d8+12; hp 33; Init +0; Spd 20 ft. AC 18 (touch 10, flat-footed 18) [+8, Adamantine Full Plate]; Atk +3 melee [1D8+1, Heavy Mace] or +2 ranged [by spell, ranged touch]; Face/Reach 5ft. by 5 ft./5 ft.; SQ DR 3/- (Adamantine Full Plate), ~~Enlarge~~, ~~Invisible~~; SA Spells; AL LE; SV Fort +7, Ref +1, Will +9; Str 12, Dex 11, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Hide +1, Listen +3, Move Silent +3, Spot+3, Concentration+7, Spellcraft +3; Alertness, Combat Casting, Iron Will

Possessions: Adamantine Full Plate, Heavy Mace, Wand of Cure Moderate Wounds, 3 Eggshells of Muscarine I Powder and 1 Dose of Medium Spider Venom

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[*Detect Magic* (3), *Create Water* (2)]; 1st—[*Sanctuary**, *Cause Fear* (2), *Command*, *Doom*]; 2nd—[*Soften Earth and Stone**, ~~*Bull Strength*~~, *Sound Burst*, *Endurance*]

*Domain spell. *Domains:* Earth; Protection

Deathbringer Fighter: Male Duergar, Brb1/Ftr2; CR 4; Medium; Humanoid; HD 1d12+2d10+12; hp 33; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +7 melee [1D12+6], Greataxe; Face/Reach 5ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Adamantine Breastplate), Rage, No Flank, ~~Invisible~~, ~~Enlarge~~; SV Fort +9, Ref +2, Will +2; Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Rage + Bull's Strength + Endurance (Pre-cast by cleric, use this at the start of combat): AC 13, Atk +11, 1D12+12, HP 45, Fort +13

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Iron Will, Lightning Reflexes, Great Fortitude, Power Attack

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Medium Spider Venom

Deathbringer Barbarian (2): Male Duergar, Brb2/Ftr1; CR 4; Medium; Monstrous Humanoid; HD 2d12+1d10+12; hp 35; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +7 [1D12+6], Greataxe; Face/Reach 5ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Adamantine Breastplate), Rage, No Flank, ~~Enlarge~~, ~~Invisible~~; SV Fort +7, Ref +1, Will +1; Str 18 (20 with Enlarge), Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Rage: AC 13, Atk +9, 1D12+9, HP 41, Fort +9

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Power Attack, Cleave, Intimidating Rage

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Medium Spider Venom

Tactics: Please note that the cleric casts all of his buff spells prior to the beginning of the combat with the Deepholm dwarves. This combat started 10 rounds ago. The duergar have used both their *Enlarge*, and their *invisibility* special abilities already today. The non-raging duergar will spend a full round poisoning their weapons IF it seems advantageous for them to do so. (Up to the DM, raging PCs cannot poison)

Round 1: All NPC fighter's rage (if possible), then attack. The cleric moves to a supporting role for the 3 other fighters, using both spells and the inhalation poison he carries. Please note that duergar are immune to poison so there is no danger of accidental poisoning and the cleric may use his inhalation poison without fear of affecting his comrades.

Round 2 and beyond: The NPCs fight as a cohesive unit, communicating in Undercommon to coordinate attacks as effectively as possible. Please note that the cleric will do whatever it takes to disrupt mind-affecting spells on his fighters. Up to, and including, attacking his party to break spell effects such as *calm emotion*.

APL 6

Deathbringer Cleric: Male Duergar, Clr6; CR 7; Medium; Humanoid; HD 6d8+18; hp 50; Init +0; Spd 20 ft. AC 18 (touch 10, flat-footed 18) [+8, Adamantine Full Plate]; Atk +5 melee [1D8+1, Heavy Mace] or +4 ranged [by spell, ranged touch]; Face/Reach 5ft. by 5 ft./5 ft.; SQ DR 3/- (Adamantine Full Plate) ~~Invisible~~, ~~Enlarge~~; SA Spells; AL LE; SV Fort +6, Ref +2, Will +9; Str 12, Dex 11, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Hide +1, Listen +3, Move Silent +3, Spot+3, Concentration+11, Spellcraft +2; Alertness, Combat Casting, Iron Will

Possessions: Adamantine Full Plate, Heavy Mace, Wand of Cure Moderate Wounds, 3 Eggshells of Muscarine I Powder and 1 Dose of Large Scorpion Venom

Spells Prepared (5/4+1/2+1/2+1; base DC = 13 + spell level): 0—[*Detect Magic* (3), *Create Water* (2)]; 1st—[*Sanctuary**, *Cause Fear*, *Command*, *Doom*, *Magic Weapon*] 2nd—[*Soften Earth and Stone**, ~~*Bull Strength*~~ (2), ~~*Endurance*~~ (2)] 3rd—[*Summon Monster III*, *Inflict Serious Wounds*, *Dispel Magic*, *Stone Shape**]

*Domain spell. *Domains*: Earth; Protection

Deathbringer Fighter: Male Duergar, Brb1/Ftr2/Forsaker2; CR 6; Medium; Humanoid; HD 1d12+2d10+2d12+20; hp 57; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +9 melee [1d12+6], Greataxe; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Adamantine Breastplate), DR 3/magic, Rage, No Flank, Fast Healing 1(10), SR 12; SV Fort +14, Ref +2, Will +5; Str 20, Dex 10, Con 19, Int 10, Wis 10, Cha 8.

Rage: AC 13, Atk +11, 1d12+9, HP 67, Fort +16

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Iron Will, Lightning Reflexes, Great Fortitude, Power Attack

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Large Scorpion Venom

Deathbringer Barbarian (2): Male Duergar, Brb4/Ftr1; CR 6; Medium; Monstrous Humanoid; HD 4d12+1d10+20; hp 59; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +9 [1d12+6, Greataxe]; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Adamantine Breastplate), Rage, Frenzy, No Flank, ~~Enlarge, Invisible~~; SV Fort +11, Ref +1, Will +1; Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Rage + Bull's Strength + Endurance (Pre-cast by cleric, use this at the start of combat): AC 13, Atk +13, 1d12+12, HP 79, Fort +15

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Power Attack, Cleave, Intimidating Rage

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Large Scorpion Venom

Tactics: Please note that the cleric casts all of his buff spells prior to the beginning of the combat with the Deepholm dwarves. This combat started 10 rounds ago. The Duergar have used both their Enlarge, and their Invisibility special abilities already today. The non-raging Duergar will spend a full round poisoning their weapons IF it seems advantageous for them to do so. (Up to the DM, raging PCs cannot poison)

Round 1: The two Barbarians Rage and move into combat. The Forsaker Rages, then charges any obvious spell casters. The cleric moves to a supporting role for the 3 other fighters, using both spells and the inhalation poison he carries. Please note that Duergar are immune to poison so there is no danger of accidental poisoning and the cleric may use his inhalation poison without fear of affecting his comrades.

Round 2 and beyond: The NPCs fight as a cohesive unit, communicating in Undercommon to coordinate attacks as effectively as possible. Please note that the cleric will do whatever it takes to disrupt mind-affecting spells on his fighters. Up to, and including, attacking his

party to break spell effects such as Calm Emotion. Please note that the Forsaker saves against any spell cast on him, including from the cleric on his own side, and does not use his spell like special abilities. In addition, the Forsaker has destroyed the requisite magical items to gain access to his special abilities.

