

PAL5-01

The Road Less Traveled

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

Version 1.0

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Winter, CY 595. The war has ended as quickly as it began. The city of Calbut, now annexed into the Theocracy of the Pale, celebrates as operations in its four platinum mines resume. You are contacted by a scholar who has knowledge of an ancient Flan treasure. The trail to the treasure begins where the mines end; in the Underdark. An adventure for PCs who aren't afraid of the dark. APL 4-12.

Note: Throughout this scenario the word “travelled” is spelled as “traveled”. This is intentional on the part of the writer and not an error in spelling.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

	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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Pale. Characters native to the Pale 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or

possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of the Adventure to determine how many days it is until the next Pholtan holy day. This is accomplished by rolling a d8; rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy day. Otherwise the die result indicates the number of days until the next Pholtan Holy day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC Character if his or her rank in the Church of the One True Path is at least Prior and the Judge believes that there is time available.

Adventure Background

Winter CY595. The Pale has liberated eastern Tenh from the Fists of Stonehold and the forces of Iuz. Any occupiers who remained after the Ether invasion have broken and retreated. Snow now blankets Rockegg Pass, preventing any Stoneholders from returning to trouble the Prelatal Army.

The new territory annexed by the Pale is a wasteland. The Prelatal Army maintains a strong presence, always vigilant for the Fists, forces of the Old One, and insurgents pledged to the Duke in Redspan. There is a four-way battle for Tenh raging across the Stonelands.

After the Great War, a congregation of scholars called The Keepers of the Flan claimed to guard the magical secrets of the Flanaess (see *Oerth Journal* 3, "Sorcerous Societies of the Flanaess"). One of these Keepers, a man named Maethe (pronounced MAY-thee), has spent the past three years, displaced from Tenh, searching for information to help liberate his country from the occupying forces. Maethe traveled far to the west and found himself in the city of Schwarzenbruin, in Perrenland, one of the largest cities in the Flanaess.

Maethe heard that a descendant of a companion of the explorer Henriki Ardand, best known for his travels north through the Land of Black Ice in CY460, still lived in Schwarzenbruin (see *Greyhawk Adventures*, pg 100). Maethe tracked this man down, interested in learning about Ardand's expedition.

Only four men survived Ardand's quest for Rigodruok, the Rainbow Vale: Ardand himself, two Wolf Nomads, and a priest of Fharlanghn, named Gerald Alessian, from Schwarzenbruin. The priest had returned from the Rainbow Vale with enough treasure to support himself and his family for a long time. He was not content to sit still, however, and adventured across the Flanaess for many years after returning from the Land of Black Ice.

Maethe, looking for notes on the Rainbow Vale, was allowed access to the priest Alessian's journals and his personal library. In the century-old scraps of parchment the scholar found a most unusual thing, references to an arcane Flannae treasure near the legendary city Tostenhca (pronounced "tos-TEN-ka"). Tostenhca was a city of wonders, supposedly located in the Griff Mountains (see the scenario COR4-15 "War of the Dust" for more information on Tostenhca). Though the treasure was unspecified, rumors and legends indicated it was a powerful holy relic.

Maethe was overcome with the excitement of possibly finding both the lost city and magic to help his people. Although the priest of Fharlanghn never searched for the treasure himself, documents stated that the key to finding it lay in large jade blocks, decorated with inscriptions and pictographs. One such block had been recovered a few years ago and put on display in the

city of Calbut, in the Duchy of Tenh, though many thought the block was a clever forgery (see *Greyhawk Adventures*, pg 92). Maethe himself had seen the block and, with the help of the journal, he hoped to decipher the inscriptions.

Calbut is an old Aerdi city, predating the Duchy. The city's 50' walls protect it from invaders. Many times the men of Stonehold had attempted to invade the Duchy, moving forces through Rockegg Pass (also called Thunder Pass), and many times were repelled (see *Iuz the Evil*, pg 67). When Calbut was finally taken during the Greyhawk Wars, the northern barbarians had captured quite a prize. Not only was the city strategically important, but it had great resources as well: four platinum mines that delve deep into the Griffs ring Calbut.

During the Fists' occupation of Calbut, the mines were worked by enslaved humans and hill dwarves. These slaves were occasionally aided by a group of svirfneblin (deep gnomes) who provided information and occasional relief. The mines were also occupied by the servants of the Old One, many of which were fiends in disguise, (see *Iuz the Evil*, pg 69).

In CY590 Sevvord Redbeard, the rhelt of Stonehold, betrayed Iuz (see *Living Greyhawk Gazetteer*, pg 114). The Fists killed many priests of Iuz and established a defensive position in Calbut. The Old One ordered his servants in the mines to maintain their position and to spy on his enemies.

In CY592, the Ether creatures invaded Tenh, forcing the Stoneholders to abandon Calbut. Sevvord Redbeard ordered his men to keep the platinum mines at all costs, though, and many of his followers found shelter in the underground caverns. The Ether creatures found it difficult to fight underground and ceded that territory to the northerners.

When the Ether creatures were driven off from Tenh, the men of Stonehold retook Calbut and bolstered their ranks with fresh troops who arrived over Rockegg Pass. Mining by the slaves continued until the Pale invaded in late CY594 and drove the remaining Fists out of Calbut. As they fled, however, they triggered traps behind them sealing the entrances to the mines.

Some of Iuz's servants remain in the mines, spying for their master. For five years, a retainer from the Dark Lord of the Howling Hills has kept the tanar'ri docile as they gather intelligence for him. Once a year, the Old One shows his gratitude for their service by sending them a single *dweornite* gem, mined from an unknown location in the Horned Society. Dweornite is extremely valuable to mages and scholars who know how to harness its somewhat random effects; it is also immune to divination magic and strangely attracts highly magical creatures, such as beholders (see *Iuz the Evil*, pg 37, and "Dweornite: A Magical Wildcard", below).

In the chaos of the liberation, many humans and dwarven slaves tried to escape the mines, but could not do so as the fleeing Stoneholders had sealed the mines. Some of the slaves, mostly dwarves, had delved deeper into the Underdark instead of heading to the surface, seeking safety in the svirfneblin town of Bitterhollow.

Recently, one party of former slaves, six dwarves, received word from the svirfneblin that the entrances to the mines were cleared. Anxious to return to the surface, they left Bitterhollow and made their way to a svirfneblin outpost. The dwarves stayed there for a day and then continued onward to the surface.

After another half-day of travel, the dwarves accidentally discovered some of the treasure given by Iuz to his servants: three of the five dweornite gems, secreted in a cave. They did not know the true nature of the treasure they found, though the dwarves did determine the gems were valuable.

The dwarves pressed onwards and the gems attracted foul creatures to them. The slaves were attacked and overwhelmed by beholders, creatures typically attracted to dweornite. The dwarves quickly split up the gems and fled in different directions, planning to regroup at the svirfneblin outpost. The beholders followed one dwarf, named Landish, who ran to the safety of an old temple dedicated to Moradin. The other dwarves made their way back to the outpost as planned, but Landish never returned.

Though Landish found sanctuary within the temple, a pet of the beholders, a lurking strangler, cornered him. In his weakened state, Landish was easy prey for the creature. The gem he carried remains in the temple, hidden in the sanctuary, a vault called the Chamber of Stars.

The second and third dweornite gems were in the hands of the other five dwarves. After the ambush, these dwarves were scattered and attempted to regroup at a svirfneblin outpost. One of the dwarves, Gorlin, was confronted alone and charmed by a succubus named Azazyil. From Gorlin, Azazyil discovered that the dwarves had stolen the tanar'ri dweornite treasure. Determined to recover the valuable gems, she killed Gorlin, took the gem he possessed, and assumed his form. She then joined the other dwarves at the svirfneblin outpost.

These four remaining dwarves argued about what to do with the gems. Azazyil/Gorlin played along, for the nature of dweornite prevented magical means to discern its location and she relied on the dwarves to draw Landish and his gem to her. Azazyil/Gorlin patiently waited.

However, anxious to leave the mines, two of the dwarves absconded with one of the gems and left the outpost before Azazyil/Gorlin could obtain it. These dwarves are on their way to the surface when the adventure begins.

Meanwhile, Azazyil's fiendish companions remain in the darkness of the mines in case they are needed to obtain the dweornite by force...

Dweornite: A Magical Wild Card

Dweornite is a highly magical gem originally introduced in the *Iuz the Evil* supplement for second edition AD&D. These gems are "tear-shaped, semi-opaque, blue-white stones" found only in the Horned Lands. The gems sometimes must be crushed to yield their magical properties, sometimes not. Documented gems include those with *teleport*, *dimension door*, or other travel properties. Some gems embody other spells or allow a mage to recall a spell already cast when the gem is crushed. Highly valuable and rare gems could contain *wish* spells.

Dweornite gems have a few properties in common, no matter what other effects they have. First, dweornite gems are immune to divination magic, making them very difficult to find. *Scry* and *detect magic* do not function on dweornite. Second, the gems attract "highly magical monsters, beholders in many instances, toward them, though such creatures are often unaware what the source of the attraction is."

This adventure introduces three dweornite gems.

1. Gem #1: Landish's Gem

This gem was carried by Landish to the Chamber of Stars. It begins play in that area.

Landish's dweornite gem can adversely affect conjuration magic. Whenever a spell or spell-like ability from the Conjunction school is used within a mile of the gem, you should determine if the spell malfunctions. Roll d20. If the result is less than or equal to the level of the spell being cast, the spell malfunctions. Center the conjuration spell on the dweornite gem. A spell that would result in an invalid casting should fail, such as a *teleport* that would result in two PCs occupying the same space or a *web* that, given its new position, no longer has valid anchor points.

2. Gem #2: Gorlin's Gem

This gem was possessed by Gorlin until his unfortunate encounter with the succubus Azazyil, the dweornite's original owner. The gem begins play with Azazyil, who is at the svirfneblin outpost.

By attuning to the gem (which takes one week), the owner can use a standard action to cast *dimension door* three times per day.

3. Gem #3: Griswold's Gem

This gem is carried by Griswold until the end of the adventure (see Encounter Nine).

This gem is quite powerful; crushing the gem unleashes a torrent of arcane energy, destroying the

gem in the process. The effect is random and is outside the scope of the adventure.

Timeline of Events

Many thanks to the GreychronDEX, available here: <http://canonfire.com/htmlnew/ghchronDEX.php>

582CY

- Stonefists invade Tenh.
- Calbut falls to Stonehold.
- Iuz conquers Horned Society
- Iuz begins dweornite tithe to fiends, including those stalking the Calbut mines (approximately forty, according to Iuz *the Evil*).

584

- End of Greyhawk Wars.

587

- Theocrat Ogon Tillit leads Pale into eastern Tenh.

588

- Sevvord Redbeard betrays Iuz, killing many clerics, and returns to Stonehold, leaving a rearguard in Calbut.
- Iuz's fiends remain in the Calbut mines, doing his bidding.
- Landish and many others forced to work mines as platinum output capacity increased.

591

- (5 Fireseek) Landish spies a disguised priest of the Old One delivering a dweornite gem to the fiends.

592

- Ether creatures invade Tenh.
- Sevvord Redbeard orders Fists to hold Calbut and Rockegg Pass. Many Fists flee into the Calbut mines and assume defensive positions against the Ether creatures.

593

- Ether creatures driven off from Tenh.
- Fists leave safety of mines and take back Calbut, slightly bolstered by new troops from Stonehold.

594

- Pale liberates eastern Tenh from the remaining Fists and Iuzians.

595

- (4 Fireseek) The six dwarves, including Landish, head to the surface, resting at a svirfneblin outpost.
- (5 Fireseek) The dwarves find three dweornite gems secreted behind an illusory wall.
- (5 Fireseek) Gauths and beholders ambush Landish and his companions. Landish flees to the Chamber of Stars in the temple of Moradin. The lurking strangler kills Landish. The dwarves begin to return to the svirfneblin outpost.
- (5 Fireseek) The succubus Azazyil confronts the dwarf Gorlin and discovers the dweornite has been stolen. She kills him, assumes his form, and heads to the outpost.
- (7 Fireseek) Two of the dwarves become restless and decide to head for the surface, taking a dweornite gem with them.
- (8 Fireseek) The PCs arrive in Calbut.

Adventure Summary

This adventure shows players some of the flavor of Tenh, now partially annexed into the Pale. PCs are introduced to the city of Calbut and its platinum mines. In addition, they are introduced to the miners' and stoneworkers' guilds in Calbut and adventure to a svirfneblin outpost in the Underdark below the mines. The PCs learn of and drive off the last of Iuz's forces, fiends tasked with patrolling the Calbut mines; the players realize that (at least for Palish PCs) their world has suddenly gotten much larger and more complicated.

Although the adventure is not a dungeon crawl, per se, it is similar to one, though "inverted." Certainly not a new concept, the idea is that the PCs begin at the bottom of the dungeon and have to find their way out. In this case, a dweornite gem pulls the PCs, who use a *teleportation circle*, off course, and draws them into the mines. They begin inside an old temple dedicated to Moradin and after finding the first of three dweornite gems, try to track down the other two. Along the way they fight creatures drawn to the gems as well as the remaining fiends.

Alternate Introduction:

Because convention play limits the amount of time available for a module, an alternate introduction should be used if there is a time constraint. The alternate introduction summarizes encounters One through Three, allows the party to equip themselves, and then deposits them in the Chamber of Stars in Encounter Four. For more roleplaying, begin as usual with Encounter One.

Encounter One: I Shall Be Telling This With a Sigh

The adventure begins in Calbut, at the base of the Griff Mountains. There the party encounters a scholar named

Maethe who fled Tenh during the Greyhawk Wars; he searched far and wide for anything that might help his embattled people against the occupying forces of Stonefist and Iuz. In Perrenland, Maethe found notes that helped him to decipher pictographs on a jade block stored in Calbut. Maethe asks the party to seek out lost Flan treasure that lies near the hidden city of Tostenhca.

Encounter Two: Somewhere Ages and Ages Hence

Should the party wish to examine the jade block, they do so in this encounter. Successful Knowledge skill checks can reveal useful information about hazards they will encounter in the mines.

Encounter Three: I Took the One Less Traveled By

The party goes to the miners' guild and is given a map of the mines. They are told how to activate the *teleportation circle*. After any last-minute preparations, they activate the *teleportation circle* and, unknowingly, are blown off-course due to interference from a dweornite gem.

Encounter Four: I Doubted If I Would Ever Come Back

The party arrives in a temple of Moradin, in a room called the Chamber of Stars. The party finds the corpse of the dwarf Landish as well as his journal, which informs them of his last few years as a slave in the mines, the existence of two other dweornite gems, and the svirfneblin outpost.

Encounter Five: And Sorry I Could Not Travel Both

The party investigates the temple of Moradin and is attacked by a group of gauths (low APLs) or beholders (high APLs), attracted to the dweornite gem. Maethe urges the party to seek out the other two dweornite gems.

Encounter Six: And Looked Down One As Far as I Could

The party makes their way to the svirfneblin outpost and encounters some of their defenses as well as an otyugh (APL4) or hook horror(s) (other APLs) attracted to the dweornite in the outpost.

Encounter Seven: Yet Knowing How Way Leads Onto Way

The party arrives at the gnome outpost and encounters three of Landish's dwarven companions. One of these dwarves is a *polymorphed* succubus; if the party discovers this, she tries to flee. They learn that the other dwarves headed for the surface when they learned that the entrances to the mines had been cleared.

Encounter Eight: And Having Perhaps the Better Claim

The PCs head back towards the surface, perhaps using the *teleportation circle*. The succubus may accompany them, her fiendish companions lurking in the shadows. If possible, the succubus attempts to use *suggestion* or *charm monster* on the party member carrying Landish's dweornite gem; if successful, she takes it and teleports

away, now that the location of all three stolen gems has been determined. If the succubus was confronted in Encounter Seven, nothing occurs on the party's journey to the surface.

Encounter Eight: Alternate Version

If time is short, the alternate Encounter Eight provides the appropriate story material but saves approximately a half-hour of game time.

Encounter Nine: And That Has Made All The Difference

The party arrives back in Calbut and finds the dwarves. If the party has not already confronted the succubus and her fiends, the servants of Iuz attack, trying to recover the lost dweornite.

Conclusion

The party has cleared the platinum mines of the remaining fiends, reunited the dwarves, and made the mines safe again. If the dweornite was recovered, Landish is raised and the PCs celebrate their good fortune. They are rewarded and the people of Calbut regard them as heroes.

Preparation for Play

Trying to keep the party unaware of the succubus's disguise can be difficult. Along with any skill checks or saves you ask the players to roll pre-game, ask each for three Will saves. Use these as necessary, but leave at least one for when a PC must save versus the succubus's *suggestion* spell. This way you can take the affected player aside, or pass him or her a note, while keeping the other players in the dark as much as possible.

In addition, as this adventure takes place shortly after the Pale liberation of Tenh, you may wish to ask some or all of the following questions:

- What was your character's role in the liberation of Tenh, if any? If the character supported the Pale, what company was he or she in? If the character supported Tenh, what were the consequences of that support?
- Were any of the characters directly involved in the siege of Calbut? If so, they will likely be regarded (and recognized!) as heroes by the residents of the city.