APL 8

Deathbringer Cleric: Male Duergar, Cleric 8; CR 9; Medium; Humanoid; HD 8d8+21; hp 64; Init +1; Spd 20 ft. AC 18 (touch 10, flat-footed 18) [+8, Adamantine Full Plate]; Atk +7/+2 melee [1d8+1, Heavy Mace] or +6 ranged [by spell, ranged touch]; Face/Reach 5 ft. by 5 ft./5 ft.; SQ DR 3/- (Adamantine Full Plate) ~~Enlarge, Invisibility~~; SA Spells; AL LE; SV Fort +8, Ref +2, Will +11; Str 12, Dex 11, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Hide +1, Listen +3, Move Silent +3, Spot+3, Concentration+17, Spellcraft +6; Alertness, Combat Casting, Iron Will, Combat Casting

Possessions: Adamantine Full Plate, Heavy Mace, Wand of Cure Moderate Wounds, ~~Pearl of Power (level 2)~~, and 3 Eggshells of Muscarine II Powder

Spells Prepared (5/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*Detect Magic* (3), *Create Water* (2)]; 1st—[*Sanctuary**, *Cause Fear*, *Command*, *Doom*, *Magic Weapon*, *Protection from Good*] 2nd—[*Softened Earth and Stone**, ~~*Bull Strength* (-2)~~, *Sound Burst*, ~~*Endurance* (-2)~~] 3rd—[*Summon Monster III*, *Dispel Magic*, *Searing Light*, *Inflict Serious Wounds*, *Stone Shape**] 4th—[~~*Greater Magic Weapon* (-2)~~, *Giant Vermin*, *Spike Stone**]

*Domain spell. *Domains*: Earth; Protection

Deathbringer Fighter: Male Duergar, Brb1/Ftr2/Forsaker4; CR 8; Medium; Humanoid; HD 1d12+2d10+4d12+35; hp 87; Init +0; Spd 30 ft. AC 20 (touch 10, flat-footed 20) [+5, Adamantine Breastplate]; Atk +13/+8 melee [1d12+9], Greataxe; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Adamantine Breastplate), DR 5/magic, Rage, No Flank, Fast Healing 1 (20), SR 14; SV Fort +14, Ref +3, Will +6; Str 22, Dex 10, Con 20, Int 10, Wis 10, Cha 8.

Rage: AC 20, Atk +15/+10; 1d12+12, HP 101, Fort +16

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Iron Will, Lightning Reflexes, Great Fortitude, Power Attack

Possessions: Adamantine Breastplate, Adamantine Greataxe, 1 Dose of Large Scorpion poison

Deathbringer Barbarian (2): Male Duergar, Barb4/Fgtr2/Frenzied Berzerker1; CR 8; Medium; Monstrous Humanoid; HD 4d12+2d10+1d12+28; hp 81; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +11/+6 melee [1d12+6],

Greataxe; Face/Reach 5ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Armor) Rage, Frenzy, No Flank, ~~Enlarge, Invisible~~, Diehard; SV Fort +13, Ref +1, Will +1; Str 19, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Power Attack, Cleave, Great Cleave, Intimidating Rage, Diehard

Frenzy + Rage + Bull's Strength + Endurance + Greater Magic Weapon (Pre-cast by cleric, use this at the start of combat): AC 9, Atk +20/+20/+15 [1d12+18], HP 109, Fort +17

Possessions: Adamantine Breastplate, Adamantine Greataxe, 1 dose of Large Scorpion poison

Tactics: Please note that the cleric casts all of his buff spells prior to the beginning of the combat with the Deepholm dwarves. This combat started 10 rounds ago. The Duergar have used both their Enlarge, and their Invisibility special abilities already today. The non-raging Duergar will spend a full round poisoning their weapons IF it seems advantageous for them to do so. (Up to the DM, raging PCs cannot poison)

Round 1: The two Frenzied Berserkers Rage, Frenzy and move into combat. The cleric moves to support the 3 fighters from a spell casting role, or using his inhalation poisons. The Forsaker Rages, then charges any obvious spell casters.

Round 2 and beyond: The NPCs fight as a cohesive unit, communicating in Undercommon to coordinate attacks as effectively as possible. Please note that the Forsaker saves against any spell cast on him, including from the cleric on his own side, and does not use his spell like special abilities. In addition, the Forsaker has destroyed the requisite magical items to gain access to his special abilities. Please note that the cleric does whatever it takes to disrupt mind-affecting spells on his fighters. Up to, and including, attacking his party to break spell effects such as Calm Emotion. Please note that Duergar are immune to poison so there is no danger of accidental poisoning and the cleric may use his inhalation poison without fear of affecting his comrades.

APL 10

Deathbringer Cleric: Male Duergar, Clr10; CR 11; Medium; Humanoid; HD10d8+30; hp 83; Init +1; Spd 20 ft. AC 18 (touch 10, flat-footed 18) [+8, Adamantine Full Plate]; Atk +9/+8 melee [1D8+1, Heavy Mace] or +7 ranged [by spell, ranged touch]; Face/Reach 5ft. by 5 ft./5 ft.; SQ DR 3/- (Adamantine Full Plate), ~~Enlarge, Invisible~~, SA Spells; AL LE; SV Fort +10, Ref +3, Will +13; Str 12, Dex 11, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Hide +1, Listen +3, Move Silent +3, Spot+3, Concentration+17, Spellcraft +6; Alertness, Combat Casting, Iron Will, Combat Casting

Possessions: Adamantine Full Plate, Heavy Mace, Wand of Cure Moderate Wounds, and three Eggshells of Muscarine II Powder

Spells Prepared (5/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—[*Detect Magic* (3), *Create Water* (2)]; 1st—[*Sanctuary**, *Cause Fear* (2), *Command*, *Doom*, *Magic Weapon*, *Protection from Good*] 2nd—[*Soften Earth and Stone**, ~~*Bull Strength* (2)~~, *Sound Burst*, ~~*Endurance* (2)~~] 3rd—[*Dispel Magic*, *Summon Monster III*, *Searing Light*, *Inflict Serious Wounds*, *Stone Shape**] 4th—[~~*Greater Magic Weapon* (2)~~, *Giant Vermin*, *Cause Critical Wounds*, *Spike Stone**] 5th—[*Slay Living*, *Flame Strike*, *Wall of Stone**]

*Domain spell. *Domains:* Earth; Protection

Deathbringer Barbarian (2): Male Duergar, Brb4/Ftr2/Frenzied Berzerker2; CR 9; Medium; Monstrous Humanoid; HD 4d12+2d10+2d12+48; hp 105; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +13/+8 melee [1D12+7], Greataxe; Face/Reach 5ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Armor) Rage, Frenzy, No Flank, ~~Enlarge, Invisible~~, Diehard, Supreme Cleave; SV Fort +13, Ref +1, Will +1; Str 20, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silent +5, Spot+5; Power Attack, Cleave, Great Cleave, Intimidating Rage, Giant's Toughness, Diehard, Supreme Cleave

Frenzy + Rage + Bull's Strength + Endurance (Pre-cast by cleric, use this at the start of combat): AC 9, Atk +20/+20/+15 [1d12+17], HP 137, Fort +17

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Purple Worm Poison

Deathbringer Fighter (2): Male Duergar, Brb1/Rog1/Ftr6; CR 9; Medium; Monstrous Humanoid; HD 1d12+1d6+6d10+57; hp 102; Init +0; Spd 30 ft. AC 15 (touch 10, flat-footed 15) [+5, Adamantine Breastplate]; Atk +13/+8 melee [1D12+7], Greataxe, Crit 19-20 x3; Face/Reach 5ft. by 5 ft./5 ft.; AL LE; SQ DR 2/- (Armor) Rage, ~~Enlarge~~, Sneak Attack 1d6, ~~Invisible~~, SV Fort +12, Ref +3, Will +1; Str 20, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silent +9, Spot+9; Power Attack, Cleave, Great Cleave, Improved Critical, Intimidating Rage, Giant's Toughness, Sunder

Rage and Greater Magic Weapon (Precast by the cleric, use this at the start of combat): AC 13, Atk +17/+12 [1d12+12], HP 118, Fort +14

Possessions: Adamantine Breastplate, Adamantine Greataxe, and 1 Dose of Purple Worm Poison

Tactics: Please note that the cleric casts all of his buff spells prior to the beginning of the combat with the Deepholm dwarves. This combat started 10 rounds ago. The Duergar have used both their Enlarge, and their

Invisibility special abilities already today so they are unavailable. The non-raging Duergar will spend a full round poisoning their weapons IF it seems advantageous for them to do so. (Up to the DM, raging PCs cannot poison)

Round 1: The two Frenzied Berserkers Rage, Frenzy and move into combat staying on the flanks of their battle line. The cleric moves to support the 3 fighters from a spell-casting role, or uses his inhalation poisons. **The cleric will use Wall of Stone to separate the party if possible.** The two fighter/rogues move to the center of the battle line, Rage, and then attempt to sunder the weapons of their opponents. Please note that they both have Greater Magic Weapon cast upon their Battle Axes, making them effectively +2.

Round 2: The two Berserkers continue combat while the fighter/rogues continue focusing on sundering the weapons of the PCs. They will quickly learn if the PCs have unsunderable weapons and will move on through combat finding lesser weapons to destroy.

Round 3 and beyond: The NPCs fight as a cohesive unit, communicating in Undercommon to coordinate attacks as effectively as possible. Please note that the cleric will do whatever it takes to disrupt mind-affecting spells on his fighters. Up to and including Flame Striking his party to break spell effects such as Calm Emotion. Please note that Duergar are immune to poison so there is no danger of accidental poisoning and the cleric may use his inhalation poison without fear of affecting his comrades. The fighter/rogues will stop attempting to sunder once they've made at least two attempts on every PCs weapon.

Encounter Seven

Duergar Squad Leader: Male Duergar

Bbn1/Ftr4/Frskr10; CR 16; Medium; Humanoid; HD 1d12+4d10+10d12+105; hp 208; Init +0; Spd 30 ft. AC 24 (touch 10, flat-footed 24); Atk +22/+17/+12 melee [1d12+14], Greataxe; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ Rage, No Flank, Fast Healing 3 (50), SR 20, DR 11/Magic SV Fort +23, Ref +5, Will +9; Str 24, Dex 10, Con 25, Int 10, Wis 10, Cha 8.

Rage: AC 24, Atk +24/+19/+14; 1d12+17, HP 238

Skills: Hide +8, Listen +8, Move Silent +8, Spot+8.

Feats: Iron Will, Lightning Reflexes, Great Fortitude, Power Attack, Cleave, Great Cleave, Weapon Specialization (Great Axe), and Weapon Focus (Great Axe).

Possessions: Adamantine Breastplate, Adamantine Greataxe.

Duergar Clerics (4): Male Duergar Clr7; CR 8; Medium; Humanoid; HD 7d8+21; hp 58; Init +1; Spd 30 ft. AC 20

(touch 10, flat-footed 20); Atk +6 melee [1d8+1, Heavy Mace] or +5 ranged [by spell, ranged touch]; Face/Reach 5 ft. by 5 ft./5 ft.; SA Spells, Enlarge; Invisibility; AL LE; SV Fort +7, Ref +2, Will +10; Str 12, Dex 11, Con 16, Int 10, Wis 16, Cha 8.

Skills and: Hide +1, Listen +3, Move Silent +3, Spot+3, Concentration+13, Spellcraft +6.

Feats: Alertness, Combat Casting, and Iron Will.

Possessions: Adamantine Full Plate, heavy mace, wand of Cure Moderate Wounds.

Spells Prepared (5/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*Detect Magic* (3), *Create Water* (2)]; 1st—[*Sanctuary**, *Cause Fear*, *Command*, *Doom*, *Magic Weapon*, *Protection from Good*] 2nd—[*Softened Earth and Stone**, *Bull Strength* (2), *Sound Burst*, *Endurance*] 3rd—[*Summon Monster III*, *Searing Light*, *InFLICT Serious Wounds*, *Stone Shape**] 4th—[*Greater Magic Weapon*, *Spike Stone**]

*Domain spell. *Domains:* Earth; Protection

Duergar Fighters (4): Male Duergar Bbn1/Ftr2/Frskr4; CR 8; Medium; Humanoid; HD 1d12+2d10+4d12+35; hp 87; Init +0; Spd 30 ft. AC 22 (touch 10, flat-footed 22); Atk +15/+10 melee [1d12+11], Greataxe; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ Rage, No Flank, Fast Healing 1 (20), SR 14, DR 5/Magic SV Fort +14, Ref +3, Will +6; Str 22, Dex 10, Con 20, Int 10, Wis 10, Cha 8.

Rage: AC 22, Atk +17/+12; 1d12+14, HP 104

Skills: Hide +6, Listen +1, Move Silent +5, Spot+5.

Feats: Iron Will, Lightning Reflexes, Great Fortitude, Power Attack.

Possessions: Adamantine Breastplate, Adamantine Greataxe.

Duergar Barbarians (8): Male Duergar

Bbn4/Ftr2/FrnzdBrzrk11; CR 8; Medium; Monstrous Humanoid; HD 4d12+2d10, +1d12+28; hp 81; Init +0; Spd 30 ft. AC 17 (touch 10, flat-footed 17); Atk +13/+8 melee [1d12+8], Greataxe; Face/Reach 5 ft. by 5 ft./5 ft.; AL LE; SQ Rage, Frenzy, No Flank, Enlarge, Invisible, Diehard; SV Fort +13, Ref +1, Will +1; Str 19, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +1, Move Silent +5, Spot+5; Power Attack, Cleave, Great Cleave, Intimidating Rage

Frenzy & Rage: AC 11, Atk +18/+18/+13 [1d12+15], HP 95

Possessions: Adamantine Breastplate, Adamantine Greataxe.

Appendix II: NPCs

Sericine

This Gray Elf has been in the service of the Brenin for hundreds of years. Currently he is acting as a roving ambassador for the Grand Duke, filing in as a representative for the Duke wherever he is needed. He learned common almost 400 years ago, so please feel free to litter his speech with more thee's and thou's than you think are necessary. Run on sentences should be the norm, never use 4 words when 11 will do.

High Forgesmith Bolthar Bloodstone – Cleric 12

This Mountain Dwarf has been serving the Dwur populace of Hochoch for 125 years. His concern for the welfare of the Hochoch's dwarven populace is overwhelming. All other concerns barely register.

Knight Commander Cranstel Stonebreaker – Cleric 12

This 225-year-old dwarf is currently in charge of all of the military might of the dwur in the Stark Mounds, which is currently organized into one Army under his control. This army is currently 100% tasked to the effort of protecting Urtcheck, but Cranstel has visions of returning to the offensive.