As stated in the adventure background, the hook for this story involves Tostenhca, the ancient Flan city hidden in the Griff Mountains. Since this city is prominently featured in COR4-15 "War of the Dust," ask the following questions:

- Were any of the characters involved in the events of "War of the Dust"? This gives Maethe a reason for initially contacting the party.

- Which faction did any participating character support: Duke Ehyeh III, the rebels, or the Pholtans?

You should review the core scenario COR4-15 “War of the Dust”, if possible, before judging this scenario.

Introduction

If you are limited for time (such as in a convention setting), use the Alternate Introduction that follows.

The adventure begins in the city of Calbut, located in what used to be eastern Tenh, now formally annexed by the Theocracy of the Pale. Calbut is an ancient city that mixes the styles of the Aerdi humans who originally settled the area with the Flan heritage that most Tenha embrace. When describing Calbut, imagine a city that combines the architectural beauty of Renaissance Europe tempered by organic traditions of the Flan. For example, many of the buildings have one or more trees planted on the street in front of the primary entrance, one for each family that lives in the structure. These trees are often rooted where once Aerdi stonework paved streets and sidewalks. Many Flan plant such trees in front of their domiciles, believing that the health of their family is directly tied to that of their tree.

Read or paraphrase the following:

Winter CY595. The Pale has liberated eastern Tenh from the Stonefists and the forces of Iuz. Any occupiers who remained after the Ether Threat have broken and retreated. Snow now blankets Rockegg Pass, preventing any Stoneholders from returning to trouble the Prelatal Army.

The new territory annexed by the Pale is a wasteland. The Prelatal Army maintains a strong presence, always vigilant for the Fists, forces of the Old One, and insurgents pledged to the ducal heir, returned to Redspan. There is a four-way battle for Tenh raging across the Stonelands.

You find yourselves in the city of Calbut in what used to be eastern Tenh. Perhaps you are seeking some rest after having fought on the front lines of the war; maybe you are defending nearby Rockegg Pass from any Stonefists foolish enough to brave the snows and attempt to take back the city. Or perhaps you are looking for mercenary work or to bring spiritual comfort to the battered people of the former Duchy of Tenh. For whatever reason, the war has brought you to this place, as well as your companions, old friends and new. There is a bond between you that comes only through struggle and hard times.

Calbut is an old Aerdi city, predating the Duchy. To protect itself from invaders, a 50-foot wall of earth and stone surrounds it. Determined to utilize as much space as possible within the confines of the massive barrier, the Aerdi built labyrinthine streets

and narrow alleys, which wind between large squares paved with intricate mosaics. The buildings are decorated with elaborate stonework and plaster, colorfully painted; some of the larger ones even have beautiful frescos. The influence of the Tenha, proudly Flan, is also apparent. Cobblestones that once paved ancient sidewalks have been mostly replaced; now newly planted saplings struggle to grow where trees once thrived before the Ethers ravaged this land. You can only imagine the beautiful green canopy that not so long ago covered this city during the summer months. On this winter's day, however, the sun shines on the people of Calbut.

Everywhere you look are signs of the recent siege. The city's walls, badly damaged in the long battle, are being rebuilt. In fields outside these walls, the rows of packed earth that mark freshly dug graves remind you that no war is without cost. Most of these graves are unmarked, though many have had saplings planted where headstones might otherwise be, a Flan tradition. Many of the saplings also have the holy symbol of Pholtus hanging from them—an indication of how many Faithful Flan died in the liberation of Calbut.

Many times the men of Stonehold tried to invade the Duchy of Tenh, moving forces through Rockegg Pass, and many times were repelled by the strong men and women of this city. When Calbut was finally taken during the Greyhawk Wars, the northern barbarians had captured quite a prize. Not only was the city strategically important, but it offered great resources as well: four platinum mines that delve deep into the Griffs ring Calbut.

Today Calbut is in a state of excitement. When the Ethers invaded Tenh, most of the Stoneholders fled, sealing the platinum mines behind them. With the help of the Prelatal Army, the people of Calbut have finally cleared the rubble from the fourth and last mine. After the Pholtans conducted a simple ceremony, blessing the mines, operations officially resumed. Celebrations are taking place in taverns and private homes throughout town as former miners, eager to get back to work, drink to the routing of the Stonehold barbarians by the Pale. Others are more cautious, still unsure of the Theocrat's intentions in their land.

Only minutes ago you were contacted by a young Flan teenager bearing a scroll meant for your party; the wax bears the seal of a house unknown to you.

The seal is that of Maethe's family. At this point, give the players “Player Handout One: The Scholar's Invitation.” It is currently evening. If the PCs wish to do anything in town before meeting Maethe, allow them to do so. Once they decide to go to The Madrona, proceed to Encounter One.

Alternate Introduction

This introduction should be used when the players are trying to complete the module in a limited time period, such as at a convention. The first three encounters are summarized to make sure that the party obtains the important information.

The adventure begins in the city of Calbut, located in what used to be eastern Tenh, now formally annexed by the Theocracy of the Pale. Calbut is an ancient city that mixes the styles of the Aerdi humans who originally settled the area with the Flan heritage that most Tenha embrace. When describing Calbut, imagine a city that combines the architectural beauty of Renaissance Europe tempered by organic traditions of the Flan. For example, many of the buildings have one or more trees planted on the street in front of the primary entrance, one for each family that lives in the structure. These trees are often rooted where once Aerdi stonework paved streets and sidewalks. Many Flan plant such trees in front of their domiciles, believing that the health of their family is directly tied to that of their tree.

Read or paraphrase the following:

Winter CY595. The Pale has liberated eastern Tenh from the Stonefists and the forces of Iuz. Any occupiers who remained after the Ether Threat have broken and retreated. Snow now blankets Rockegg Pass, preventing any Stoneholders from returning to trouble the Prelatal Army.

For whatever reason, you found yourselves yesterday in the city of Calbut, in what used to be eastern Tenh. Perhaps you were seeking some rest after having fought on the front lines of the war; maybe you were defending nearby Rockegg Pass from any Stonefists foolish enough to brave the snows and attempt to take back the city. Or perhaps you were looking for mercenary work or to bring spiritual comfort to the battered people of the former Duchy of Tenh. For whatever reason, the war brought you to this place, as well as your companions, old friends and new. There is a bond between you that comes only through struggle and hard times.

Calbut is an old Aerdi city, predating the Duchy. To protect itself from invaders, a fifty-foot wall of earth and stone surrounds it. Determined to utilize as much space as possible within the confines of the massive barrier, the Aerdi built labyrinthine streets and narrow alleys, which wind between large squares paved with intricate mosaics.

A Flan scholar, who introduced himself as Maethe Meleas, summoned you yesterday evening to The Madrona tavern. Throughout Calbut, people celebrated the reopening of the four platinum mines that surround the city, and The Madrona, a tavern in the miners' quarter of the city, was no

exception. Maethe told you a fascinating story: several years ago he searched the Flanaess, looking for knowledge that might help free his people from the yoke of Old Wicked and the Stoneholders. In distant Perrenland, he found a journal handed down over generations that used to belong to a priest of Fharlanghn; a man who had traveled beyond the Land of Black Ice to Rigodruok, the Rainbow Vale.

Maethe told you that the journal provided the means to decode pictographs on an ancient block of jade stored here in Calbut. He told you that the jade block described ancient Flan wonders buried high in the Griff Mountains near the lost city of Tostenhca. Furthermore, the block detailed a path to the buried wonders, leading through the Underdark and into the mountains, to a peak called the Ice Knight.

Maethe asked if you would help him recover these lost Flan treasures, which could be able to help his people rebuild their damaged land. You accepted.

Earlier this morning, Maethe, with some help from a friend in the Arcanist Guild, obtained a writ that allowed you entrance to a Pholtan warehouse where the jade block was stored. Maethe has spent much time decoding the pictographs on the block and you assisted him in his efforts.

After finishing your examination, you made final preparations for your journey underground and into the mountains, which you estimated would take at least a week. Maethe explained that the path to the Flan treasure began at the end of the Calbut mines. Though the mines had been reopened, some areas were still not safe. Therefore, with the assistance of Maethe's friend in the Arcanist Guild, a woman named Vaya, you were granted access to an ancient teleportation circle that could take you to the end of the mines and the beginning of the Underdark.

Vaya instructed you how to use the teleportation circle. By speaking the names of three dwarves who once helped build the mines – "Kornat, Theok, Brelona" – the circle could be activated. However, she warned you that the circle requires six hours to recharge and must not be used lightly. Vaya gave you a writ, allowing you access to the teleportation circle, and a map of the Calbut mines.

Thus it was, standing within the confines of the teleportation circle in the Calbut Mining Guild, that Vaya wished you well as your party, along with Maethe, spoke the words of activation and disappeared.

Explain that this summarizes the events of encounters One through Three.

1. Ask the party to introduce themselves.

2. Hand the party "GM Map #1: Calbut and Environs", "Player Handout #1: The Scholar's Invitation", and "Player Handout #2: Hradji Beartooth's Map of Tostenhca."
3. Use information from encounters One to Three to answer any questions the PCs may have. However, be sure not to spend too much time here.
4. Allow the party to make any (retroactive) purchases necessary for the weeklong trip into the Underdark and the mountains.
5. Ask the party for Knowledge skill checks as appropriate from Encounter Two. They should be given the opportunity to gather information from the jade block.
6. Finally, proceed to Encounter Four, once everyone is ready.

Encounter One: I Shall Be Telling This With A Sigh

Read or paraphrase the following:

You have come to The Madrona, a miners' tavern in the northeast quarter of the city. A half-elf and two Flan perform a traditional tune, "The Winter Pastoral Fantasia," on flutes and drum, while a somewhat inebriated dwarf spins a young lady around the room, clasping her hands in his, both of them laughing. They are cheered on by other dwarves who slam their tankards in time to the drum on the long bar. The joyful spirit of the dancers, musicians, and singers, as well as the crackling fire, welcomes you into the room.

A man in his forties, sitting by himself at a table, looks towards your party and grins through his thick brown beard. On the table in front of him is a mug half full of ale as well as several empty ones. Continuing to bang the rhythm of the dance on the table with one palm, he waves you over to join him. He greets you with a friendly, staccato lilt to his speech. "Welcome! Welcome. I'm glad you received my letter. Decided to hear me out. I am Maethe."

All APLs

🔱 **Maethe, Keeper of the Flan:** Male human Exp8; hp 41; see Appendix One.

Description: Maethe (MAY-thee) is a Flan human in his early 40s, 5'9" tall, with a dark complexion and brown eyes. He is balding and offsets this with a thick beard flecked with grey. Maethe's blue robes and hard boots, both well worn, have seen much use in his travels across the Flanaess.

Personality: Maethe is genial and driven by the pursuit of knowledge. Though distraught by the destruction of his homeland, first by luz and the Fists and later by the Ethers, he sees hope for his land. He speaks in short, staccato sentences so that it seems that he is always short for breath. (**Note:** The spoken text of Maethe may seem odd as it is adjusted to read as he would speak.) He does not divulge his role as a Keeper unless absolutely necessary. Maethe is equally genial towards both Pholtan and non-Pholtan PCs; his friendship with Vaya Delmarcan, of the Arcanist Guild, whom he has known for many years, has taught him to respect the Palish who share a thirst for knowledge that rivals his own. He does not yet know, in the long run, how the occupation will fare for Tenh, but he views the ousting of luz and the men of Stonehold as a very good thing. He believes the Theocracy should be welcomed and worked with if the Tenha culture is to survive.

If the players have not already done so, give them the opportunity to introduce themselves to Maethe and each other. Maethe has heard of the adventurers, and as each recounts his or her heroic deeds, the scholar will interject, saying something like:

"Yes! Yes. I have heard. Your deeds are known where I have traveled."

OR

"Indeed, friend. Indeed. This I know. It is why I sent the letter to you. Specifically."

Allow the players to ask whatever questions they wish of Maethe, or simply launch into the summary of his past few years of exploring. Keep in mind that he has been absent from Tenh for three years, so he doesn't have much information about the Ether invasion, other than what he has learned from others.

Read or paraphrase the following when the party is ready for Maethe to speak.

"Three years ago, I fled this land. I was overwhelmed with hatred for the Fists and the Old One. They took everything from my family. Our land. Our farm. Our heritage. I would see our land taken back. The secret was hidden somewhere in the Flanaess. I was determined to find it."

"Have you heard of the great explorer Henriki Ardand? I first learned of him in my studies as a youth. Then later in song as I made my way west. In CY460, Ardand led a team of explorers north. Wanted to find Rigodruok, the Rainbow Vale, across the Land of Black Ice. Ardand succeeded. Returned home with four men out of a hundred, though. Two of the others were Wolf Nomad mercenaries; the

last was a priest of Fharlanghn. All had treasure to last them a lifetime. Each went his own way.

"The priest, Brother Gerald Alessian, returned to his native city of Schwartzenbruin. In Perrenland. Alessian couldn't stay in one place, couldn't sit still. Ha! Just like a man of Fharlanghn. He had the thirst for adventure, for the road beneath his feet.

"I heard that Alessian's descendants lived to this day in Schwartzenbruin. I made my way there and talked to them, thinking perhaps the Rainbow Vale held the key to defeating the Old One's forces in Tenh. Alessian's family gave me access to his journals, his notes. In these old, decaying papers I found the most unusual thing.

"I found references to Tenha secrets. Tenha treasure, buried in the Griff mountains. Descriptions of the lost city of Tostenhca, legend in song and story, full of massive pyramids, gems and cursed golden spheres. My ancestors left maps to their secrets; pictographs inscribed on large jade blocks. In his journeys, Alessian had unknowingly recovered the means to decode the maps. To find the lost treasures of my people.

"A few years ago a jade block was brought to Calbut. It was said to be ancient, made by the Flan. Some said it was a clever forgery. Others disagreed. I had to see it. I headed home. I would sneak past the Old One.

"Then the Ethers attacked. Rumors flew like ravens to all corners of the Flanaess. Tenh destroyed. The Fists holding on. I quickened my pace, hired good men and women to travel with me.

"I have been granted access to the jade block by the Theocracy and the advisory council, men and women of Calbut who act as intermediaries between the Tenha people and the Pholtans. Though the jade block is not itself magical, the Theocracy took charge of it for further research and study. I am lucky, however; because of my knowledge of Tenha lore, I am allowed to examine the block. It also doesn't hurt that I'm a longtime friend of the representative of the Arcanist Guild assigned to Calbut." He winks and grins.

"In any case, I do not believe the block to be a forgery. Using Alessian's notes I have discovered the location of hidden Flan relics and treasure. In the Griff Mountains, near Tostenhca. Though the Pale has driven away the Stoneholders, the job is not finished. The Flannae treasure can rebuild what was lost. Make farms for the families that had them taken.

"I am aware that recently the Theocracy and the Tenha both sent explorers into the Griffs, following the route marked by the famed explorer Hradji Beartooth. Unbelievable. Tostenhca discovered.

Brought out of time once again. Even still, treasure—relics of wonder—remain hidden."

If the party contains members who traveled to Tostenhca in the core module "War of the Dust," read the following.

"I need your help. I have heard some of you have been to Tostenhca. The lost city. I need guides to take me there, to seek out the relics."

If no one has been to Tostenhca, instead read:

"I need your help. I have heard of your deeds. You are explorers. Accompany me into the Griffs, to Tostenhca. Help my people."

Questions and Answers

Use the following sample questions as guidelines. Remember Maethe is quite knowledgeable. He knows everything in the adventure background relating to Ardand's quest for the Rainbow Vale and Beartooth's expedition to Tostenhca.

- **"What about payment?"** Maethe has 200gp on him that he will give the party to help outfit them for the expedition. Anything they find on the way in the Griffs is theirs. He also offers 1% of the value of the Flannae treasure, if recovered.
- **"How will we get there?"** Maethe replies, "The snows are heavy this year. Rockegg Pass is completely blocked. But it does not matter. The jade block describes a riddle path that leads under the mountains. The Calbut mines are deep. Beyond the mines is the Underdark, where the path begins. There is a way through the Underdark that takes you into the mountains. The path rises, climbs into the rock. I believe we will exit near the mountain peak called the Ice Knight. This is no expedition for the inexperienced. I need your skills. Will you join me?"
- **"Can we examine the jade block ourselves?"** Maethe replies, "Of course! I will talk to the representative of the Palish Arcanist Guild here in Calbut, who happens to be an old friend of mine. I will speak to her and arrange a time to examine the block in the morning." Once they adjourn for the evening, proceed to Encounter Two.
- **"How did the mines get sealed?"** Maethe replies, "When the Ether creatures invaded, the Fists that remained in Calbut fled underground. Sealed the path behind them. The Fists assumed a defensive position in the mines. Fought off the Ethers from there."
- **"What is the hidden Flannae treasure?"** Maethe doesn't know for sure. "The hidden treasure is supposedly a holy relic. I suspect it's dedicated to Pelor or Beory. The Flan of Tostenhca worshipped those gods. Primarily."