Tamm Rockbender – Cleric 13/Fighter 2

This dwarven ghost roams the Stark Mounds and Crystalmists of Geoff searching for information about how the Giant's coordinated the attack on the Thane, information on how to restore the Thane, and any other way that he can hamper the Giant's activities in the region.

All APLs (EL 19)

Tamm Rockbender, Male Dwarf Clr13/Ftr2 (Ghost/Incorporeal): CR 19; medium humanoid; HD (15d12); hp 106; Init +5 (+1 Dex, +4 Misc); Spd Fly 30 (Perfect); AC 12 (flatfooted 11 touch 12), *Dwarven Thrower +15/+10/+5 o'/B (1d8+6 20/x3 Primary M); SA: Manifestation, Malevolence, Corrupting Gaze, Telekinesis (DC 18) SQ: Turn Resistance +4, Rejuvenation Vision: Darkvision (60'), Normal AL: LG; Saves: Fort +11, Ref +5, Will +15; Str 14, Dex 12, Con -, Int 12, Wis 25, Cha 12.

Skills: Hide +10, Knowledge (Arcana) +19, Knowledge (Local) +7, Knowledge (Religion) +19, Swim +1, Listen +10, Search +10, Spot +15.

Feats: Empower Spell, Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Two-Weapon Fighting.

Possessions: Boots of Speed, Dwarven Plate, Circlet of Blasting (Minor), Dwarven Thrower, Eyes of the Eagle, Gauntlets of Ogre Power, Periapt of Wisdom +6.

Deity: Moradin

Domains: Earth and Protection.

The Helm – Fighter 12/Dwarven Defender 6

This 200-year-old dwarf is the sole reason that what little that remains of Deepholm still stands. His stand, together with one squad of the Thane's shield, held the defenses of the Second Gate of Deepholm long enough for the Army of Stone to regroup. After losing over 80% of the defending forces, the Helm was able to drive away the attacking duergar. He is respected absolutely by the remaining dwur of Deepholm and is their de facto leader.

Appendix III: Clan Underfoot and the City of Urtcheck

Vitals

Clan Underfoot is the center for dwarven activity and culture in the region. The clan's new stronghold, Urtcheck, located in the Stark Mounds of Geoff, is a gift from the gnomes of the area. The dwarves have been in exile with the gnomes since the giants' attack, and as giant activity in the region has come under control the gnomes deeded the dwarves this small mountain.

Past History

Clan Underfoot's origins are surrounded by mystery and the general forgetfulness created by Father Time. This much is known; the clan has been living in the Stark Mounds since before humans came to these lands. Legend has it that the when dwarves were originally created that Clan Underfoot was one of the spots where they gods first settled the dwarven people.

Leadership Structure

The Underfoot clan has been organized under a monarchy for as long as they can remember. King Morrell has been on the throne for the past one hundred and fifty years. The next in line for the throne is his eldest son, Dostere. Both survived the initial fights with the giants and their kin and minions. Under the king sit his advisors and the heads of each religious order

Religion

The Mordinsamman (Dwarven Pantheon) is revered here, as in most Dwarven cities, with the majority of the populace espousing the teachings of Berronar Truesilver, holding family, peace, and kindness above all other virtues. Since the coming of the Giants, the teachings of Clangedinn have been well received. The "Father of Battle" counts a large and growing percentage in the city among his followers.

The city of Urtcheck

Urtcheck is an underground city with a population of over five thousand dwarves. As a small gnomish town it was a simple affair, with only basic living levels and little commerce to recommend it. Now that the dwarves are recreating it, only the gods know of the glories they will create.

The city is being developed with three levels. The uppermost is the residential level. It is broken into several districts, not separated by money or society

status (one of the things disliked about surface dwellers) but by clans and kinships and ancestry.

The middle level is developing into a sort of merchant district. Various business, markets and bazaars can be found here. At the far northern end lies a planned "Talzakjun", or great meeting hall. This is an immense natural cavern that will be crafted into a huge meeting hall. There is also a temple district on this level, with a major temple under construction to each of the dwarvish gods.

The lowest level of the city is its bowels. Mines and tunnels lead down into the bowels of the mountain.

City's Renown – Trade/Commerce

Clan Underfoot was well known, before the invasion, for its export of iron, steel, gold, silver, platinum, and precious gems. Those are the exports that were traded with the surface races, humans, elves, halflings, and gnomes. To other dwarves, the exports included religion (many dwarven priests come from Urtcheck), training in tradecrafts, as well as weapons.

Surviving the War and Effects on Underfoot and Urtcheck:

When the giants and their kin and pets invaded, Clan Underfoot was not prepared for the attack's suddenness and ferocity. After weeks of combat, the clan realized that their stronghold was doomed and escaped through hidden tunnels into the realm of their allies, the gnomes. After years of working with them to maintain peace in the Stark Mounds the gnomes have gifted them with a new home.

Appendix IV: New Rules

New Creatures:

Mountain Giant

Colossal Giant (Earth)

Hit Dice:	30d8+390 (525)
Initiative:	+0
Speed:	80 ft.
AC:	31
Attacks:	Mountain Giant Club (colossal heavy mace) +30/+25/+20/+15 or two slams +30 melee, or rock +15 rock
Damage	Mountain Giant Club (colossal heavy mace) 4d8+24/19-20, slam 2d6+16, rock 4d8+16
Face/Reach:	30 ft./25 ft.
Special Attacks:	Crush 2d6+24, fling, grapple, rock throwing, trample 4d6+24
Special Qualities:	Darkvision 60 ft., rock catching, scent, summon giants
Saves:	Fort +30, Ref +10, Will +10
Abilities:	Str 43, Dex 10, Con 37, Int 6, Wis 10, Cha 7
Skills:	Jump +39, Listen +17, Spot +17
Feats:	Alertness, Awesome Blow (<i>MM</i>), Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (mountain giant club), Improved Overrun, Improved Sunder, Power Attack, Track

Crush: A mountain giant that jumps at least 20 feet into the air (or jumps down from a height of at least 20 feet) can land on opponents two or more size categories smaller than itself as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the giant's body. (This is normally a 40-foot square, but the giant can instead opt to come down on its seat and cover a 40-foot by 60-foot area.) Each creature in the affected area must succeed at a Reflex save (DC 38) or be pinned, automatically taking 2d6+24 points of bludgeoning damage. Thereafter, if the giant chooses to maintain the pin, treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round.

Fling: A mountain giant that successfully grapples a foe two or more size categories smaller than itself can hurl the creature as a standard action. A flung creature travels up to 120 feet and takes 12d6 points of damage. A creature that is flung off a mountain takes this amount of damage or the appropriate falling damage, whichever is greater. The giant also can throw the flung creature as though it were a boulder. In this case, the flung creature takes 12d6+14 points of damage, and any opponent it strikes takes 4d8+16 points of damage.

Grapple: If a mountain giant hits an opponent that is at least one size category smaller than itself with a slam (used as a melee touch attack), it deals normal damage and attempts to start a grapple (grapple bonus +54). If it gets a hold, it can fling the opponent in the next round. Alternatively, the mountain giant has the option to conduct the grapple normally, or simply use one hand to hold the opponent (-20 penalty on grapple check, but the mountain giant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Trample: As a standard action during its turn each round, a mountain giant can trample opponents at least one size category smaller than itself. This attack deals 4d6+24 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 41) for half damage.

Scent: A mountain giant can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Summon Giant: Once per day, a mountain giant can attempt to summon 1d8+1 ogres, 1d6+1 trolls, or 1d4+1 hill giants with a 25% chance of success.

Hook Horror

Large Aberration

Hit Die:	10d8+20 (65 hp)
Initiative:	+3
Speed:	20ft, Climb 20ft
AC:	22, Touch 12, Flat-Footed 19
Attacks:	2 claws +13 Melee and Bite +8
Damage:	Claw 1d6+7, Bite 2d6+3
Face/Reach:	10 ft./10 ft.
Special Attacks:	Improved Grab, Power Sunder, Rending Bite
Special Qualities:	Blindsense 60ft., light sensitivity
Saves:	Fort +5, Ref +6, Will +8
Abilities:	Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9
Skills:	Climb +16, Hide +3 (+11 in subterranean areas), Jump +11, Listen +8
Feats:	Cleave, Improved Trip, Power Attack, Skill Focus (Listen)

Improved Grab (Ex): If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (Grapple bonus +18). If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round) Thereafter, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bite.

Power Sunder (Ex): A Hook Horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex): A hook horror can automatically bite a grabbed foe for 3d6+10

Light Sensitivity (Ex): Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Prestige Classes

Frenzied Berserker

Class Level	Base Attack Bonus	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+0	Frenzy 1/day, Diehard
2 nd	+2	+3	+0	+0	Supreme cleave

Class Features

Frenzy: Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulated with *haste*.) However, she also suffers a -4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of the frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's actions. In addition, if she suffers damage from an attack, spell, trap or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 +10 points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any Feat she has except Expertise, item creation feats, metamagic feats and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent with regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Str becomes +10 instead of +6.

Diehard: The frenzied berserkers gains Diehard as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a five-foot step between attacks when using her Cleave and Great Cleave feats. She is still limited to one such adjustment such adjustment per round so she cannot use this ability during a round in which she has already taken a five foot step.

Forsaker

Class Level	Base Attack Bonus	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+2	Ability bonus +1, fast healing 1(10), Forsake Magic, SR11

2 nd	+2	+3	+0	+3	Ability bonus +1, damage reduction 3/magic, magic destruction, SR 12
3 rd	+3	+3	+1	+3	Ability bonus +1, fast healing 1 (20), natural weapons, SR 13 tough defense
4 th	+4	+4	+1	+4	Ability +1, damage reduction 5/magic, SR14
5 th	+5	+4	+1	+4	Ability bonus +1, fast healing 2(30), SR15
6 th	+6	+5	+2	+5	Ability bonus +1, Damage reduction 7/magic, slippery mind, SR16

Class Features

Ability Bonus (Ex): Beginning at 1st level the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

Fast Healing (Ex): Forsakers regain hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round; to a maximum of 10 hit points per day. The number hit points regained per round increases by +1 for every four forsaker levels, and the maximum restorable per day increases by 10 every two forsaker levels. Except as noted above, this ability works like the fast healing ability described in the introduction of the Monsters Manual.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must also refuse any benefit from others' magic – including magical healing. Thus, he must attempt a saving throw against any spell that allows one. For most beneficial spells, such as displacement or neutralize poison, a successful save negates the spell's effects; for a cure spell, it halves the benefit. Any forsaker who unwittingly uses a magic item or casts a spell (while under the influence of a charm person or dominate person spell, for example) loses all the special abilities of the prestige class for one week.

Spell Resistance (Ex): At 1st level, the forsaker gains spell resistance 11. This value increases by +1 with each forsaker level gained and stacks with any other application spell resistance he has.

Damage Reduction (Ex): At 2nd level, the forsaker gains damage reduction 3/magic. This damage resistance increases by 2 for every two forsaker level he gains there after. This ability remains in effect only as long as the forsaker destroys the required value of magic items every 24 hours (see Magic Destruction below). This does not stack with any other damage reductions he already has.

Magic Destruction: The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items. If he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Tough Defense (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see Damage Reduction in the introduction of the Monster Manual).

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Feats

Giant's Toughness [General]

You are amazingly tough.

Prerequisite: Base Fort save bonus +8.

Benefit: You gain +9 hit points.

Special: You can gain this feat multiple times.

Intimidating Rage [General]

Your rage engenders fear in your opponents.

Prerequisites: Ability to rage.

Benefit: While you are raging you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a -2 morale penalty on attack rolls, saves and checks.) A target that makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

New Equipment:

Poisons

Muscarine Powder

This inhalation poison, a favorite of the Duergar of the Crystalmists, is derived from the spores of various poisonous mushrooms of the Underdark. The strength of the poison is dependent upon the freshness of the components. Muscarine I Powder is made from the oldest and weakest components, while Muscarine II Powder is made from fresher and stronger components.

Muscarine I Powder

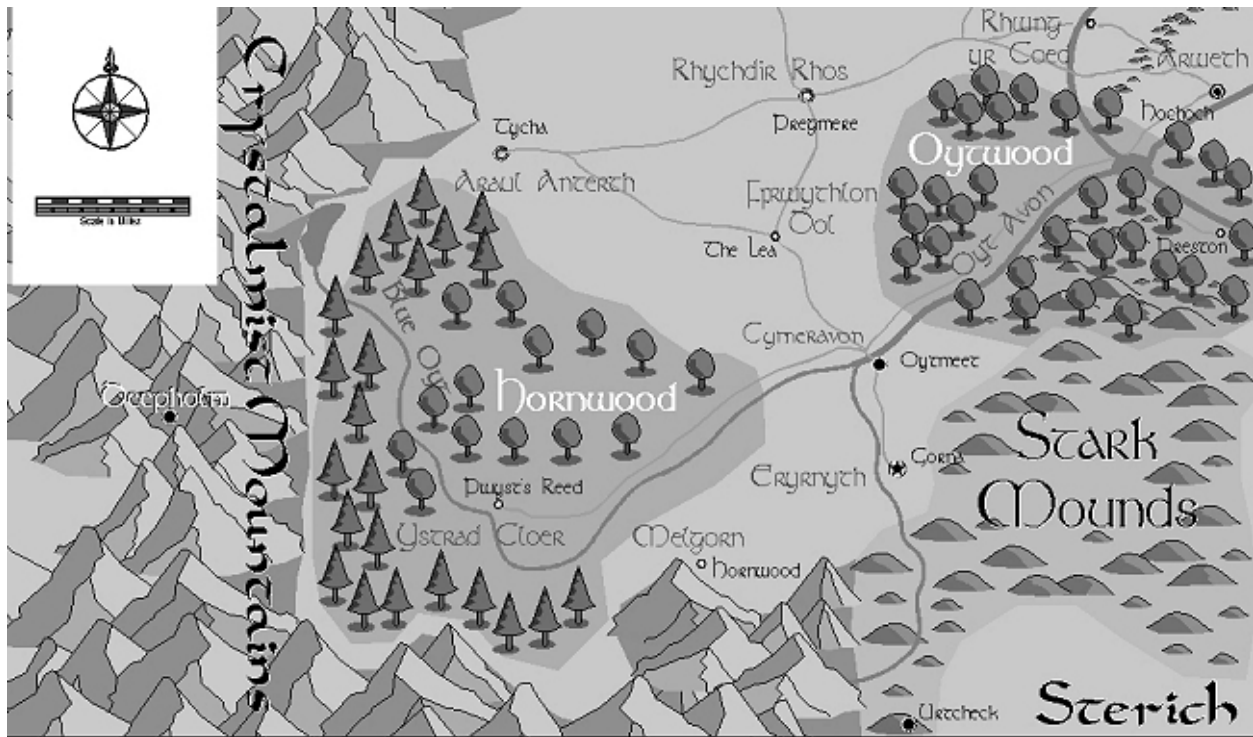
(Inhaled DC 15, 1d4 Dex/2d6 Dex, *Price*: 1,500 gp).