- **Where exactly is the treasure supposed to be?** See the read-aloud text below. The treasure, according to the jade block, is near the "Ice Knight" mountain peak in the Griffs.
- **"How do you feel about Tenha relics being seized by the Theocracy?"** Maethe is sad that the Pholtans have taken away several important magical items from the Tenha in Calbut, but he has faith that when the items are deemed safe by the Theocracy, they will be returned. In general, Maethe believes that the Theocracy will be better for his land than Stonehold and Iuz were, even if he does not know what lies in the future for his people.
- **Divination magic.** If the PC's attempt to use *divination* or *commune* to ask questions about the task, lead them in the right direction. Such magic will confirm that the path under the Griffs is the best route.

Once the PCs accept the task, read or paraphrase the following:

Maethe is delighted. "Wonderful! I have talked to the Calbut Mining Guild about our journey and they will help us. There is an old teleportation circle, recently reactivated by the Palish Arcanist Guild; it is functional. The circle connects the Calbut Mining Guild hall to the depths of the platinum mines. Calbut has slowly been clearing the blocked mine entrances; only today has the last of the entrances been cleared of rubble. The city has recovered a small amount of platinum using this circle. In the future it will be used to extract sick or injured miners. The circle will take us to the end of the mines, to the edge of the Underdark. It is there our expedition will begin."

Hand the players "Player Handout #2: Hradji Beartooth's Map of Tostenhca" in Appendix Seven.

Maethe hands you a map. "A friend of mine gave me a copy of a map that passed into his possession. It is of Tostenhca and the surrounding area. Hradji Beartooth, who made an expedition of Tostenhca, called the city Skrellingshald." He points to one labeled mountain. "According to my research, we are headed here, to the peak known as the Ice Knight."

Encounter Two: Somewhere Ages and Ages Hence

This encounter takes place if the party wishes to examine the jade block that Maethe told them about. The block is currently in storage, being studied by scholars of the Church of the One True Path. Before the Greyhawk Wars, the block was on display in a small museum dedicated to Flan history, alongside beautiful (and ancient) examples of pottery and writing, some of which

were believed to date back to the time of the Great Migration, a thousand years ago.

Read or paraphrase the following, changing as necessary to suit the story.

"I will obtain permission to study the jade block," Maethe says; he promises to contact you in the morning. Eager to begin the journey, Maethe leaves you in The Madrona and as the tavern door closes behind him, you can faintly hear his whistling over the crackling logs and lilting music.

Ask if the party has anything else they wish to do that evening. When they are done, continue with the following:

When Maethe returns the next morning, he carries with him a writ bearing the seal of the Church of the One True Path and, slapping you on the shoulder, says, "We can begin the examination. Follow me; I will lead you the small warehouse where the jade block is currently being held by the Theocracy."

Maethe takes you through the winding streets, occasionally waving to the people he recognizes, going about their morning chores in the brisk chill air. Everyone still seems to be in high spirits from last night's celebrations. The path takes you to a small plaza, in the center of which is a fountain decorated with bronze statues of woodland creatures.

The warehouse is a small two-story yellow building with brown shutters. Maethe pushes aside one of two heavy wooden doors and steps over the threshold into the building.

When the party follows Maethe, continue with the following:

The inside of the warehouse is lit by evenly spaced iron rods, aglow in magical flame, which look much like coat racks. Row after row of crates are stored here; each one that you can see is marked with the Theocracy's coat of arms above a label that details the origin of the contents. Those that you can see all come from cities in the occupied areas of Tenh.

Sitting in front of the first row of crates is a male Oeridian with thinning hair, sitting at a desk. He wears the white robes of the Pholtan church but no spell-component pouch. The man turns over and sets aside a piece of parchment when he hears you approach, then stands. "Maethe, good to see you once again. These must be the people that Vaya spoke to me of who wish to examine the jade block." He turns to the party. "Welcome, welcome. I am Jeld, a fellow scholar and a pastor of the Church of the One True Path. Maethe has been key to helping us decode the writings of the jade block. He says he believes you may be able to further help our work. I will take you to our section dedicated to archaeological specimens from Calbut."

Jeld knows that his superiors in the Church would be unhappy with him for allowing outsiders to examine the jade block. As an item that potentially leads to valuable magic, policy is to keep the block under strict Church control. Jeld has decided to assist Maethe for several reasons. First, Maethe's knowledge has been invaluable towards decoding the riddles of the block. Second, Jeld feels sympathy for the Tenha and, while he knows that bringing Pholtus to Tenh is in the best interests of the native people, he is less certain that the Theocracy should be taking charge of the Tenha treasures he's cataloging. Third, Vaya of the Arcanist Guild has been an ally in Calbut, and he owes her a favor.

Jeld has rationalized his decision by delaying the cataloging of the jade block. Until the appropriate paperwork has been filled out, the block is not officially under the Theocracy's control. Thus he is not technically violating Church procedure.

If a party member asks to examine the parchment Jeld has tucked away, he will politely refuse and tuck the paper away in his tunic. If the party uses another means to examine the parchment without Jeld's knowledge, they see that it is a Church order to send a number of crates, along with a detail of Church Militant, to Wintershiven in three days' time.

Jeld leads you down a winding path between rows of crates and halts in front of one whose label says it originated in Calbut. "I'll fetch you morning tea and stools to sit on," Jeld says as he leaves you alone.

Anyone who asks to examine the crate will notice that there is no serial number below the crate's point of origin. The symbol of the Theocracy is also missing. As stated above, Jeld has yet to enter this crate officially into his inventory.

Maethe says, "The Theocracy has claimed many treasures from Tenh that Vaya assures me will be returned when the Church is done studying them." With some help, he removes the front panel from the crate. "Can you help me slide it out?" he says.

When the party says yes, read:

With your help, Maethe slides forward a canvas-covered object. Pulling aside the canvas, Maethe reveals the massive block of jade; it is at least four feet by four feet and is covered in esoteric pictographs and writing. "Truly marvelous," exhales Maethe.

All APLs

☛ **Jeld, priest of the Church of the One True Path:** Male Oeridian Exp3.

Description: Jeld is a wiry Oeridian in his mid-thirties. He wears the robes of a pastor of the Church of the One True Path. A silver holy

symbol of Pholtus hangs from a leather cord about his neck.

Personality: Jeld is a bit of a loner, someone who spends a tremendous amount of time in prayer and dealing with the red tape of the Theocracy. He has slowly advanced through the ranks of the Church of the One True Path over time and has now been tasked with cataloging treasures seized in Tenh and sent to the Theocracy clearinghouse in Calbut. Jeld feels sympathy for the Tenha, who have been through trying times over the past several years, which is why he is willing to do a favor for Vaya and allow Maethe and the party access to the jade block.

Let the party examine the block. The writing in the jade is in ancient Flan (modern Flan is not much different); anyone who has the ability to read it can determine that the words make sense independently but read together seem to be gibberish. Maethe will produce his journal, which contains notes from his visit to Gerald Alessian's family in Perrenland. Allow any PC to make a Knowledge (local – Core or local – Nyron and her environs) or Knowledge (history) check as he or she uses Maethe's journal to decode the block. Maethe or another PC who reads ancient Flan can translate.

Give the party information based on the results of the skill check:

All DC's:

Jeld returns with your tea and looks over Maethe's shoulder as the scholar kneels before the block and examines the ancient text. "You see," he says, pointing to a particular section of pictographs, "this section discusses the Flan wonders in the Griffs. This glyph, here, is the symbol for 'trulent,' the Flan word for 'troll.' And this particular glyph is that for Tostenhca. The phrase reads, 'Tostenhca, in the mountains, north of the troll lands.'" He points to another section of the block. "This passage tells of the way through the Underdark. An exit from the Underdark apparently lies close to Tostenhca, near a well-known peak called the Ice Knight."

"There are several parts I do not understand," Maethe continues. "I have copied down the translation as best I can, but I suspect that the riddle path as described on this block will only be able to be solved en route, as clues become apparent."

DC 15: The party's research corrects some minor mistakes in Maethe's translation of the pictographs. For example, a passage that he had translated as "a safe haven lies near the stone rabbit" correctly translates to "a safe haven lies under the stars."

DC 20: In addition to the previous result, the party also uncovers an unusual sentence that Maethe had

missed: "shocker fungus was a boon and blessing to the mountain children and was dutifully collected."

A further Knowledge (nature) skill check of DC 20 reveals that "shocker fungus" might refer to "anbaric mushrooms" which can shock the unwary traveler that approaches too closely. Patches of these mushrooms are sometimes found underground.

This is all the information that can be gained from the jade block.

Encounter Three: I Took The One Less Traveled By

Read the following when the party is ready to head to the teleportation circle at the Miner's Guildhouse.

After making any final preparations for your long journey into the Griff Mountains, you go to the Calbut Mining Guild. The winter chill along Calbut's narrow streets is insistent, but perhaps not nearly as fierce as what you will experience when you exit the Underdark, high in the mountains.

You arrive at a squat two-story red building; the crest of the Mining Guild decorates the four panels of the heavy wooden door. Above the entrance are smaller crests representing the great mining families of Calbut from centuries past. This building stands out from those surrounding it because of the two Prelatal Army soldiers stationed at the door. Maethe explains to the guards that you are there to see a woman named Vaya; the soldiers stand aside and you are granted access.

Entering the building, you are led into a small chamber off to one side of the large foyer. On the ground is inscribed what is obviously the Arcanist Guild's teleportation circle. Two more Prelatal Army soldiers stand watch over the circle.

A female human of Oeridian descent greets you. Her caramel-blond hair is pulled back tight, and she is dressed entirely in blue robes lined with white trim. A dusty rose ioun stone spirals about her head and she wears what could be magical rings on each hand. "I am Vaya," she says, "representative of the Arcanist Guild here in Calbut. I bid you welcome and a good journey. This is a great task you have agreed to participate in."

"We have reactivated this ancient teleportation circle, to help the city of Calbut reclaim the platinum mines that were sealed by the Stoneholders. A similar circle exists deep in the mines that you will be able to use to return home. But be warned: the pair of circles requires six hours to recharge. The activation phrase for each circle is the same. 'Kornat, Theok, Brelona.' The names of three workers who perished while digging these mines long ago."

Maethe interrupts Vaya and begins to describe the mines. "Calbut's four platinum mines are deep. A mile or so down and they connect to each other. The other circle is located at the most remote area of the mines. We will teleport to the other circle. Beyond that circle is the Underdark, where no miners or patrols venture."

Vaya continues, handing a sheet of folded parchment to you. "This is a map of the four mines, should you need it, with the other teleportation circle and mine entrances marked." She hands you a second folded piece of parchment. "And this is a writ, which gives you permission to use the teleportation circle. You can show it to the Prelatal Army soldiers stationed in the mines so that you may return home. Good luck, my friends. May the Blinding Light guide you back to the surface."

All APLs

🔮 **Vaya Delmarcan:** Female human Wiz7.

Description: Vaya (VYE-ah) is a female Oeridian human of medium height with long dark-blond hair. She wears long blue robes that bear the symbol of the Palish Arcanist Guild. On her right hand is a ring of counterspells; she also wears a headband of intellect +4. A dusty rose ioun stone spins about her head.

Personality: As the Pale's official representative of the Arcanist Guild in Calbut, Vaya organizes Guild functions in the captured city. She also gathers intelligence for the Guild, acting as their eyes and ears in northern Tenh. She is stoic and takes her duties very seriously. She has a particular interest in the entrance to the Underdark through the mines, particularly because of concerns about a possible Uniting War under the Rakers, instigated by the derro against other races once every twenty years or so by their patron diety Diirinka. Vaya is a long-time friend of Maethe's, a fellow scholar who has interests that dovetail with his own. She has known him since he first came to Wintershaven hoping to access the Library of Antigua, before the Greyhawk Wars. By helping Maethe she knows that she risks administrative action by the Church authorities, even if she is not breaking the letter of Theocratic law.

Vaya's map of the Calbut mines clearly shows the teleportation circle and the upper and lower mines. There are also markings for the temple of Moradin and a svirfneblin outpost near the town of Bitterhollow (the outpost is somewhat near the teleportation circle; the temple is farther away).

If Vaya is questioned about the efforts to bring the mines back to operational status (or if the party asks other

questions and you deem the following appropriate knowledge to give them), she will say,

"The task of clearing the mines was not easy. When Old Wicked used these mines, his servants brought all manner of creatures with them, some to help extract platinum and some to simply torture the poor humans and dwarves—Calbut residents, mostly—that were kept as slaves. Some of them were held underground for years! When the Prelatal Army went into the mines they found a number of dead slaves along with the living. Those who were freed spoke of a dreadful time under the rule of the Old One and the Stoneholders, when unseen creatures—the real masters of the mines—would steal away any human or dwarf who plotted escape. I do not know what these creatures were, but surely a horrid intelligence kept our people enslaved. Thankfully that time is past and Pholtus's light now shines in the mines."

Vaya doesn't know anything else about the enslavement of the miners. Maethe has heard that the slain creatures were of "all types."

Once the party is ready to proceed, draw the teleportation circle (it is 15 ft. in diameter) and have the party place the miniatures representing their PCs inside its confines (unnecessary, but try to get them on edge!). Maethe joins them, of course. Should the party offer to teleport in small groups, Maethe will remind them that the circle takes six hours to recharge and he insists traveling together is the safest option.

Be sure to ask if the party is making any last-minute preparations. Do any PCs have weapons drawn? Do they wish to cast any spells? Who in the party has a light source? This last question is most important, since light is the key to the puzzle in Encounter Four. Try not to draw an inordinate amount of attention to the fact that you want to know who has a light source. The corpse of the dwarf, Landish, in Encounter Four, holds an *everburning torch*, guaranteeing that there is some light initially in the Chamber.

Vaya tells the party that one of the PCs should attempt to activate the circle. Have a player speak the words "Kornat, Theok, Brelona" to activate the magic of the circle. After these words are said, the circle begins to shine a light blue, and then, suddenly, the PCs vanish.

Proceed to Encounter Four.

Maethe and the PCs

It is important to note that Maethe, who accompanies the PCs on their journey through the mines, should never take charge or lead the PCs. His purpose on the adventure is to provide the PCs with story details they might otherwise miss – especially about the dweornite gems. Maethe will never participate in combat with the PCs; as detailed in the encounters, he is a non-combatant.

Circumventing the Teleportation Circle

The hook of this module depends on the party using some form of teleportation to enter the mines. Clever players may suggest other means to get to the Ice Knight mountain peak, especially if they have played COR4-15 "War of The Dust" and are familiar with Tostenhca. If the party decides to use *teleport*, *wind walk*, *fly*, or another travel spell to avoid traveling through the mines, Maethe will remind the party that to do so would be impossible. The path to the hidden treasure as described on the jade block is detailed in metaphor and puzzles. The destination will only become apparent as the party follows and solves the riddle path. Although the actual text of the jade block is not included in the adventure, PCs who examine the jade block or look at Maethe's transcription can immediately see this is the case.

It is possible that high-level PCs will try to *teleport* back to Calbut after being pulled off-course in Encounter Four. Such attempts fail, foiled by the dweornite gem. While this is somewhat heavy-handed, it keeps the adventure on track.

The players may also suggest avoiding the *teleportation circle* entirely, choosing to walk through the mines to the beginning of the underdark. If so, Vaya will tell the PCs that although the mines have opened for operations, the deepest parts of the mines – those between the entrances and the other *teleportation circle* – are potentially unsafe, according to reports by Mining Guild excavation and scouting teams. The *teleportation circle* is the only safe option.

Encounter Four: I Doubted If I Would Ever Come Back

For this encounter, refer to Appendix Seven: Map of the Chamber of Stars. Feel free to draw out the chamber on a battle mat and place miniatures in the center of the large chamber in the same orientation they were in before activating the teleportation circle.

The flare of blue light from the teleportation circle fades from view and you are overcome by vertigo – not just the fear of falling, but also the sense that you desire to fall. You inhale the acrid stink of mold and realize you are underground. You stand in a 20'x20' stone chamber. The ceiling is 10' high. You stare into the terror-stricken eyes of a dead dwarf, slumped against the wall.

Something is wrong! There seems to be no teleportation circle here to return you to the surface; instead, the floor of this chamber is covered in dwarven runes. Light emanates from an everburning torch, still clutched in the dwarf's lifeless grasp, revealing five exits from this chamber. How far are you underground? Where are you?

The party has been pulled off-course by the effects of a dweornite stone, specifically Dweornite Gem #1 as described above in "Dweornite: A Magical Wild Card." They are now in the Chamber of Stars, inside a temple dedicated to Moradin, as marked on the map of the mines given to the party by Vaya. The dead dwarf is Landish, the former slave who, along with five companions, discovered the cache of dweornite stones the Old One had given to his servants in the mines.

Have the party make a Spot check (DC 5). If no one succeeds, give them another chance if they search the room. On success, read the following:

How curious: at your feet, you spot a blue-white gem shaped like a teardrop. You then notice the dwarf's open palm, stretched out towards the gem. It would seem that he dropped this treasure.

The Chamber of Stars is a puzzle. While light shines in the Chamber, the exits remain closed. The Chamber used to serve two purposes: first, as a defensible haven within the temple of Moradin and second, as a place of worship.

Allow the party to take a look around. Descriptions follow of items of interest in the central and surrounding chambers.

Central Chamber (Room A):

Dwarven runes inscribed on the floor: any PC that can read Dwarven can translate the inscription: "The Chamber of Stars - In memory of War-Chief Halen - CY130."

Dweornite Gem #1: The party will likely try to examine the blue-white gem on the floor. Allow them to try some basic analysis. *Detect magic* shows no trace of magic. Call for an Appraise check (DC 10). Success indicates that the PC has never in his or her life seen a gem of such exquisite beauty; it is probably quite valuable. If there is a dwarf in the party (or another character with *stonecunning*), allow them to make an Intelligence check (DC 10) for the same information.

Landish's dweornite gem can adversely affect conjuration magic. See the above section, "Dweornite: A Magical Wild Card" for more information.

A Knowledge (arcana) or Bardic Knowledge check, (DC 20) reveals the true nature of the dweornite as described below. If the party does not get this result themselves, Maethe realizes what the dweornite is after the party has finished exploring all of the chambers and he gives the party the following information:

You hold in your hands something remarkable, dweornite, an incredibly rare substance found only in the Horned Lands. What is it doing here, far from the Old One's territory?

The legendary substance is valuable and highly magical. You know dweornite stones all have

different properties. Some cast spells such as teleport or dimension door. Some warp magical energies in unusual ways. The most powerful, and rare, can cast wish spells, or allow powerful arcanists to greatly extend their lifespans.

Dweornite also has some other unusual properties. These gems are immune to divination magic. Scry attempts fail on them. Also, they attract the attention of highly magical creatures, though no one knows why.

No matter who reveals this information, the party or Maethe, Maethe's eyes go wide as he realizes what has been found; he is speechless.

Dwarven corpse of Landish:

All APLs

♣ **Landish:** Male dwarf Com2, hp 11 (formerly; now -10). See *Appendix Two*.

Allow any PC to search the body and/or make a Heal check (DC 10). Success on the Heal check reveals that Landish has been dead for at most two days. He has bruises around his neck.

Anyone who searches Landish's body automatically finds his journal. Give the party "Player Handout #3: Landish's Journal." In addition, the body has some travel gear: flint and tinder, rations for several days, hemp rope, and a waterskin. If anyone examines Landish's gear, a successful Knowledge (nature) check (DC 16) reveals that the rations are typical of *svirfneblin*, deep gnomes (they contain underground fungi, particular spices, etc).

If the party casts *speak with dead* on Landish, he obviously knows quite a bit about what's been going on in the mines. Use his journal as a guide.

Good information to give the resourceful party:

- A lurking strangler killed him (see Room C, below). It belongs to gauths/beholders that ambushed Landish's party.
- The dwarves had agreed to regroup at the *svirfneblin* outpost and probably returned there.
- The *svirfneblin* are friendly and can be trusted.

Northwest Chamber (Room B):

This is a nondescript 10'x10' room abutting the central chamber. There are runes on the wall.

Dwarven runes inscribed on the wall: a PC that can read Dwarven is able to translate the inscription: "The sparks from Moradin's hammer rose above his forge and became stars."

Northeast Chamber (Room C):

This is a nondescript 10'x10' room abutting the central chamber. There are runes on the wall and an open chest against one wall.

Read the following when the anyone from the party enters this chamber:

Curled up against one wall near an open chest is the corpse of a strange creature. It looks like two eyeballs connected by a three-foot-long cord of muscle. There are also some runes inscribed on one wall.

This creature is a lurking strangler (from *Monster Manual III*). The creatures are kept as pets by beholders and gauths; as mentioned above, this strangler was trapped in the Chamber by Landish. Though the creature managed to strangle Landish, it set off a trap in this room, which burned it to death.

Ask those that search the creature for a Heal check (DC 10). Success reveals that the creature suffered minor bruises before it was killed by fire. A Knowledge (dungeoneering) (DC 12) check identifies the creature as a lurking strangler. Success by more than 5 reveals that these creatures are typically kept as pets by beholders.

Open chest against the wall: a successful Search check (DC 10) reveals burn-marks stretching from a point inside the lid of the chest out towards the lurking strangler. The lurking strangler opened the chest, setting off a *burning hands* trap. There is nothing of value left in the chest.

Dwarven runes inscribed on the wall: a PC that can read Dwarven is able to translate the inscription: "The Eldest Griffon's wing points the way north in the sky."

Allow everyone to make a Survival check (DC 10). Success allows the party to realize that Eldest Griffon is a common constellation in the night sky over Oerth. The wing of Eldest Griffon always points north.

Southeast Chamber (Room D):

This is a nondescript 10'x10' room abutting the central chamber. There are runes on the wall. A small silver horn lies on the floor where it seems to have been discarded.

Dwarven runes inscribed on the wall: a PC that can read Dwarven is able to translate the inscription, which reads, "In desperate times, sunlight will obscure the stars and protect the faithful." This is a clue that should tell the party how to open the Chamber.

Small silver horn of Moradin: This horn of Moradin functions like a silver horn of Valhalla, except instead of summoning human barbarians, it summons a number of dwarven barbarians (constructs). On one side, the horn has a small pictograph of Moradin striking his forge. See the Treasure listing for more information. The

horn is marked on one side with the symbol of Moradin [Knowledge (religion) (DC 10) to identify].

Southwest Chamber (Room E):

This is a nondescript 10'x10' room abutting the central chamber. There are runes inscribed on the wall.

Dwarven runes inscribed on the wall: a PC that can read Dwarven is able to translate the inscription: "Opposite the Eldest Griffon is his brother, Younger Griffon, defender of the southern sky."

Allow everyone to make a Survival check (DC 10). Success allows the party to realize that Younger Griffon is a common constellation in the night sky over Oerth. It lies opposite Eldest Griffon, sitting in the southern sky of the northern hemisphere.

South Hallway:

The party may examine the southern hallway. There are four dwarven runes etched on the door here, one for each of Moradin's domains (Earth, Good, Law, Protection).

The door itself is sealed by four *arcane locks*, which are opened when the puzzle of the Chamber is solved. PCs that wish to do so may expend *knock* spells to suppress the *arcane locks* and exit the Chamber without solving the puzzle. Casting *detect magic* here reveals the *arcane locks*. Because the locks are on the inside, the antimagic fields of any beholders on the outside have no effect.

The party may also decide to dig their way out. The "door" is hewn stone, 1 foot thick. It has a hardness of 8 and 180hp. The break DC (due to the *arcane locks*) is 38.

Solving the Puzzle:

The Dwarven runes in the chamber give some hints about the function of the Chamber of Stars. When all light in the chamber is extinguished, two things happen. First, the exit marked on the map opens. Second, the ceiling of the Chamber of Stars seems to become transparent, and the stars are visible as if the viewer were standing aboveground at night (even when it is actually daytime).

When the party solves the puzzle and extinguishes their light sources, read the following.

The ceiling of this chamber fades and becomes transparent, showing constellations of stars! It is as if you were observing the heavens from this very spot aboveground.

The display of stars is accompanied by the sound of stone grinding on stone from the long passageway to the south.

Any PCs who made Survival checks to recognize the constellations referred to in Room C and/or Room E will

recognize Eldest Griffon and Younger Griffon among the stars displayed in the ceiling. This should help to orient the party, since the wing of Eldest Griffon always points true north.

PCs with darkvision will immediately be able to see that a door has moved aside and opened up the passageway south, leading out of the Chamber.

Remember, any puzzle can take up too much time. Don't let the party get too frustrated. Once the party has explored the chamber surrounding the Chamber of Stars, give them ten minutes to think about how to proceed. If they haven't translated the dwarven runes in the Chamber, Maethe can assist them. If they still aren't making progress, have the PCs make Intelligence checks for hints.

Encounter Five: And Sorry I Could Not Travel Both

This encounter begins when the party leaves the Chamber of Stars. Maethe has been pondering the dweornite and the text of Landish's journal. As the party heads through the south exit, read or paraphrase the following:

The tunnel south opens into a large hall of worked stone. The air is still and musty. Twelve massive marble pillars, six on each side, line the chamber; each pillar is at least 30' tall. On each pillar is a small sconce that gives off a dim but steady glow. On the stone floor is an inlaid mosaic of black and white tiles, perhaps 20 feet in diameter, worked into the symbol of a hammer.

At the end of the hall, bathed in the dim light, is a marble fountain, which occupies the entire face of the wall. Half submerged in the fountain's basin are statues of dolphins and horses. In a large alcove above the water is the statue of a dwarf, clothed only in robes, who peering sternly downward. Two statues of female dwarves flank the central figure: the one on the left wields a hammer, while the one the right holds a spear aloft.

This is a temple to Moradin, as a Knowledge (religion) check (DC 10) will confirm. Continue with the following. At APL 4 and 10, there is only one creature, so adjust accordingly.

You only have an instant to take all of this in. Floating in the air above the fountain are hideous creatures of bizarre anatomy. Set within each spherical body is a single large eye. In a ring around the sphere, like a crown, are a number of eyestalks. The creatures move toward you aggressively, their eyes—all of them—fixed on your party.

In Common, one of the creatures says in a crazed, guttural voice, "Give me what has drawn me here!"

These creatures are the masters of the lurking strangler found in Encounter Four, Room C. Attracted to the dweornite gem, they have remained in this temple. They are highly aggressive and malevolent, attacking the party as soon as they can.

Maethe is a scholar and non-combatant who does not participate in combat.

Allow the PCs to liberally use the columns in the room as cover. Note that a Large creature must squeeze to get between the columns.

APL 4 (EL 7)

➤ **Gauth, advanced (1):** hp 80; see *Appendix Three*.

APL 6 (EL 9)

➤ **Gauths, advanced (2):** hp 80, 80; see *Appendix Three*.

APL 8 (EL 11)

➤ **Gauths, advanced (4):** hp 80, 80, 80, 80; see *Appendix Three*.

Monster Tactics (APL 4-8)

The gauths approach, staying in the air, using the columns for cover if they can. They will only get close enough so that the party is within the range of effect of its central eye. Start the creatures 60' away from the party, near the fountain.

The gauths will first use their *ray of exhaustion* on obvious fighters, hoping to prevent them from charging. They will use their *scorching ray* on spell casters (readied, hoping to interrupt casting). Use *dispel magic* on those PCs obviously enhanced by magic.

It is possible that the party will flee to the Chamber of Stars, just as Landish did. The tunnel from the Temple to the Chamber is about 40 ft. long. The gauths will not follow, deciding instead to take up defensive positions in the Temple. The gauths will place themselves to either side of the tunnel entrance, in the corners, 10 ft. in the air, so that the party is still within range of the central eyes' effect.

APL 10 (EL 13)

➤ **Beholder (1):** hp 93; see *Monster Manual* page 26.

APL 12 (EL 15)

👁 **Beholders (2):** hp 93, 93; see *Monster Manual* page 26.

Monster Tactics (APL 10-12)

The beholders use the terrain to their advantage, staying at least 15 ft. in the air, floating over the fountain. The beholder opens its central eye, activating its *antimagic cone*. Because they fly with Good maneuverability, they can expend 5 ft. of movement to turn 90 degrees in place; on their turn, they will swing the cone aside, fire its rays (as free actions during movement), then swing the cone back into position.

Start the beholder about 60' away from the party, near the fountain.

It is possible that the party will flee to the Chamber of Stars, just as Landish did. The tunnel from the Temple to the Chamber is about 40 ft. long. The beholders will not follow, deciding instead to take up defensive positions in the Temple. The beholders will place themselves to one side of the tunnel entrance, in the corners, 15 ft. in the air, and await the PCs' return.

Treasure

The gauths/beholders have no treasure here; they are simply attracted to the dweornite.

However, there is some treasure hidden in the room.

If the PCs search the statues, they find that the center statue rotates. Twisting the statue (an easy task) opens a hidden alcove behind it. Inside is a chest with a very simple lock on it [Open Lock check (DC 20)]. Bashing the lock also works. It has a hardness of 5 and 15 hp.

The contents of the chest varies by APL:

APL 4: One vial *silversheen*, , one scroll of *death ward* [Divine, Caster level 7th], *stone of alarm*, and 10 pp.

APL 6: APL 4 items plus one scroll of *freedom of movement* [Divine, Caster level 7th], and a *pearl of power*, 2nd-level spell.

APL 8: same as APL 4-6 items.

APL 10: APL 4-6 items, plus three vials of *salve of break enchantment* (see Treasure listing).

APL 12: same as APL 10 items.

In addition, in the alcove is the following:

APL 10: +1 *ghost touch quarterstaff*.

APL 12: +1 *ghost touch undead bane quarterstaff*

At APL 10 and above, in addition to these items, the chest also contains a piece of parchment which reads (in dwarven): "Stored here until the time is right, the oil will return Halen and his honor guard to flesh. – Torbas of Moradin, CY130."

The *salve of break enchantment* can be used to return petrified PCs to flesh. Furthermore, it was placed here originally to return War-Chief Halen and his honor guard to flesh, who were petrified and preserved in this chamber to keep them from dying of a strange sickness. If the party uses the *salve of break enchantment* on the statues, use the caster level of the *break enchantment* (9th) versus that of the *flesh to stone* (11th) to determine if Halen is freed.

If Halen is brought back to flesh, he will ask questions about who the party is and the year. He will ask about Torbas, the dwarven wizard who preserved him here when Halen, chief of the dwarves that lived here, was cursed with a strange sickness for which no cure could be found. Halen (and his guard, if applicable) will not join the party but opt to stay in the Chamber of Stars and meditate on the situation. Halen can look at the party's map of the platinum mines and tell them that the mines were much smaller in his day; he does not think he can help them find the exit.

👁 **Halen, War-Chief of Clan Highgate:** Male dwarf Ftr7/Def2.

👁 **Highgate Honor Guard (2):** Female dwarf Ftr6.

Furthermore, if the party searches the fountain, they find 100 gp in mixed coins. The currency is from various places, including Gold Glories from the Theocracy of the Pale as well as coin from Greyhawk, Nyrond, and Tenh. Throwing a coin into the fountain has no special effect.

After the combat, Maethe turns to the party.

"Friends, I have been doing some thinking. Since we first found Landish's body and the dweornite gem. The presence of these horrible creatures in this holy place only confirms my suspicions. Highly magical creatures are drawn to dweornite. I do not know why."

He pauses for a moment, then continues. "We need to change our mission goals. First, we need to determine where we are. So we can return home. Second, we need to recover the other two dweornite gems. The dwarves, Landish's companions, do not know what danger they are in. Other creatures may track them down. The former slaves will be no match for them."

"Third. The potential benefit that could be gained by researching three dweornite gems is incalculable. We must make this possible. Fourth, if these gems fall into the wrong hands, I can't predict

the consequences. This is a tremendous opportunity. What do you say? Shall we pursue the former slaves and prevent harm from coming to them?"

The party will likely decide to follow Maethe and look for the dweornite. If they insist that the Flan treasure is the more important goal, still proceed to Encounter Six, as the way to the teleportation circle (from which begins the path described on the jade block) passes by the gnome outpost.

The party should easily be able to determine where they are on the map (the temple of Moradin is marked) in relation to the *teleportation circle*. Landish's journal says that the gnome outpost is near the *teleportation circle*; if necessary, gently guide them in that direction.

Encounter Six: And Looked Down One As Far As I Could

In this encounter, the PCs make their way to the *teleportation circle* and come across the gnome outpost. Other monsters, drawn to the dweornite in the outpost, are planning an attack here. The party also discovers that the gnomes have planted anbaric mushrooms outside the outpost to keep off wandering creatures. The party may be able to use these mushrooms to their advantage.

Get a marching order from the party, find out who is carrying a light source, and lead them into the Underdark. The tunnel is 5 feet wide.

Read or paraphrase the following:

Your marching order set, you begin the long trip through the caverns of the underdark. The air is moldy and the walls covered with a thin film of water. The uneven ground makes for slow going; wandering creatures and unexpected pitfalls are constant dangers.

After several hours the tunnel narrows to what appears to be a small opening in the natural cave. A sign is posted next to the opening.

The sign is written in Gnome and Common. It was posted as a warning to friends and foes alike who approach the svirfneblin outpost. If anyone in the party can read Gnome or Common, tell them what the portions of the sign say depending on what language they read:

- In Gnome: "To all who approach: be warned that this outpost is protected by anbaric ("shocker") mushrooms. Stay at least ten feet away from them."
- Below the Gnome, in Common: "This cavern guarded by the svirfneblin of Bitterhollow. No trespassing!"

There is nothing else to find here.

Read or paraphrase the following once the group continues:

The passage opens up again and begins to wind back on itself, descending in elevation gradually. The tunnel ends abruptly at the mouth of what appears to be an enormous cavern.

The mouth of the tunnel opens to a 5'x10' ledge. A staircase hammered into the rock leads down the side of the cave to the floor, 20' below. The cavern itself is quite large, 50'x100'. The cavern is trapped with anbaric mushrooms. See Appendix Seven, "GM Map #4: Outside the Svirfneblin Outpost", for a detailed map of this area.

When the party enters this area, they hear a commotion between the gnomes and the creature in the cave. The gnomes are yelling in a mixture of Common and Gnome phrases like: "There's something trying to get at the walls!", "What is it?", "We need more guards!", "It's horrifying!", "It's gotten past the shockers!", and "Guards! Guards!"