Muscarine II Powder

(Inhaled DC 18, 1 Dex*/3d6 Dex, *Price*: 2,100 gp).

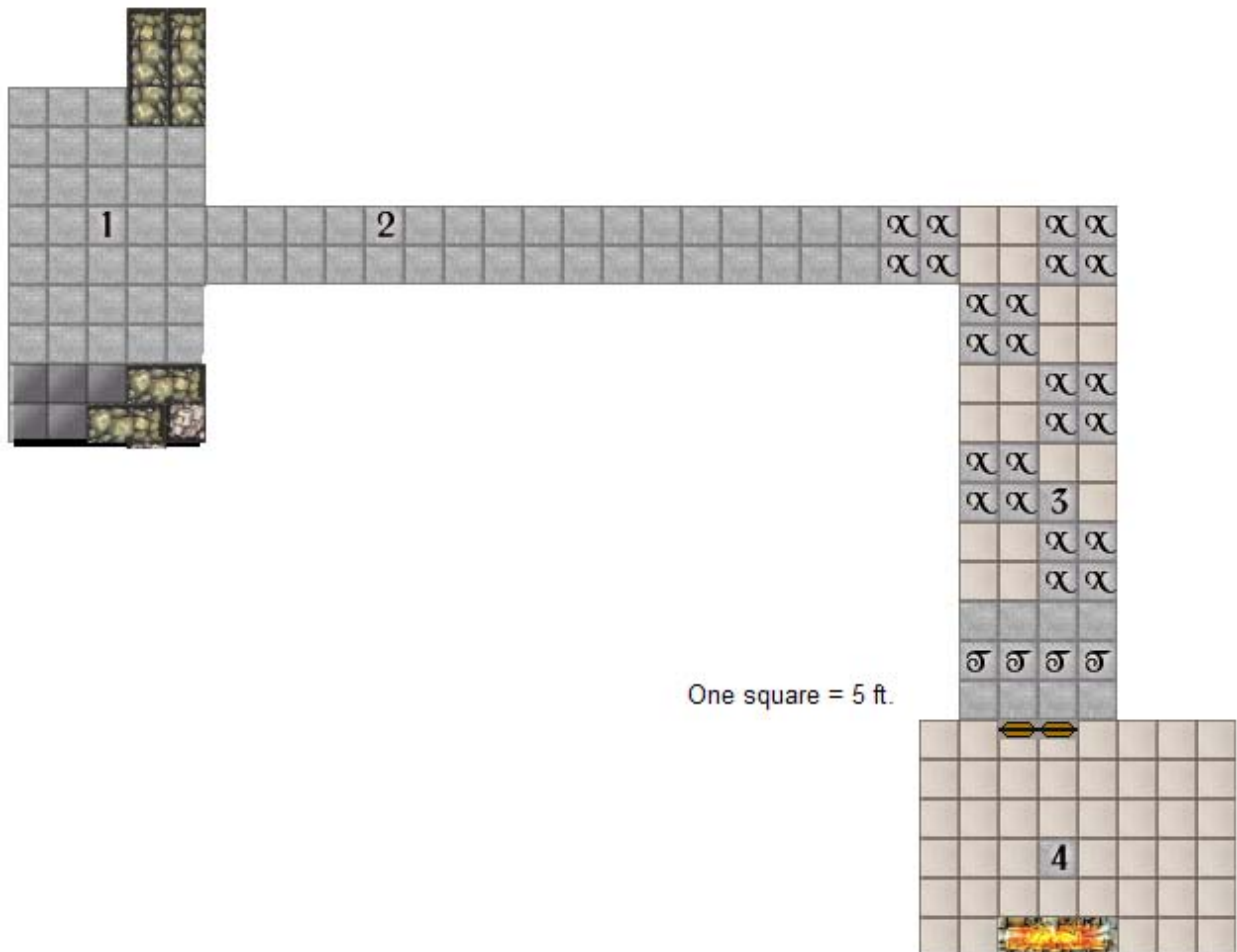
DM Aid: Map #1

Southern Geoff and the Crystalmists



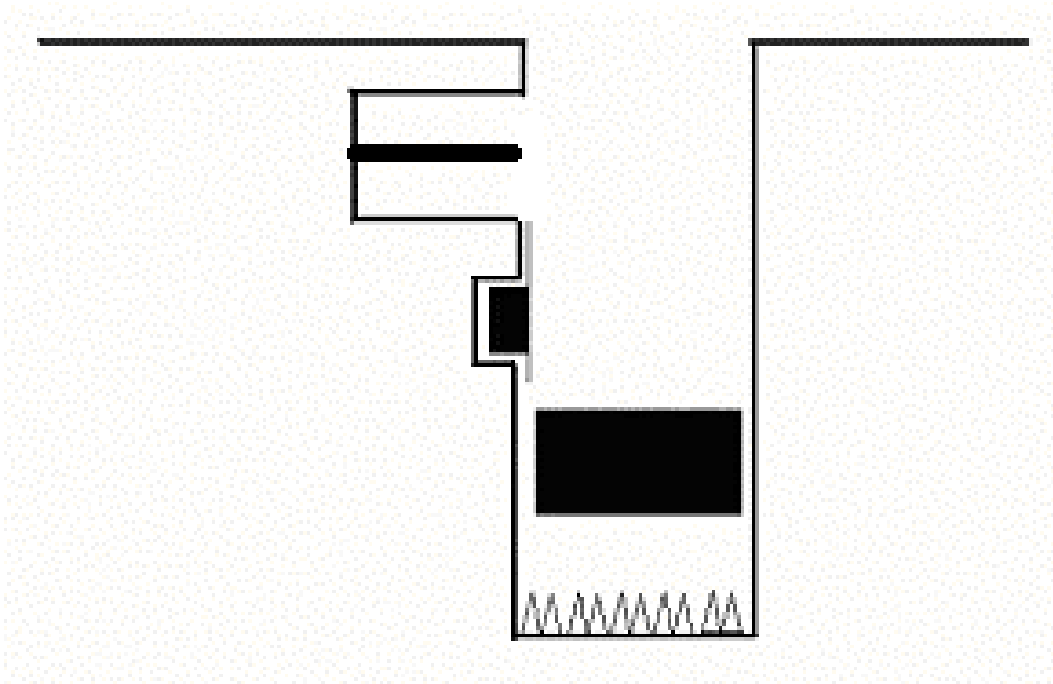
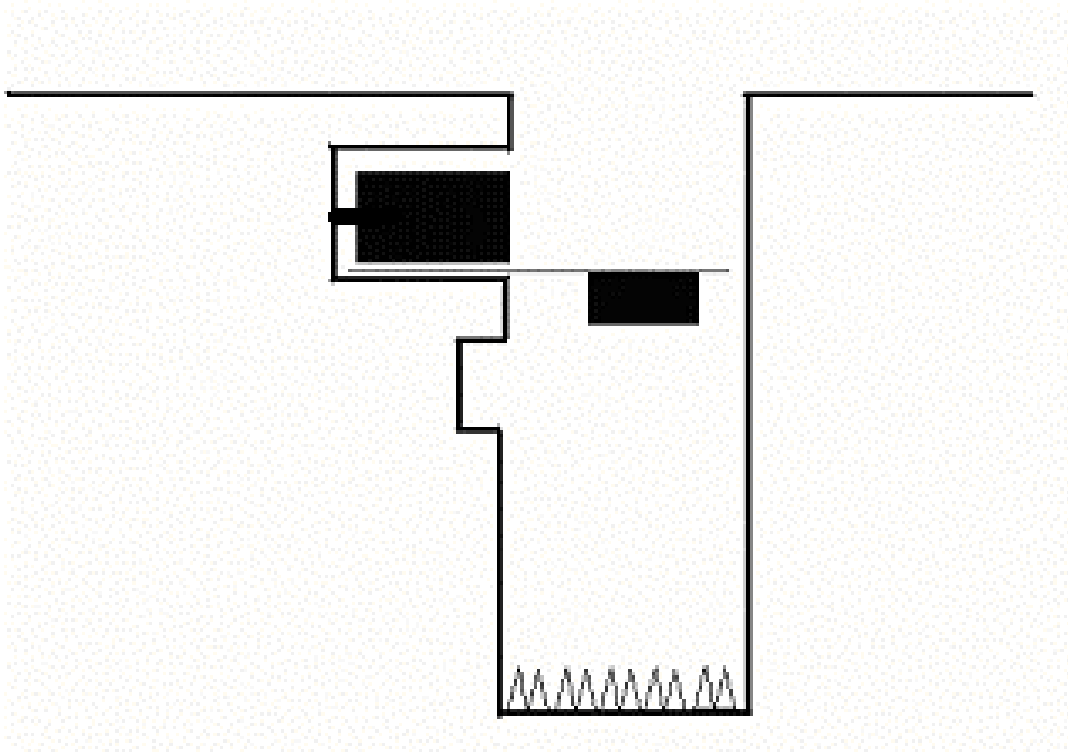
DM Aid: Map #2