The creature begins play in the middle of the cavern, about 20' from the gnome outpost. There is no light in the cavern, except from the party's own sources.

If the party calls out to the svirfneblin, the latter will ask for assistance. "Whoever you are, help us! There's something attempting to breach the walls!"

When the party gets close enough, read or paraphrase the following. At APL 12, there are two creatures.

In the shadows of this immense cavern, you are able to see a single large creature. Shouts in a smattering of Common echo throughout the chamber. "It's attempting to get through the walls!" one says. "Drive it back! Drive it back!" says another.

When the PCs approach, the creature will feel the call of the dweornite gem in their possession and turn to attack them.

"It's giving up, turning away!" one of the voices says in the darkness. You see that the beast has turned to face you.

All APLs

➤ **Anbaric mushrooms:** CR 4; see Appendix Four

APL 4 (EL 4)

➤ **Otyugh (1):** hp 36; see *Monster Manual*.

Monster Tactics (APL 4)

The otyugh is drawn to the dweornite gem and will first attack whoever carries it, moving toward that PC, even provoking attacks of opportunity to do so. It attempts to grapple and constrict the

PC; if other PCs damage it, though, it will defend itself as necessary.

APL 6 (EL 6)

👉 **Hook Horror (1):** hp 65; see *Appendix Four*.

Monster Tactics (APL 6)

At this APL, the hook horror waits for the party to approach. It stays in the center of the cave where the mushrooms (of which it is aware) will have minimal effect. The mushrooms should not greatly hamper the PCs' tactical maneuvers in this position.

Though the hook horror is aware of the presence of the dweornite gem, it cannot pinpoint its location (it does not favor the PC carrying the gem over the others).

APL 8 (EL 8)

👉 **Hook Horror, advanced (1):** hp 91; see *Appendix Four*.

Monster Tactics (APL 8)

At this APL, the hook horror is aware of the anbaric mushrooms and tries to use them to its advantage (EL adjusted for mushrooms). Though not highly intelligent, it knows the mushrooms are dangerous and will move to keep them next to it, so that the party has fewer sides to attack from.

Though the hook horror is aware of the presence of the dweornite gem, it cannot pinpoint its location (it does not favor the PC carrying the gem over the others).

APL 10 (EL 10)

👉 **Hook Horror, advanced (1):** hp 153; see *Appendix Four*.

Monster Tactics (APL 10)

At this APL, the hook horror is aware of the anbaric mushrooms and tries to use them to its advantage (EL adjusted for mushrooms). Though not highly intelligent, it knows the mushrooms are dangerous and will move to keep them next to it, so that the party has fewer sides to attack from.

Though the hook horror is aware of the presence of the dweornite gem, it cannot pinpoint its location (it does not favor the PC carrying the gem over the others).

APL 12 (EL 12)

👉 **Hook Horror, advanced (2):** hp 209, 209; see *Appendix Four*.

Monster Tactics (APL 12)

At this APL, the hook horrors wait for the party to approach. They stay in the center of the cave where the mushrooms (of which they are aware) will have minimal effect. The mushrooms should not greatly hamper the PCs' tactical maneuvers in this position.

Though the hook horrors are aware of the presence of the dweornite gem, they cannot pinpoint its location (it does not favor the PC carrying the gem over the others).

Treasure

There is no treasure in this area.

Encounter Seven: Yet, Knowing How Way Leads On To Way...

Having defeated the otyugh or hook horror, the party may investigate the remainder of the cavern. Though there are numerous large tunnels leading away from the main room, they simply curl off into the Underdark. If the party checks their map of the mines, these tunnels are marked; they can easily determine which tunnel leads towards the *teleportation circle*.

At the end of the cavern is the entrance to the svirfneblin outpost. When the party approaches, read or paraphrase the following:

At the end of the cavern, you spot what must be the entrance to the svirfneblin outpost. Twenty feet above the surface of the cave is a ledge that has been fortified with a crenellated stone wall. You see several strange-looking hairless gnomes watching you with pale eyes, weapons drawn.

A high-pitched yet gravelly voice echoes a challenge throughout the cavern. "Who goes there?"

The challenge comes from Sergeant Hornwin, the svirfneblin commander of the outpost. His subordinates witnessed the party's melee with the otyugh or hook horror(s) and fetched him.

All APLs

👉 **Hornwin:** Male svirfneblin Ftr6.

Description: Hornwin (HORN-win) has the typical features of deep gnomes. He is 3'4" tall, 68 years old, completely devoid of body hair, and has large eyes that have almost milky white pupils. He wears blue and black military dress

that is typical of the soldiers stationed in his outpost.

Personality: Hornwin is very formal (especially so for a svirfneblin!) and treats his military responsibilities seriously. If anything were to happen to the outpost – or were to get past his men – it would be his fault. He is highly suspicious of anyone wandering through the Underdark ("What is your business in these parts?" "Have you encountered anything unusual?").

If the party has defeated the otyugh or hook horrors, Hornwin will treat the party as if they were members of his family, offering them food and a place to rest.

Hornwin is very curious about anything happening on the surface. He is well aware of the Pale's liberation of Tenh and the Prelatal Army's work to clear the mine entrances.

The party is led into the outpost, a network of twisting caves. They realize it would be easy to get lost; the svirfneblin designed their outpost this way on purpose. Many of the tunnels are gnome-sized, forcing Medium-sized creatures to squeeze.

Hornwin takes the party to a small conference room and has a subordinate bring them food and drink. He asks questions, desiring to know how the party knows of Landish. He is quite sad when he learns of the dwarf's death at the hands of the lurking strangler. He tells the party that the other five dwarves made it back to the outpost after the encounter with the beholders, but they did not know of Landish's fate. If the party does not have Landish's corpse with them, Hornwin will order a group of his more capable men to go retrieve the body from the Chamber of Stars, which he knows well.

If asked about the [otyugh, hook horror(s)], Hornwin responds that he has never seen them before. Creatures occasionally wander through the main outer cavern but do not usually attack with such intent.

Hornwin knows nothing of dweornite or the dweornite gem that Landish had on his body.

If the party has any petrified members (from Encounter Five), Hornwin will call for a cleric (Clr9 – Gaerdal Ironhand) who will cast *break enchantment* (two prepared today) on the afflicted PC. The cleric will cast them for free, but success is not assured.

If the topic of the mines or the slaves is raised, Hornwin volunteers some information. Read or paraphrase the following:

Hornwin says, "My people have been helping the slaves in the mines as best we could, from time to time. Mostly we were able to pass on news, but occasionally we could give them relief. Food,

blankets, that sort of thing. You see, we svirfneblin believe that servants of Iuz —tanar'ri, mostly—have been stalking the Calbut mines for many years. Who knows why they've stuck around after Sevvord Redbeard betrayed Iuz a few years back and after the Ether creatures invaded. What use could the mines be to them? In any case, the fiends...and the strength of the Stoneholders...kept us from intervening directly in the plight of the slaves."

Hornwin holds no superstition about saying the name Iuz aloud, though the PCs might be worried.

Allow the party to make a Knowledge (the Planes) check. Anyone who beats a DC 10 knows that tanar'ri (demons) often desire magical items to use in their war against the baatezu (devils). If anyone similarly makes a DC 10 Knowledge (history) check, elaborate on the betrayal of Redbeard. Consult the Timeline of Events above for more information.

If Sergeant Hornwin is asked about the dwarves, he tells the party that three of the remaining five dwarves are still in the outpost. The other two became restless and decided to head for the surface (see the *Timeline of Events*). The dwarves are currently en route, carrying with them one of the three dweornite gems.

Hornwin will send for the dwarves, who quickly show up. Read or paraphrase the following:

One of Hornwin's men fetches three dwarves. They introduce themselves as Gorlin, Olis, and Bornli. Gorlin and Bornli are stout males; Olis is the lone female. The years of hardship they endured under the yoke of the Stoneholders are evident in their weathered features.

There is a catch here, one of the dwarves is not what he seems! Gorlin, one of the males, is in fact a female succubus named Azazyil, *polymorphed* to the form of one of the former slaves. She is one of the tanar'ri who, in disguise, patrolled these mines for Iuz. On his way back to the svirfneblin outpost, Gorlin was confronted by Azazyil, who charmed him and learned that the dwarves had stolen the tanar'ri treasure. She has remained in the outpost waiting for Landish to return. Once she realizes the party has Landish's dweornite gem, she begins to plot how to take it from them.

The dwarves are initially neutral towards the party; they become friendly when they are sure the PCs do not mean to harm them (or swindle them). If told of Landish's death they are shocked and distressed. If the dweornite hasn't been mentioned by this time, Olis spills the beans. Read the following:

Olis says, "We can't just leave Landish's body sitting around! Maybe we should sell that gem we found and get him raised. It's surely worth enough."

This prompts exclamations from the other two dwarves (all three had agreed to keep the dweornite secret, on prompting from Gorlin/Azazyil) and a question from

Hornwin. "What gem is that, sister dwarf?" Olis looks ashamed for having blurted out the gem's existence.

If questioned about the dweornite, Olis tells Hornwin and the party how the dwarves discovered an illusory wall on the way to the surface and found three iron chests, each containing a single tear-shaped blue-white gem.

All APLs (EL 1; adjusted for her being unwilling to fight alone)

🔮 **Azazyil (in the form of Gorlin):** Female succubus; hp 33; see *Appendix Five*.

Azazyil's statistics are included in *Appendix Five*, so you do not have to consult the *Monster Manual*, which might tip off players that Gorlin is not all he claims to be.

Description: As Gorlin, Azazyil appears much like the other dwarves, dressed in tattered cloth caked in mud and sweat. In this form, she is a 4'2" tall male with a thick black beard and wide nose. In her natural form, she is incredibly beautiful, marred only by her bat wings and fangs.

Personality: Azazyil is intelligent, crafty, and determined to recover the dweornite gems. Because she is unable to use magical means to find the gems, she has infiltrated the party of dwarves, knowing they will eventually lead her to the two gems she seeks.

🔮 **Bornli:** Male dwarf Rgr1; hp 9.

Description: Bornli (BORN-lee) is 4'7" and has hazel eyes and a brown bushy beard. Much like Gorlin and Olis, Bornli is dressed in tattered clothing, very dirty from his years spent in the mines.

Personality: Olis would describe Bornli as an accomplished tracker and guide. Of the doomed party of dwarves that set out with Landish, Bornli was the one who knew the tunnels of the mines best. He is friendly yet assertive and will correct you if he thinks you're making a mistake.

🔮 **Olis:** Female dwarf Com1; hp 6.

Description: Olis (OH-lis) is 4'4" and has long red hair, tied into braids and blue eyes. She is 55 years old. When she walks, she favors her left leg after an accident in the mines injured her right knee three years ago.

Personality: Olis is the most lighthearted of the dwarves. She thoroughly enjoys teasing others. Olis, usually a fantastic judge of character, has not seen through Azazyil's disguise. Olis also

has a tendency to speak before she thinks things through and is a bit of a gossip as a result. Olis has two sons, whom she has not seen in six years as a result of her capture.

At this point, the party or Maethe can tell Hornwin about the nature of dweornite. If no one suggests it, Hornwin will make the connection that the otyugh/hook horror(s) were likely attracted to the dweornite gem in the outpost, just as the gauths/beholders were probably attracted to the one Landish found.

Hornwin says, "This explains much. Some of the svirfneblin elders of Bitterhollow suspected that after the betrayal by Sevvord Redbeard, some of Iuz's minions stayed behind to spy on the men of Stonehold. We know that tanar'ri desire powerful magic items to use in their ancient war against the baatezu."

He pauses for a moment in thought, then continues. "If creatures are attracted to these magical gems, then the dwarves headed to the surface are in a lot of danger. The gems are yours to do with as you will, but you should consider handing them over to my people, who have great knowledge of the arcane."

Maethe responds, "No disrespect, Sergeant. But. We set out on this mission looking for things to help the people above ground rebuild their land. These gems could help with that." Looking at the party, he says, "I have friends in the Palish Arcanist Guild who could help me research their potential." He continues, "We can decide this later. We have to find those other dwarves before anything happens to them!"

If the dwarves are asked to produce Dweornite Gem #2, Gorlin/Azazyil retrieves it from her pocket. The gem looks identical to the one found on Landish's body. Gorlin/Azazyil refuses to give up the dweornite gem, saying it's the property of the dwarves. "This could be the only thing that'll bring Landish back. Haven't you already done enough, looting my friend's corpse?" No amount of diplomacy or arguing will change her mind. Of course, the succubus simply does not wish to give up the dweornite. If necessary, Maethe interjects, saying, "Friends, as much as I'd like to research that gem, it does belong to Gorlin. It's his decision."

Dweornite Gem #2: Gorlin's Gem

The dweornite gem that Gorlin carried, which is now possessed by Azazyil, does not produce any effects that are immediately apparent. As described above in "Dweornite: A Magical Wild Card" this gem requires the owner to possess it for a week before it is attuned and any effects become evident.

The Disguised Fiend: Gorlin/Azazyil

When the succubus Azazyil came across Gorlin in the mines, she had no idea the dwarf had stolen her treasure. She soon learned the truth, however, and was determined to get the dweornite back. She learned that Landish possessed one of the gems. Azazyil returned to the svirfneblin outpost in the guise of Gorlin, hoping that the other two dweornite gems would come to her. She was quite surprised when the party arrived and gave word of Landish's death.

During the day she spent with the dwarves, she did not use her *charm monster* or *detect thoughts* abilities on the dwarves, deciding instead to rely on her non-magical skills of persuasion. This proved to be successful and the dwarves do not suspect that Gorlin/Azazyil is anyone other than whom he appears to be.

During this encounter, the party may decide to *detect evil*, *detect magic*, or use other abilities that makes them suspect that Gorlin/Azazyil is not all that she seems. Let them. Azazyil is a silver-tongued succubus and is prepared to explain any anomaly.

At APLs 4-6, if the party casts *detect evil* or *detect magic* and asks about it, Gorlin/Azazyil explains:

"Ah, you're wondering why the Shadow is upon my heart, are you? It's a curse, it is, that passed from my grandfather to my father to me. The elders of my tribe tried to remove it when I was young, but it's no use. The Shadow will follow me until the day I die."

Allow the party a Sense Motive check opposed by Azazyil's Bluff check (+19 modifier).

A party that has access to *true seeing* will see the true form of the succubus immediately. Similarly, *arcane sight* should tip off the PCs that there is more to Gorlin/Azazyil than meets the eye.

If they decide to confront Gorlin/Azazyil, allow combat to initiate, just as in Encounter Eight. Gorlin/Azazyil will attempt to use her *charm monster* and *suggestion* spells to get the current possessor of the Dweornite Gem #1 to give it to her. She will then *greater teleport* to safety, planning to head to Calbut and Dweornite Gem #3, reinforced by her fiendish companions. Remember that any conjuration spell (such as Gorlin/Azazyil's *greater teleport* spell-like ability) is subject to the warping effect of Dweornite Gem #1. If Gorlin/Azazyil escapes, there is no confrontation in Encounter Eight – she and her fiendish companions attack the party in Encounter Nine, as normal. See Encounter Eight for more information.

When the PCs decide to leave the outpost and head towards the *teleportation circle*, proceed to the next encounter. If the party wishes to pursue another plan (seeking out the nearby svirfneblin town, for instance) Maethe or Sergeant Horwin will remind them of the danger the missing two dwarves are in. Gorlin/Azazyil

will further insist that they head to the surface as quickly as possible to rescue her "friends".

Encounter Eight: And Having Perhaps The Better Claim

Note: this encounter adds approximately an extra half-hour to the running time of this module. If played in a convention setting, you may wish to use the alternate, shorter version of this encounter to save time. See below for details.

In this encounter the party journeys back to the *teleportation circle*. Walking through the caverns is slow and arduous, and probably disorienting for most surface-dwelling PCs. Meanwhile, Gorlin/Azazyil has been waiting for the right time to try and steal the other dweornite gem from the party. She knows these tunnels as well as the dwarves, as she lived in them for years while serving the Old One. She plans to strike when the party arrives at a large cliff, hoping the geography will split the party and give her an advantage. She does not intend to attack; she only wants to get the dweornite gem in her possession so she can *greater teleport* away.

If Gorlin/Azazyil has already been forced to *greater teleport* to safety, feel free to read the flavor text as the party makes its way to the *teleportation circle*. They are able to make their way to the surface safely.

Read or paraphrase the following:

You bid farewell to Sergeant Hornwin. You are led back through the winding tunnels of the svirfneblin outpost, back to the large cavern. Your map suggests one of the larger tunnels leading off into the Underdark, on the other side of a small underground stream, is the one that will take you to the bottom of the mines and the teleportation circle you seek. Bornli confirms that the passage you have chosen is the correct one.

Obtain a marching order from the party. Although these initial tunnels are large enough two PCs can walk abreast, the passages quickly narrow, so they must travel single-file.

You pass from one cavern to the next, each one strange yet beautiful. The path is arduous, as you have to navigate tight crawlspaces, steep inclines, pools of rust-colored water, and slippery lichen-coated floors. The dwarves prove to be invaluable help, as many of these tunnels provide landmarks that most surface-dwellers would never notice. Even Maethe is impressed with the knowledge of the former slaves.