Dwarven Monastery



DM Aid: Map #3

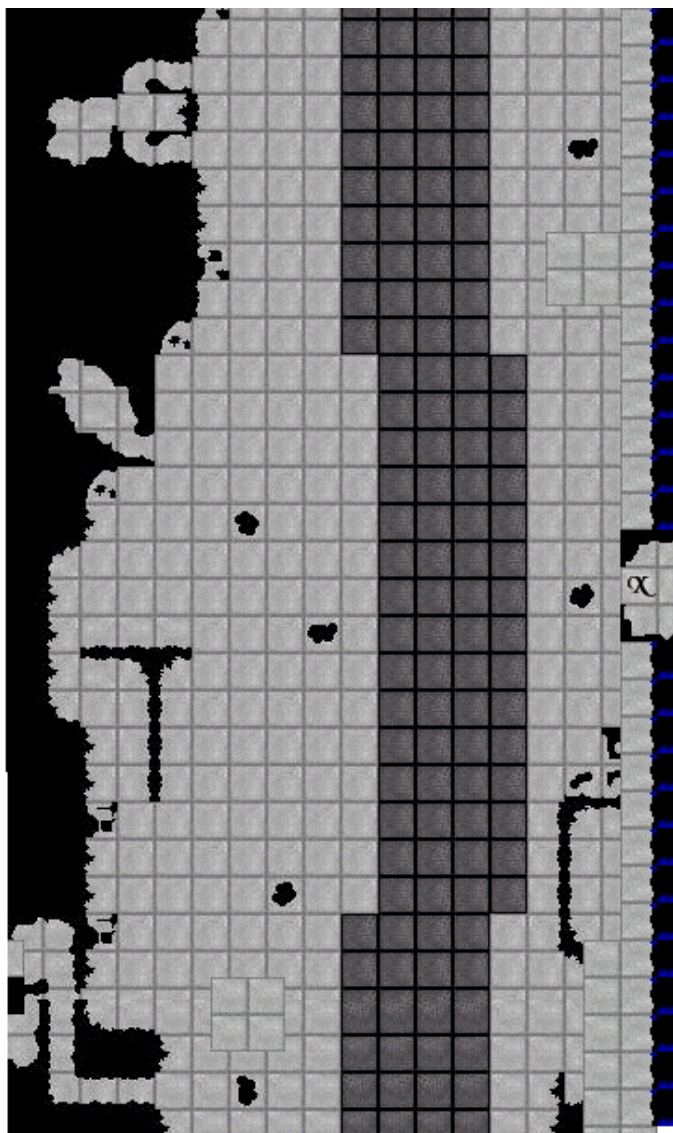
The Pit Trap



DM Aid: Map #4

The Abandoned Hallway

One square equals 5 ft.



DM Aid: Map #5

The Ruined Temple

One square equals 5 ft.