Eventually you arrive in the south end of a large cavern that Bornli tells you joins the bottom of the mines. There is a 50-foot sheer cliff on the north wall, at the top of which is a large tunnel. A rope ladder hangs down over the cliff and a pulley system has been erected for raising and lowering large

objects. "This is where the Underdark ends and the mines begin," says Bornli. "This is the way out."

The rope ladder provides a very easy means to scale the cliff, requiring only a Climb check (DC 5). The pulley system can be used to raise large items or creatures to the ledge above. The pulley uses a simple counterweight mechanism that can be adjusted to match the weight of the creature or object being lifted.

Recovering the Dweornite: Azazyil's Plan

Gorlin/Azazyil has determined that this location provides the best opportunity for her to try to obtain Dweornite Gem #1. She plans on using her potent *suggestion* (or *charm monster*) ability to get the current owner to hand over the gem.

Here are some suggestions on how Gorlin/Azazyil could try to snatch the gem:

- If the party plans on using the pulley system, Gorlin/Azazyil might offer to operate the mechanism that she claims she helped design while enslaved. She'll ask the possessor of the dweornite gem for assistance with the counterweights and use her *suggestion* ability when the least number of people can react or identify that she has used magic.
- If the party does not use the pulley system, Gorlin/Azazyil could try to climb up the rope just after the current possessor of the dweornite gem. When she can minimize the number of other party members with her either at the top or bottom of the cliff before using *suggestion*.

Either way, before attempting to use a spell-like ability and steal the gem, Gorlin/Azazyil will try to split the party and then call out, "Friends! Down the tunnel! Some creatures attack us!" Enter initiative at this point.

A map of the cliff face is included in the GM handouts (see Appendix Seven, Map #5: The Way Out).

One suggested way to play out this encounter:

1. Once the party is split and Gorlin/Azazyil has positioned herself next to the current possessor of Dweornite Gem #1, she alerts the party that danger approaches (either from the top or bottom tunnels of the cliff, depending on her position).
2. Have appropriate party members (based on location) make Listen and Spot checks to notice the "creatures." Since there are no creatures, no one will hear or see anything unusual.
3. Allow the party to act in initiative order. There is no surprise round.
4. On Gorlin/Azazyil's initiative she will target a *suggestion* on the possessor of the Dweornite Gem #1. Use the Will save roll you collected during the preparation phase at the beginning of the adventure.

If successful, she suggests that her target "give me the dweornite gem for safekeeping and then stand aside." PCs can attempt a Spellcraft check (DC 23) to detect the effect if it succeeds. Spellcraft cannot determine when a spell-like ability is being activated.

5. If Gorlin/Azazyil's spell fails, she will either attempt another *suggestion* spell if she is relatively safe from half of the party, or she will *greater teleport* to safety, hoping to catch up with the PCs in Calbut.
6. If Gorlin/Azazyil obtains Dweornite Gem #1, she will try to *greater teleport* to safety. Remember there is a chance of failure due to the presence of Dweornite Gem #1.

Feel free to be devious and try other tactics. Even if the succubus gets away with the gem, the party will soon have the opportunity to recover it.

If for some reason Gorlin/Azazyil falls in combat to the party, her body returns to her natural state (outsiders do not disappear when dead). Olis and Bornli are taken completely by surprise when they see the succubus's true form.

When the party ascends the cliff, they find a 10-foot-long tunnel that opens into a large 20'x20' chamber, in the center of which is the *teleportation circle*. The circle is marked by a block of red marble set into the cavern floor.

Just as before, speaking the words "Kornat, Theok, Brelona" activates the *teleportation circle*. It then requires six hours to recharge. If Azazyil escaped with Dweornite Gem #1, there is no need to roll for conjuration spell failure when the party uses the *teleportation circle*, as she is more than a mile away.

The party may also decide to return to the surface by following the map of the mines. The return is fairly easy. Assume that the party is generally able to move at an average of $\frac{3}{4}$ their normal speed due to the terrain and that the overall distance traveled is one mile. This means a party moving with a speed of 20 ft. arrives in Calbut in one hour.

Encounter Eight: Alternate Version

In a convention setting, this encounter is a good place to shave some time off of the length of the adventure. When this encounter is played out, about thirty minutes are added to the module's running time.

If you want to abbreviate this encounter, do not enter initiative. Using the Will saves you collected prior to starting play, determine if the PC who carries the dweornite gem fails to save against Azazyil's *suggestion*.

Read or paraphrase the following:

You bid farewell to Sergeant Hornwin. You are led back through the winding tunnels of the svirfneblin outpost, back to the large cavern. Your map suggests one of the larger tunnels leading off into the

Underdark, on the other side of a small underground stream, is the one that will take you to the bottom of the mines and the teleportation circle you seek. Bornli confirms that the passage you have chosen is the correct one.

If PC who holds the dweornite failed his or her save, tell the affected PC that Azazyil whispers, "give me the dweornite gem for safekeeping and then stand aside." Read or paraphrase the following:

The trip through the Underdark is tedious, but you make good progress over the uneven cave floors. At one point, however, [name of target PC] stops in [his/her] tracks and walks over to Gorlin, handing the dwarf the dweornite gem. Gorlin grins wickedly and says, "Thanks, fools, for the gem. We shall meet again...soon." He vanishes. Bornli gasps in shock.

Gorlin/Azazyil has used her greater teleport ability to teleport to safety. This is a bit heavy-handed, but saves time.

If the PC saves against Azazyil's suggestion, read or paraphrase the following:

The trip through the Underdark is tedious, but you make good progress over the uneven cave floors. At one point, however, [name of target PC] feels a strange sensation, as if [he/she] were the subject of a spell. [He/she] looks around quickly and spies the startled face of Gorlin, who mutters, "Fool! Next time you will not be so lucky." The dwarf suddenly vanishes. Bornli gasps in amazement.

As in the case where the PC fails to save versus Azazyil's suggestion, the succubus has used her greater teleport ability to get herself to safely.

Proceed to Encounter Nine.

Encounter Nine: And That Has Made All The Difference

In this final encounter, the party reaches the surface and realizes they have to find the remaining dwarves before the fiends do. The fiendish companions of Gorlin/Azazyil have been tasked with watching the Calbut Mining Guild house for any sign of the party. As they cannot locate the third dweornite gem by magical divination, they hope the party will lead them to the dwarves. When they do, Gorlin/Azazyil and the fiends attack the party to steal the third and final gem. If the party is successful, they recover the third gem as well as any other dweornite gems the fiends had in their possession.

Calbut via the teleportation circle

Read or paraphrase the following if the party returned to the surface by means of the teleportation circle:

You arrive at the teleportation circle and are greeted by several Prelatal Army soldiers who are stationed here as guards. "Who goes there?" one of them asks you.

Once the party presents the writ that Vaya gave them, they'll be allowed access to the teleportation circle.

As you speak the activation words aloud the red marble under your feet seems to liquefy; just as it seems you will descend into the pool of stone, you find yourself transported to the Calbut Mining Guild hall where your quest began. A startled guild journeyman, who had been attending to some paperwork, flinches in surprise. Your companions look around at each other and find that you have all returned safely. Maethe grins and says, "Friends, friends. We have made it."

Vaya is quickly fetched by the journeyman wizard. "What happened?" she asks, "Surely you have not already been to Tostenhca!"

Calbut via the mines

If the party returned to the surface by way of the mines, read or paraphrase the following:

The mile-long hike through the mines passes quickly. Along the way, you see telling signs of the suffering of slaves at the hands of both Stonehold barbarians and Old Wicked's fiendish servants. At one point you carefully step around a pit filled with dwarven and human corpses. Graffiti, written in chalk, belays the desperation of the slaves.

Near the surface, you come across a group of Flan miners who tell you that the dwarves you seek passed by them quite recently. You are quickly led to the entrance of one of the four platinum mines.

Word spreads quickly among the miners and within minutes Vaya, of the Arcanist Guild, arrives to meet you. "What happened?" she asks, "Surely you have not already been to Tostenhca!"

Allow the players to explain to Vaya the events of their journey as they choose. Then continue with the following text no matter which path the PCs took to the surface:

"You can't be serious!" she exclaims. "Three dweornite stones! Unbelievable."

Attention quickly turns to the missing two dwarves. "They do not know the danger they are in," says Maethe. "We must find them."

Vaya replies, her eyes narrowing, "Then you are in luck, old friend. The dwarves of whom you speak recently found their way to Calbut. They stumbled across some men working in the mines and are, as we speak, being fed and questioned." She turns to

Maethe. *"Old friend, it is lucky you have returned when you did. I have an urgent matter to discuss with you. My assistant can lead your companions to the Plaza of the Sun, so they can find the missing slaves."*

The party may ask Vaya if Gorlin/Azazyil has been seen in Calbut. As Azazyil has abandoned the form of Gorlin, Vaya has not seen the succubus.

When the PCs agree to follow Vaya's assistant, read or paraphrase the following:

Vaya's assistant, a lanky Oeridian in his early twenties, leads you through the winding streets of Calbut. You follow one of the city's fifty-foot walls for some time, then follow a branching street away from the walls and into the city center. You enter a large plaza in which stands an ancient temple adorned with frescoes of sunbursts and eagles. In front of the temple's steps stands a large statue depicting a solemn robed man, one hand outstretched. Several men and women, on scaffolding, are busily cleaning the walls and roof of the temple. The journeyman tells you, "This is the ancient Plaza of the Sun. The dwarves are recuperating in the temple of Pholtus."

A map of the Plaza of the Sun is included in the GM handouts (see Appendix Seven, Map #6: The Plaza of the Sun).

The temple of Pholtus in the Plaza was, until the occupation of Calbut by the Theocracy, a temple to Pelor. During the rule of the Stonefists, the temple was desecrated and ruined. When the Theocracy took control of Calbut, they consecrated the site in the name of Pholtus and began the long process of returning the site to its former glory.

The Return of the Fiend

Have the players place their PCs on the battle mat, near the fountain in the center of the Plaza of the Sun.

If the party has not defeated Azazyil in a previous encounter, read or paraphrase the following:

Suddenly, swooping down from the sky, you see a shocking sight. A beautiful bat-winged woman, smiling seductively at your party, bears her fangs and speaks soothingly.

"My companions. My friends. Do not look on in fear. It is I, your dearest Azazyil, whom you called Gorlin. Do you like my new look? I mean you no harm. I only wish to reclaim the treasure stolen from me by the mischievous dwarf folk. Treasure which my kind earned for the years we spent serving the Old One, spying on the miserable Stonefists. The gems are mine by right. Return the remaining dweornite to me and I will leave peacefully. Now...who has my dweornite?"

Azazyil has pre-cast *detect thoughts*. She appears within 60' of the party so that as many PCs as possible are within her area of effect. Call for Will saves as she tries to read the surface thoughts of the party. Note that she is also aware of the Intelligence score of all creatures she can see.

Azazyil has used any healing potions she has to bring her health back to as near to full as possible if she was previously wounded by the party.

If the party defeated Azazyil already, only her companions (varies by APL) remain to fetch the dweornite.

Give the party a chance to banter with the succubus. Azazyil is intent on retrieving the dweornite and will not leave without it. If the party gives up the dweornite, Azazyil and her companions will leave peacefully. If the party is willing to negotiate, Griswold steps forward and hands over his dweornite gem. Skip the combat and go to the Conclusion ("Failure: The Dweornite Lost").

What happens next varies by APL.

APL 4

At this APL, the party does not fight Azazyil. Although succubi are not melee fighters, she could potentially overwhelm an APL 4 table.

Read or paraphrase the following before or when the party initiates combat:

As you ready for combat, you suddenly see the figure of a dwarf standing in the entrance to the temple of Pholtus. Though he is dressed in tattered robes, you can easily see a mixture of steadfast resolve and anger as he faces Azazyil. He rolls up his sleeves, revealing intricate serpent tattoos on each arm. In his right hand he holds a warhammer.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you."

You now see in Griswold's left hand a sparkling gem: the remaining dweornite stone. He carelessly drops it on the ground and raises his warhammer. "This ends here!" he yells.

Azazyil shrieks and you can hear Maethe whisper, "No!" as the warhammer descends and crushes the dweornite gem.

A wave of arcane energy lashes out from the gem at Azazyil and turns her flesh into stone. She falls from the sky and shatters. Scattered among the debris, you spot (insert appropriate number here) dweornite gem(s). Griswold drops the warhammer in shock.

Suddenly the features of a priest of Pholtus, standing outside the temple, seem to shift. The

priest's body hunches over, his features become ape-like, and his shoulders ripple with muscles.

The ape creature speaks:

(In Abyssal) "You fools! You have destroyed mistress Azazyil. You shall be slain and I will take the remaining dweornite."

(If no one speaks Abyssal) "Tadeshi!" the creature yells. "Azazyilsha dorbratz. Dweornitz feshesk gazzaztmodan erandus za!"

APL 4 (EL 6)

👉 **Bar-Igura (1):** hp 45; see Appendix Six.

Monster Tactics (APL 4)

The bar-Igura had followed Azazyil into the square, disguised (using its *disguise self* spell-like ability) as a priest of Pholtus standing outside the temple.

Also known as leaping demons, bar-Iguras appear as lumbering apes. This bar-Igura charges into melee, using its pounce ability. It stays in melee unless severely wounded (less than 5 hp), at which point it tries to teleport to safety.

APL 6

At this APL, the party does not fight Azazyil. Instead, they must fend off her bar-Igura companions, intent on recovering the dweornite.

Read or paraphrase the following:

As you ready for combat, you suddenly see the figure of a dwarf standing in the entrance to the temple of Pholtus. Though dressed in tattered robes, you can easily see a mixture of steadfast resolve and anger as he faces Azazyil. He rolls up his sleeves, revealing intricate serpent tattoos on each arm.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you." In his right hand he holds a warhammer.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you."

You now see in Griswold's left hand a sparkling gem: the remaining dweornite stone. He carelessly drops it on the ground and raises his warhammer. "This ends here!" he yells.

Azazyil shrieks and you can hear Maethe whisper, "No!" as the warhammer descends and crushes the dweornite gem.

A wave of arcane energy lashes out from the gem at Azazyil and turns her flesh into stone. She falls from the sky and shatters. Scattered among the debris, you spot (insert appropriate number here)

dweornite gem(s). Griswold drops the warhammer in shock.

Suddenly the features of two priests of Pholtus, standing outside the temple, seem to shift. Their bodies hunch over, their features become ape-like, and their shoulders ripple with muscles.

One of the ape creatures speaks:

(In Abyssal) "You fools! You have destroyed mistress Azazyil. You shall be slain and I will take the remaining dweornite."

(If no one speaks Abyssal) "Tadeshi!" the creature yells. "Azazyilsha dorbratz. Dweornitz feshesk gazzaztmodan erandus za!"

APL 6 (EL 8)

Monster Tactics (APL 6)

👉 **Bar-Igura (2):** hp 45, 45; see Appendix Six.

The bar-Igura had followed Azazyil into the square, disguised (using their *disguise self* spell-like abilities) as priests of Pholtus standing outside the temple.

Also known as leaping demons, bar-Iguras appear as lumbering apes. The bar-Igura charge into melee, using their pounce ability. They stay in melee unless severely wounded (less than 5 hp), at which point they try to teleport to safety.

APL 8

At this APL, Azazyil's bar-Igura companions materialize to help her retrieve the dweornite.

Read or paraphrase the following:

As you ready for combat, you suddenly see the figure of a dwarf standing in the entrance to the temple of Pholtus. Though dressed in tattered robes, you can easily see a mixture of steadfast resolve and anger as he faces Azazyil. He rolls up his sleeves, revealing intricate serpent tattoos on each arm.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you."

You now see in Griswold's left hand a sparkling gem: the remaining dweornite stone. He carelessly drops it on the ground. "This ends here!" he yells.

Suddenly the features of two priests of Pholtus, standing outside the temple, seem to shift. Their bodies hunch over, their features become ape-like, and their shoulders ripple with muscles.

"Gorlin died quickly when I took the dweornite from him," shrieks Azazyil. "Share his fate!"

APL 8 (EL 10)

➤ **Bar-Igura (2):** hp 45, 45; see *Appendix Six*.

➤ **Azazyil, succubus (1):** hp 33; see *Appendix Five*.

The bar-Igura had followed Azazyil into the square, disguised (using their *disguise self* spell-like abilities) as priests of Pholtus standing outside the temple.

Also known as leaping demons, bar-Iguras appear as lumbering apes. The bar-Igura charge into melee, using their pounce ability.

Azazyil intends to play with the PCs, using both her *charm monster* and *suggestion* spells. She tells charmed PCs to use their abilities to recover any dweornite for her. She uses *suggestion* to ask PCs to "willingly accept her kiss." Only once a *suggestion* succeeds does she enter melee.

Azazyil has had her fun with the party and now wishes to see them suffer. She and her companions continue to fight until the party is unconscious or the bar-Igura are slain. If Azazyil believes she is losing the fight (reduced to 5 hp or less), she will try to *greater teleport* to safety with any dweornite she carries. The bar-Igura fight to the death.

APL 10

At this APL, four babau join Azazyil; they are intent on recovering their dweornite and slaying the thieves.

Read or paraphrase the following:

As you ready for combat, you suddenly see the figure of a dwarf standing in the entrance to the temple of Pholtus. Though dressed in tattered robes, you can easily see a mixture of steadfast resolve and anger as he faces Azazyil. He rolls up his sleeves, revealing intricate serpent tattoos on each arm.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you."

You now see in Griswold's left hand a sparkling gem: the remaining dweornite stone. He carelessly drops it on the ground. "This ends here!" he yells.

Suddenly, four hideous creatures materialize on the ground under Azazyil. They have black, leathery skin and a horn sprouts from the back of each one's skull.

"Gorlin died quickly when I took the dweornite from him," shrieks Azazyil. "Share his fate!"

APL 10 (EL 12)

➤ **Babau (4):** hp 66; see *Monster Manual* page 40.

➤ **Azazyil, succubus (1):** hp 33; see *Appendix Five*.

The babau attack in pairs of two, trying to gain flanks in order to utilize their sneak attack. At least one babau will try to pick up the discarded dweornite gem.

Azazyil intends to play with the PCs, using both her *charm monster* and *suggestion* spells. She tells charmed PCs to use their abilities to recover any dweornite for her. She uses *suggestion* to ask PCs to "willingly accept her kiss." Only once a *suggestion* succeeds does she enter melee.

Azazyil has had her fun with the party and now wishes to see them suffer. She and her companions continue to fight until the party is unconscious or the babau are slain. If Azazyil believes she losing the fight (reduced to 5 hp or less), she will try to *greater teleport* to safety with any dweornite she carries. The babau fight to the death. Remember that dweornite gem #1 affects conjuration spells.

APL 12

At this APL, Azazyil's hezrou companions materialize to help her retrieve the dweornite.

Read or paraphrase the following:

As you ready for combat, you suddenly see the figure of a dwarf standing in the entrance to the temple of Pholtus. Though dressed in tattered robes, you can easily see a mixture of steadfast resolve and anger as he faces Azazyil. He rolls up his sleeves, revealing intricate serpent tattoos on each arm.

The figure yells, "Too long did your kind enslave me and my companions, fiend! I am Griswold of clan Highgate and I say 'No more!' No more shall I serve you."

You now see in Griswold's left hand a sparkling gem: the remaining dweornite stone. He carelessly drops it on the ground. "This ends here!" he yells.

Suddenly, two strange creatures materialize out of thin air next to the discarded dweornite gem. Standing almost eight feet tall, the massive things are a cross between a frog and your worst nightmare. Their wicked maws are lined with rows of teeth, and their claws appear capable of rending flesh.

"Gorlin died quickly when I took the dweornite from him," shrieks Azazyil. "Share his fate!"

APL 12 (EL 14)

➤ **Hezrou (2):** hp 138; see *Monster Manual* page 44.

➤ **Azazyil, succubus (1):** hp 33; see *Appendix Five*.

One hezrou attempts to pick up the dweornite gem and then enters combat. The other casts spells and then enters into combat. Azazyil intends to play with the PCs, using both her *charm monster* and *suggestion* spells. She tells charmed PCs to use their abilities to recover any dweornite for her and to protect the hezrou. She uses *suggestion* to ask PCs to "willingly accept her kiss."

Round 1: A hezrou tries to pick up dweornite gem, then uses *blasphemy*. The other hezrou either position themselves and uses *blasphemy* or *unholy blight* or enter into melee. Azazyil uses *charm monster* on a PC.

Round 2: The hezrou both move into combat. Azazyil causes trouble using her spells.

Azazyil has had her fun with the party and now wishes to see them suffer. She and her companions continue to fight until the party is unconscious or the hezrou are slain. If Azazyil believes she losing the fight (reduced to 5 hp or less), she will try to greater teleport to safety with any dweornite she carries. The hezrou fight to the death. Remember dweornite gem #1 affects conjuration spells.

Conclusion

If the party recovered any dweornite, ask what they wish to do with it. While the following endings are by no means all the options available to a party, they represent the most common conclusions. Tailor the endings to best suit the PCs.

Failure: The Dweornite Lost

If the party failed to recover any dweornite, use this ending. Read or paraphrase the following:

In the days following the departure of the fiends from the mines, word spreads throughout Calbut of your deeds. Though you were unable to recover [some of, the] dweornite, the mines are still safe again. You are given complementary rooms at The Madrona; the people of Calbut are in your debt.

One afternoon you are visited in The Madrona by the dwarf tracker Bornli and the female dwarf Olis. Bornli tells you that an expedition of miners has ventured into the Underdark, to the Chamber of Stars, and recovered the body of Landish. As a distant relative of the dwarf, Bornli has accepted the task of arranging a funeral for his friend. He invites you to join him the next day for the interment.

The ceremony is simple, yet moving. It takes place outside the city walls in a section of a cemetery reserved for those who perished under the harsh occupation by the Stonefists.

The service is led by a priest of Pholtus who recites the traditional prayers and asks those who knew Landish to speak of him. Bornli tells of the love between Landish and his sweetheart Broda. Olis recounts the day she first met Landish, many years ago, on the banks of the Yol River.

Maethe and Vaya, who also attend the ceremony, stand with their heads bowed as the priest casts dirt onto Landish's casket. After the grave is completely covered in fresh loam, both Maethe and Vaya join you as you return to the city gate.

"This is a sad day, indeed," says Vaya. "It will be many years before the anguish inflicted on these people by the Old One and the Stoneholders will be healed."

That evening, you spend many hours at The Madrona with Maethe, Vaya, Olis, and Bornli. In the small hours of the evening, Maethe decides to call it an evening and rises from the table.

"There is still the matter of the buried relic in the Griff Mountains," Maethe says as you part ways. "Perhaps after I'm done doing as much as I can to track down the dweornite, I'll make another attempt." He waves. "Until I see you again, Friends. May cold iron avail you!" he shouts, in the manner of the people of Highfolk.

Vaya stands and bids you farewell as she departs the tavern with the scholar. As the door swings shut behind them, you can just make out Maethe's whistling of "The Winter Pastoral Fantasia," the Flan tune that you first heard when you met him.

Success: The Dweornite Recovered (Arcanist Guild Ending)

If the party successfully recovered the dweornite and decided to turn it over to the Palish Arcanist Guild, use this ending. Read or paraphrase the following.

In the days following the defeat of Azazyil and her demon companions, word of your victory spreads throughout Calbut. Your names are celebrated within the walls of the Mining Guild. You are given complementary rooms at The Madrona and are asked to repeat the tale of your journey time and again as local bards begin to work the details into song.

One afternoon you are visited in The Madrona by Maethe. You have not seen the scholar for several days. He is accompanied by Vaya; a smile blooms on her face as she approaches your party. "May we join you?" Maethe asks you. "There is someone we'd like you to meet."

The door to the tavern swings open and a middle-aged male dwarf wearing studded leather

and a green hat with a wide brim enters the room. "Ah!" the dwarf yells. "I've been a-meaning to say hallo. The last time we met I wasn't in much shape to do so." He holds out his hand. "The name's Landish. I believe I owe you my life."

Maethe explains. "A team of miners went back to the Chamber. Of Stars. Recovered Landish and brought him back."

Vaya interrupts her friend. "The dweornite stone that Landish recovered was technically his. However, the Pale requires that it take possession of dangerous materials such as dweornite. The Arcanist Guild thought the least it could do was provide the necessary material component to raise Landish, if that was what he wanted."

Landish continues. "Aye, the Pale has my thanks. I've got no need for the stone now. I only wish to travel to the south and find my beloved Broda. It's been many years since I've seen her and I've got a lot of catching up to do."

You push two round tables together and pull up three additional chairs to seat your guests.

"The Arcanist Guild would also like to thank you. For turning the stones over to them. Occasionally wizards of the Guild craft exceptionally unusual items as rewards for those who perform exceptional services."

Vaya continues, "Gifting the dweornite to the Guild certainly qualifies for a token of our appreciation. First, each of you will receive a pass to the Library of Antigua, in Wintershiven, good for a year. We hope that anything you discover on your travels about dweornite you would share with the Library. In return, you have access to our collected knowledge."

"Second," she says as she holds out her hand, "I offer you this." In the palm of her hand is green and yellow sphere. "This is a special ioun stone that confers a feather fall effect on the wearer, much like the spell. It is yours, if you wish. You have our thanks."

The afternoon turns into evening as pitchers of ale are poured, dinner is ordered, and tales are told. Landish tells you of the horrible yoke of the Stoneholders and the fiendish servants of Old Wicked. He seems especially eager to one day return to visit Sergeant Hornwin and the svirfneblin who supported the slaves in the mines, so that he may thank the deep gnomes in person.

In the small hours of the evening, Maethe, Vaya, and Landish take their leave of you. You walk them outside the tavern doors. Under the bright glow of the Handmaiden, in the chill winter air, you bid farewell to your friends.

"There is still the matter of the buried relic in the Griff Mountains," Maethe says as you part ways. "Perhaps when we're done studying the dweornite, I'll make another attempt." He waves. "Until I see you again, friends. May cold iron avail you," he says, in the manner of the people of Highfolk.

You head back into The Madrona to the warmth of the hearth; behind you, as he departs, Maethe whistles "The Winter Pastoral Fantasia," the tune that was playing the night when you first met the old scholar.

Success: The Dweornite Recovered (Church of the One True Path Ending)

If the party successfully recovered the dweornite and decided to turn it over to the Palish Church of the One True Path, use this ending. Read or paraphrase the following.

In the days following the defeat of Azazyil and her demon companions, word of your victory spreads throughout Calbut. Your names are celebrated within the walls of the Mining Guild. You are given complementary rooms at The Madrona and are asked to repeat the tale of your journey time and again as local bards begin to work the details into song.

One afternoon you are visited in The Madrona by Maethe. You have not seen the scholar for several days. Jeld, acolyte of the Church of the One True Path, accompanies him; a smile blooms on Maethe's face as he approaches your party. "May we join you?" Maethe asks you. "There is someone we'd like you to meet."

The door to the tavern swings open and a middle-aged male dwarf wearing studded leather and a green hat with a wide brim enters the room. "Ah!" the dwarf yells. "I've been a-meaning to say hallo. The last time we met I wasn't in much shape to do so." He holds out his hand. "The name's Landish. I believe I owe you my life."

Maethe explains. "A team of miners went back to the Chamber. Of Stars. Recovered Landish and brought him back."

Jeld interrupts Maethe. "The dweornite stone that Landish recovered was technically his. However, the Pale requires that it take possession of dangerous materials such as dweornite. The Church thought the least it could do was provide the necessary material component to raise Landish, if that was what he wanted."

Landish continues. "Aye, the Pale has my thanks. I've got no need for the stone now. I only wish to travel to the south and find my beloved Broda. It's been many years since I've seen her and I've got a lot of catching up to do."

You push two round tables together and pull up three additional chairs to seat your guests.

"The Arcanist Guild would also like to thank you. For turning the stones over to them. Occasionally clerics of the Church craft exceptionally unusual items as rewards for those who perform exceptional services."

Jeld continues, "Gifting the dweornite to the Church certainly qualifies for a token of our appreciation. I offer you this." In the palm of his hand is blue stone. "This is a special stone that confers the divine guidance of Pholtus on the owner. There are only a few of these stones in existence. It is yours, if you wish. You have our thanks."

The afternoon turns into evening as pitchers of ale are poured, dinner is ordered, and tales are told. Landish tells you of the horrible yoke of the Stonefists and the fiendish servants of Old Wicked. He seems especially eager to one day return to visit Sergeant Hornwin and the svirfneblin who supported the slaves in the mines, so that he may thank the deep gnomes in person.

In the small hours of the evening, Maethe, Jeld, and Landish take their leave of you. You walk them outside the tavern doors. Under the bright glow of the Handmaiden, in the chill winter air, you bid farewell to your friends.

"There is still the matter of the buried relic in the Griff Mountains," Maethe says as you part ways. "Perhaps when we're done studying the dweornite, I'll make another attempt." He waves. "Until I see you again, friends. May cold iron avail you," he says, in the manner of the people of Highfolk.

You head back into The Madrona to the warmth of the hearth; behind you, as he departs, Maethe whistles "The Winter Pastoral Fantasia," the tune that was playing the night when you first met the old scholar.

Success: The Dweornite Recovered (Svirfneblin/Dwarven Ending)

If the party successfully recovered the dweornite and decided to turn it over to the svirfneblin, use this ending. Also use this ending if the party decides to turn over the dweornite to the dwarves, who then give the stones to the gnomes in exchange for the raising of Landish.

Read or paraphrase the following.

In the days following the defeat of Azazyil and her demon companions, word of your victory spreads throughout Calbut. Your names are celebrated within the walls of the Mining Guild. You are given

complementary rooms at The Madrona and are asked to repeat the tale of your journey time and again as local bards begin to work the details into song.

One afternoon you are visited in The Madrona by Maethe. You have not seen the scholar for several days. He is accompanied by an unexpected visitor: Sergeant Hornwin, the svirfneblin who assisted you! A smile splits on his face as he approaches your party. "May we join you?" Maethe asks you. "There is someone we'd like you to meet."

The door to the tavern swings open and a middle-aged male dwarf wearing studded leather and a green hat with a wide brim enters the room. "Ah!" the dwarf yells. "I've been a-meaning to say hallo. The last time we met I wasn't in much shape to do so." He holds out his hand. "The name's Landish. I believe I owe you my life."

Maethe explains. "A team of miners went back to the Chamber. Of Stars. Recovered Landish and brought him back."

Sergeant Hornwin interrupts the scholar. "The dweornite stone that Landish recovered was technically his. We thought the least we could do was provide the necessary material component to raise Landish, if that was what he wanted. He has been gracious enough to let us keep the stone and research its potential."

Landish continues. "Aye, I've got no need for the stone now. I only wish to travel to the south and find my beloved Broda. It's been many years since I've seen her and I've got a lot of catching up to do."

You push two round tables together and pull up three additional chairs to seat your guests.

"Of course," Maethe says after a round of drinks are delivered, "there's still the issue about what to do with the remaining dweornite."

If the PC's decided to give the dweornite to the gnomes, read the following:

"Per your desire to contact the svirfneblin, I sent word to Sergeant Hornwin."

"I am honored that you thought of us," Hornwin says. "The svirfneblin of Bitterhollow would like to thank you for turning the stones over to us for further research. Occasionally the gnomes of Bitterhollow craft exceptionally unusual items as rewards for those who perform exceptional services."

If the PC's decided to give the dweornite to the dwarves, read the following:

"Landish's companions gave the dweornite to the gnomes of Bitterhollow so that we might raise their friend. Bitterhollow also felt that you should be

rewarded, not just for recovering the dweornite, but also for defending our outpost from the monsters of the Underdark."

Continue with the following:

Sergeant Hornwin continues, "First, you are declared heroes of Bitterhollow. Second, you are welcome to all the courtesies our village has to give. This includes access to our village alchemists. We create numerous goods that we use to defend our lands against our enemies. I hope you visit us soon."

The afternoon turns into evening as pitchers of ale are poured, dinner is ordered, and tales are told. Landish tells you of the horrible yoke of the Stoneholders and the fiendish servants of Old Wicked. Time and time again he raises a glass to Sergeant Hornwin and the svirfneblin who often helped the slaves in the mines.

In the small hours of the evening, Maethe, Hornwin, and Landish take their leave of you. You walk them outside the tavern doors. Under the bright glow of the Handmaiden, in the chill winter air, you bid farewell to your friends.

"There is still the matter of the buried relic in the Griff Mountains," Maethe says as you part ways. "Perhaps when we're done studying the dweornite, I'll make another attempt." He waves. "Until I see you again, friends. May cold iron avail you," he says, in the manner of the people of Highfolk.

You head back into The Madrona to the warmth of the hearth; behind you, as he departs, Maethe whistles "The Winter Pastoral Fantasia," the tune that was playing the night when you first met the old scholar.

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 Five

Defeating the gauths/beholders:

- APL4 210 xp
- APL6 270 xp
- APL8 330 xp
- APL10 390 xp
- APL12 450 xp

Encounter Six

Defeating the otyugh/hook horror(s):

- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 330 xp
- APL12 390 xp

Encounter Nine

Defeating Azazyil and her companions:

- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL12 420 xp

Story Award

Befriending the svirfneblin:

- APL4 50 xp
- APL6 50 xp
- APL8 75 xp
- APL10 110 xp
- APL12 130 XP

Recovering the dweornite:

- APL4 30 xp
- APL6 50 xp
- APL8 75 xp
- APL10 110 xp
- APL12 135 xp

Discretionary roleplaying award

- APL4 25 xp
- APL6 50 xp
- APL8 45 xp
- APL10 50 xp
- APL12 50 xp

Total possible experience:

- APL4 675 xp
- APL6 900 xp
- APL8 1125 xp
- APL10 1350 xp

Treasure Summary

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

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

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

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

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

Encounter One:

All APLs: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Four:

All APLs: L: 0 gp; C: 0 gp; M: 2,000 gp*

*Does not include dweornite gem #1.