Rubble



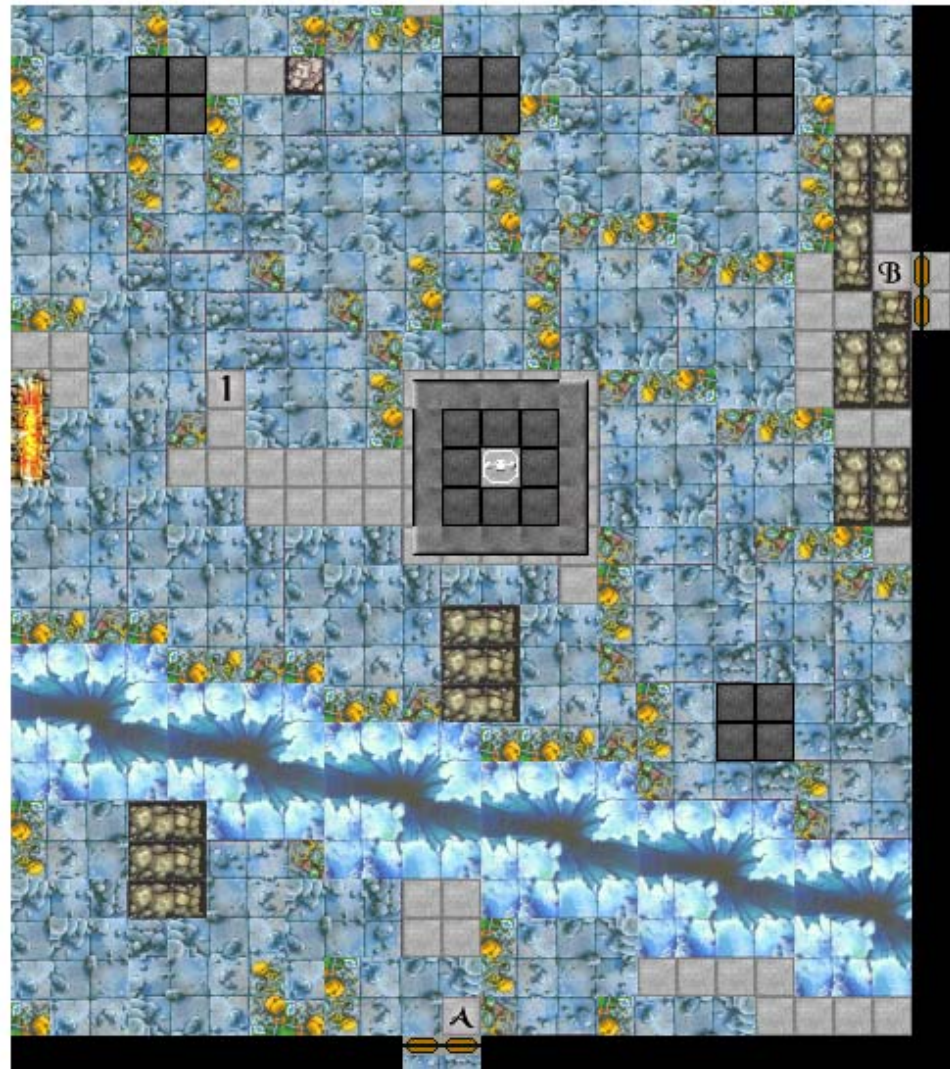
Rubble strewn floor



Crack in floor

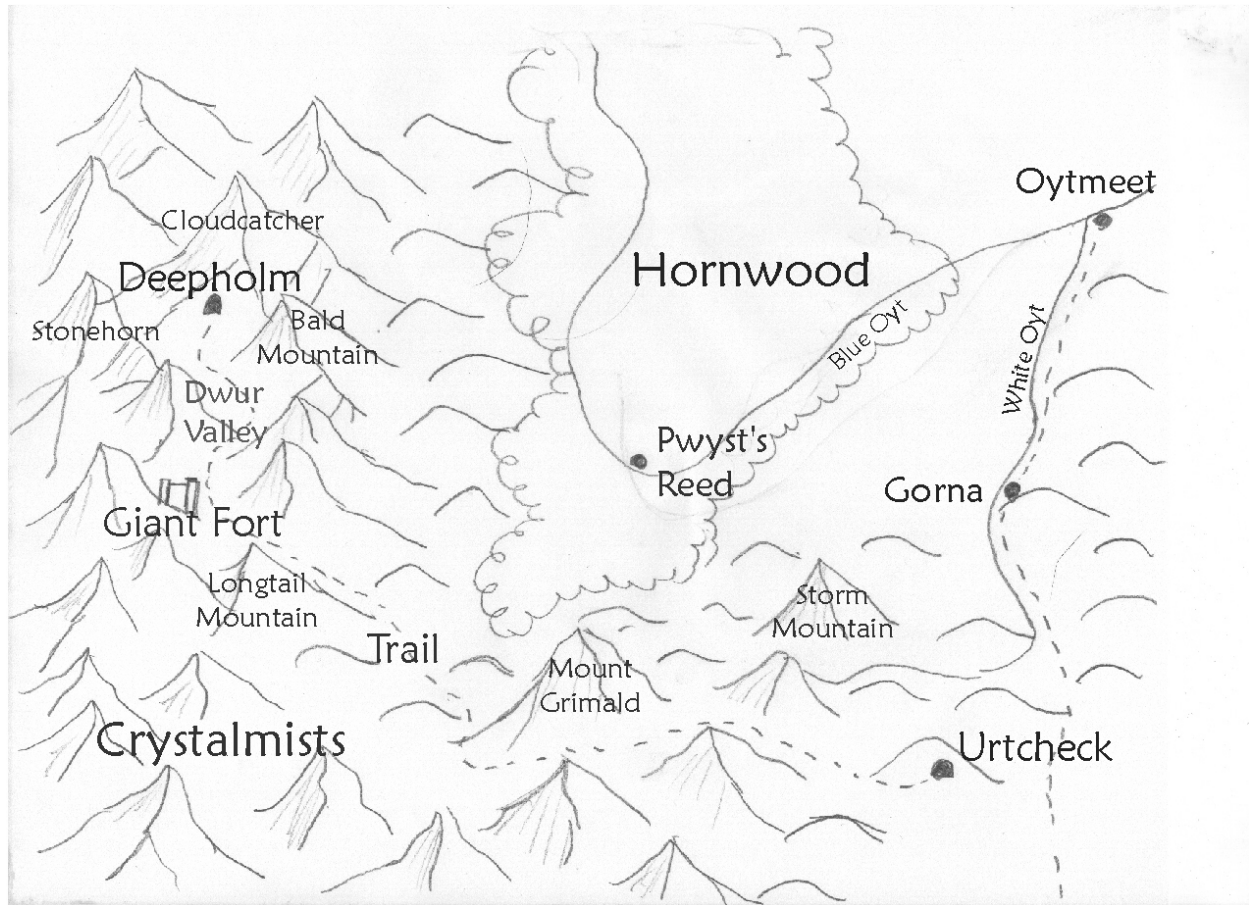


30 ft. Column



Player Handout #1

Cranstel Stonebreaker's Map



Player Handout #2

Tamm Rockbenders's Map



Player Handout #3

The last few entries in High Forgesmith Ironforge's diary

CY 583 – 12th Fireseek

The stone of Deepholm is cracking, and I'm not sure how much longer until it shatters forever. The ghost of Tamm Rockbender appeared at dawn this morning, bringing tidings of his own death at the human city of Gorna. More dire, however, was his description of the ongoing attack on Deepholm. Last we heard the Shield was in full retreat, bearing the body of the Thane, and Deepholm was sealing itself in for siege.

As soon as Tamm left us I sent a squad below to investigate. The situation in the lower halls is not good. The attack was two-fold, from above and below, and while the battle at the lake went in our favor, the battle below is still undecided. Duergar have shattered the lower defenses and are pressing the central halls.

Our temple entrance below is just behind the fortifications of the Second Gate, and the Helm has gathered the Army of Stone there. They've held thus far, but their situation is unsure. Dulthar is there now, in discussion with the Helm to determine how we here can help. While awaiting his reply, I will scry what I may of surviving enemy forces around Deepholm.

CY 583 – 13th Fireseek

An army is marching towards us -- an army possibly too large for us to defeat on our own. I've discussed the issue with the Helm and we agree that falling back through the tunnels is not an option. The giants appear to know where we are and if they do not find us here, I fear they will not stop looking until they find our passage to Deepholm. If the enemy finds that passage, they will be able to strike at the heart of Deepholm. The Second Gate will fall and with it the bulk of the Army of Stone. My children and I will not let that happen. Dulthar is preparing the host for battle now; I go to ask Moradin for aid; we shall see what the dawn brings.

CY 583 – 14th Fireseek

We have held through day, but evening comes. Moradin sent his great general Wyllhiam, to fight for us today, and granted my request that none of our defender's would fall while the sun lasted. Through his might we have carried the day, but as night falls I see that we cannot endure. The combined magic of the temple was not enough to heal the wounds my children endured in battle, and over half of our Defenders fell dead as the sun sets. The remaining fight even now, but they weaken and the battle does not relent.

CY 583 – 15th Fireseek

Dulthar Ironforger Stonecleanser, Forgesmith of Moradin for Deepholm, Weaponsmaster of Garac Teth Moradintu . . . and my son, died this morning. Standing over the body of the last of his Defenders, he traded blows with a Fire Giant attempting to protect those already lost. I have retreated here to prepare my final defense, and while the traps seem to have slowed them some, I can hear them coming for me now. Moradin guide me.