Encounter Five:

APL 4: L: 0 gp; C: 200 gp; M: 1650 gp (*silversheen*: 250 gp, *scroll of freedom of movement*: 700gp, *scroll of deathward*: 700gp).

APL 6: L: 0 gp; C: 200 gp; M: 8350 gp (*silversheen*: 250 gp, *scroll of freedom of movement*: 700gp, *scroll of deathward*: 700gp, *pearl of power*, 2nd level spell: 4,000gp, *stone of alarm*: 2,700gp).

APL 8: L: 0 gp; C: 200 gp; M: 16350 gp (*silversheen*: 250 gp, *scroll of freedom of movement*: 700gp, *scroll of deathward*: 700gp, *pearl of power*, 2nd level spell: 4000gp, *stone of alarm*: 2,700gp, *ioun stone*, *pink rhomboid*: 8,000gp).

APL 10: L: 0 gp; C: 200 gp; M: 24,950 gp (*silversheen*: 250 gp, *scroll of freedom of movement*: 700gp, *scroll of deathward*: 700gp, *pearl of power*, 2nd level spell: 4000gp, *stone of alarm*: 2700gp, *ioun stone*, *pink rhomboid*: 8,000gp, +1 *ghost touch* (one end only) *quarterstaff*: 8600gp).

APL 12: L: 0 gp; C: 200 gp; M: 34,950 gp (*silversheen*: 250 gp, *scroll of freedom of movement*: 700gp, *scroll of deathward*: 700gp, *pearl of power*, 2nd level spell: 4,000gp, *stone of alarm*: 2,700gp, *ioun stone*, *pink rhomboid*: 8,000gp, +1 *ghost touch*, *bane undead* (one end only) *quarterstaff*: 18600gp).

Encounter Nine:

APL 4-6: L: 0 gp; C: 0 gp; M: 0 gp**.

APL 8-12: L: 0 gp; C: 0 gp; M: 900 gp** (*wand of invisibility*, 10 charges [Divine, Caster level 3rd]: 900 gp).

**Does not include any dweornite gems.

Total Possible Treasure

APL 4: L: 0 gp; C: 200 gp; M: 3,650 gp - Total: 3,850 gp

APL 6: L: 0 gp; C: 200 gp; M: 10,350 gp - Total: 10,550 gp

APL 8: L: 0 gp; C: 200 gp; M: 19,050 gp - Total: 19,250 gp

APL 10: L: 0 gp; C: 200 gp; M: 27,850 gp - Total: 28,050 gp

APL 12: L: 0 gp; C: 200 gp; M: 37,850 gp - Total: 38,050 gp

Special

The following favor is granted only if the party received the conclusion "Success: The Dweornite Recovered (Arcanist Guild Ending)."

Favor of the Arcanist Guild: You have recovered one or more samples of the precious substance dweornite, which you decided to give to the Pale Arcanist Guild for research. In exchange for your assistance, the Arcanist Guild is able to provide access to purchase an *ioun stone*, *green and yellow sphere*. This stone confers a *feather fall* effect on the user and behaves in all ways like a normal *ioun stone*. Price 4,400gp.

Additionally, the Arcanist Guild provides you with access to the Library of Antigua in Wintershiven for one year from today. Date of receipt: _____

The following favor is granted only if the party received the conclusion "Success: The Dweornite Recovered (Svirfneblin Ending)."

Favor of the Svirfneblin of Bitterhollow: You have recovered one or more samples of the precious substance dweornite, which you decided to give to the svirfneblin of Bitterhollow for research. In exchange for your assistance, the svirfneblin declare you a hero of Bitterhollow and you are given a malachite medallion on a silver chain (the medallion is nonmagic and does not take up an amulet slot, if worn). Additionally, they provide you access to their alchemists. By spending 1 TU, you can travel to Bitterhollow and are given access to alchemical weapon capsules of *ghostblight*, *quickflame*, *quickfrost*, and *quickspark* (from *Complete Adventurer*). An additional 1 TU must be spent for each future trip to Bitterhollow.

The following favor is granted only if the party received the conclusion "Success: The Dweornite Recovered (Church of the One True Path Ending)."

Favor of the Church of the One True Path: You have recovered one or more samples of the precious substance dweornite, which you decided to give to the Church of the One True Path. In exchange, they provide you access to purchase a single *stone of the divine guidance of Pholtus*. The *stone* provides a +1 sacred bonus on saving throws, ability checks, and skill checks. Price 20,000 gp.

The following is available at APL10-12 if the PCs freed Halen from petrification.

Favor of Halen, War-Chief of Clan Highgate: You have freed Halen of Highgate from his petrified state. For this he has given you the thanks for Highgate and declared you an ally of the clan.

The following item is available at all APLs if recovered from the Chamber of Stars. Each PC may buy only one of these ever. Once it is purchased, a line should be drawn through this access.

Small Silver Horn of Moradin: This silver horn, inscribed on one side with a pictograph of Moradin at his forge, functions in a manner similar to a *horn of vahalla* (*silver*), except that dwarven barbarian constructs are summoned instead of human ones. Price 50,000 gp.

Items for the Adventure Record

Item Access

APL 4:

- Silversheen (Adventure; DMG; 250 gp)
- Scroll of *death ward* [Divine, Caster level 7th] (Adventure; 700gp)

- *Stone of alarm* (Adventure; DMG; 2,700 gp)
- *Small Silver Horn of Moradin* (Regional; see above; 50,000gp).

APL 6 (all of APL 4 plus the following):

- Scroll of *freedom of movement* [Divine, Caster level 7th] (Adventure; 700gp)
- *Pearl of power*, 2nd-level spell (Adventure; DMG; 4,000 gp)

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

- *Ioun stone, pink rhomboid* (Adventure; DMG; 8,000 gp)
- *Wand of invisibility*, 10 charges [Divine, Caster level 3rd] (Adventure; DMG; 900 gp)

APL 10 (all of APLs 2-8 plus the following):

- +1 *Ghost touch* (one end only) *quarterstaff* (Adventure; DMG; 8,600 gp)
- *Salve of break enchantment* (Adventure; 2,250gp).

APL 12 (all of APLs 2-10 plus the following):

- +1 *Ghost touch undead bane* (one end only) *quarterstaff* (Adventure; DMG; 18,600 gp)

Appendix One: Encounter One, And I Shall Be Telling This With a Sigh

All APLs

Encounter One: And I Shall Be Telling This With a Sigh

Maethe Meleas: Male Human (Flan) Exp8; CR 8; Medium humanoid; HD 8d6+8; hp 39; Init +1; Spd 30 ft. (6 squares); AC 15 (touch 11, flat-footed 14); Base Atk/Grp +6/+6; Atk +6 melee (1d6, quarterstaff); Full Atk +6/+1 melee (1d6, quarterstaff); AL LG; SV Fort +3, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 18, Wis 11, Cha 14.

Skills and Feats: Appraise +16, Climb +2, Decipher Script +8, Knowledge (arcana) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (Nyrond Metaregion) +11, Knowledge (nobility) +9, Knowledge (religion) +14, Knowledge (the Planes) +14, Spellcraft +13, Use Magic Device +14; Diligent, Endurance, Iron Will, Magical Aptitude.

Languages: Celestial, Common, Dwarven, Ancient Baklunish, Flan.

Possessions: quarterstaff, chain shirt.

Appendix Two: Encounter Three (I Took The One Less Traveled By)

All APLs

Encounter One: And I Shall Be Telling This With a Sigh

Landish: Male Dwarf Com2; CR 2; Medium humanoid; HD 2d4+4; hp 10; Init +2; Spd 30 ft. (6 squares); AC 12 (touch 12, flat-footed 10); Base Atk/Grp +1/+3; Atk +1 melee (1d3+2, unarmed); AL NG; SV Fort +2, Ref +2, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +4, Profession (Miner) +6, Spot +3; Iron Will.

Languages: Common, Dwarven, Giant.

Appendix Three: Encounter Five (And Sorry I Could Not Travel Both)

APL 4

Gauth, advanced (1): CR 7; Medium Aberration; HD 10d8+30; hp 88; Init +6; Spd 5ft. (1 square), fly 20ft. (good); AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; Base Atk/Grp: +7/+6; Atk +9 ranged touch (eye ray), +1 melee (1d6-1, bite); Full Atk +9 ranged touch (eye rays) or +1 melee (1d6-1, bite); SA Eye rays, stunning gaze; SQ All-around vision, darkvision 60 ft., flight; AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 14.

Skills and Feats: Hide +15, Listen +15, Search +19, Spot +19; Alertness^B, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot.

Eye Rays (su): Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 15. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spells, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell ray of exhaustion (no save).

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

APL 6

Gauths, advanced (2): CR 7; Medium Aberration; HD 10d8+30; hp 88; Init +6; Spd 5ft. (1 square), fly 20ft. (good); AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; Base Atk/Grp: +7/+6; Atk +9 ranged touch (eye ray), +1 melee (1d6-1, bite); Full Atk +9 ranged touch (eye

rays) or +1 melee (1d6-1, bite); SA Eye rays, stunning gaze; SQ All-around vision, darkvision 60 ft., flight; AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 14.

Skills and Feats: Hide +15, Listen +15, Search +19, Spot +19; Alertness^B, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot.

Eye Rays (su): Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 15. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spells, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell ray of exhaustion (no save).

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

APL 8

Gauths, advanced (4): CR 7; Medium Aberration; HD 10d8+30; hp 88; Init +6; Spd 5ft. (1 square), fly 20ft. (good); AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; Base Atk/Grp: +7/+6; Atk +9 ranged touch (eye ray), +1 melee (1d6-1, bite); Full Atk +9 ranged touch (eye rays) or +1 melee (1d6-1, bite); SA Eye rays, stunning gaze; SQ All-around vision, darkvision 60 ft., flight; AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 14.

Skills and Feats: Hide +15, Listen +15, Search +19, Spot +19; Alertness^B, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot.

Eye Rays (su): Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 15. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spells, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell ray of exhaustion (no save).

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

Appendix Four: Encounter Six (And I Looked Down One As Far As I Could)

All APLs

Anbaric mushrooms: CR 4 Hazard; electricity (within 10 ft., DC 16 Reflex save for half damage, 3d6); SQ explosion.

Anbaric, or "shocker" mushrooms are typically found underground, often planted by denizens of the underdark who wish to protect important locations. These mushrooms give off a soft blue phosphorescent glow and can be recognized by light blue veins running underneath the cap and down the stem. A creature that interacts with the mushroom patch (disturbing it by touching it physically) causes a burst of electrical charge to be given off within a 10 ft. radius of the center of the patch. All creatures within the burst radius take 3d6 electrical damage. A Reflex save (DC 16) halves the damage.

Explosion (Ex): A patch of anbaric mushrooms that is hit with a cold-based effect or attack immediately releases its electrical charge, destroying the entire patch in the process. When destroyed in this manner, the mushroom patch does 6d6 points of electricity damage to all creatures within a 20 ft. radius of the center of the patch. A Reflex save (DC 16) halves the damage.

APL 6

Hook Horror: CR 6; Large Aberration; HD 10d8+20; hp 65; Init +3; Spd 20ft. (4 squares), climb 20 ft. (4 squares); AC 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19; Base Atk/Grp: +7/+18; Atk 1 claw +13 melee (1d6+7); Full Atk 2 claws +13 melee (1d6+7) and bite +8 melee (2d6+3); Space/Reach: 10ft./10ft.; SA Improved Grab, Power Sunder, Rending Bite; SQ Blindsight 60 ft., light sensitivity; AL N; SV Fort +5, Ref +6, Will +8; Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9.

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 points of damage.

Blindsight (Ex): A hook horror emits high-frequency sounds, inaudible to most other creatures, that bounce off nearby objects and creatures. This ability enables it to discern objects and creatures within 60 feet. The hook horror usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the hook horror to rely on its weak vision, which has a range of 10 feet.

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

Skills: A hook horror receives a +8 racial bonus to Hide checks when in subterranean areas.

APL 8

Hook Horror, advanced: CR 7; Large Aberration; HD 14d8+28; hp 91; Init +4; Spd 20ft. (4 squares), climb 20 ft. (4 squares); AC 23 (-1 size, +4 Dex, +10 natural), touch 13, flat-footed 19; Base Atk/Grp: +10/+21; Atk 1 claw +16 melee (1d6+7); Full Atk 2 claws +16 melee (1d6+7) and bite +11 melee (2d6+3); Space/Reach: 10ft./10ft.; SA Improved Grab, Power Sunder, Rending Bite; SQ Blindsight 60 ft., light sensitivity; AL N; SV Fort +6, Ref +8, Will +10; Str 24, Dex 18, Con 14, Int 7, Wis 12, Cha 9.

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 points of damage.

Blindsight (Ex): A hook horror emits high-frequency sounds, inaudible to most other creatures, that bounce off nearby objects and creatures. This ability enables it to discern objects and creatures within 60 feet. The hook horror usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the hook horror to rely on its weak vision, which has a range of 10 feet.

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

Skills: A hook horror receives a +8 racial bonus to Hide checks when in subterranean areas.

APL 10

Hook Horror, advanced (2): CR 9; Huge Aberration; HD 18d8+72; hp 153; Init +3; Spd 20ft. (4 squares), climb 20 ft. (4 squares); AC 24 (-2 size, +3 Dex, +13 natural), touch 13, flat-footed 21; Base Atk/Grp: +13/+28; Atk 1 claw +19 melee (2d6+11); Full Atk 2 claws +19 melee (2d6+11) and bite +14 melee (3d6+5); Space/Reach: 15ft./15ft.; SA Improved Grab, Power Sunder, Rending Bite; SQ Blindsight 60 ft., light sensitivity; AL N; SV Fort +10, Ref +9, Will +15; Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9.

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 4d6+16 points of damage.

Blindsight (Ex): A hook horror emits high-frequency sounds, inaudible to most other creatures, that bounce off nearby objects and creatures. This ability enables it to discern objects and creatures within 60 feet. The

hook horror usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the hook horror to rely on its weak vision, which has a range of 10 feet.

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

Skills: A hook horror receives a +8 racial bonus to Hide checks when in subterranean areas.

APL 12

Hook Horror, advanced (2): CR 10; Huge Aberration; HD 22d8+110; hp 209; Init +3; Spd 20ft. (4 squares), climb 20 ft. (4 squares); AC 24 (-2 size, +3 Dex, +13 natural), touch 11, flat-footed 21; Base Atk/Grp: +16/+31; Atk 1 claw +22 melee (2d6+11); Full Atk 2 claws +22 melee (2d6+11) and bite +17 melee (3d6+5); Space/Reach: 15ft./15ft.; SA Improved Grab, Power Sunder, Rending Bite; SQ Blindsight 60 ft., light sensitivity; AL N; SV Fort +12, Ref +10, Will +15; Str 32, Dex 17, Con 20, Int 7, Wis 12, Cha 9.

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 4d6+16 points of damage.

Blindsight (Ex): A hook horror emits high-frequency sounds, inaudible to most other creatures, that bounce off nearby objects and creatures. This ability enables it to discern objects and creatures within 60 feet. The hook horror usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the hook horror to rely on its weak vision, which has a range of 10 feet.

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

Skills: A hook horror receives a +8 racial bonus to Hide checks when in subterranean areas.

Appendix Five: Encounter Seven (Yet, Knowing How Way Leads On To Way...)

All APLs

* While using her *polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

Azazyil/Gorlin, Succubus: Medium Outsider (Chaotic, Extraplanar, Evil); HD 6d8+6; hp 33; Init +1; Spd 30ft. (6 squares), fly 50 ft. (average); AC 20 (+1 Dex, +9 natural), touch 11, flat-footed 19; Base Atk/Grp: +6/+7; Atk +7 melee (claw, 1d6+1); Full Atk 2 claws +7 melee (1d6+1); SA Energy drain, spell-like abilities, *summon tanar'ri*; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Buff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (Religion) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings). Dodge, Mobility, Persuasive.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-like Abilities: At will – *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd –level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

Appendix Six: Encounter Nine (And That Has Made All The Difference)

APL 4

Bar-Igura: CR5; Medium Outsider (Chaotic, Extraplanar, Evil); HD 6d8+18; hp 45; Init +4; Spd 40 ft. (8 squares), climb 20 ft. (4 squares); AC 22 (+4 Dex, +8 natural), touch 14, flat-footed 18; Base Atk/Grp: +6/+10; Atk +10 melee (claw, 1d6+4); Ful Atk 2 claws +10 melee (1d6+4) and bite +5 melee (1d8+2); Space/Reach 5ft./5ft.; SA pounce, spell-like abilities; SQ DR 5/cold iron or good, outsider traits, SR 16, summon tanar'ri, tanar'ri traits; AL CE; SV Fort +8, Ref +9, Will +7; Str 18, Dex 19, Con 16, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +11, Climb +12, Disguise +4, Hide +17, Intimidate +6, Jump +27, Listen +5, Move Silently +11, Spot +7, Tumble +16; Acrobatic, Dodge, Mobility.

Also known as leaping demons, bar-Iguras appear like lumbering apes. This appearance is misleading, for although they look and move like orangutans, they are intelligent and use their magical abilities craftily.

Pounce (Ex): If a bar-Igura charges, it can make a full attack even though it has moved.

Spell-Like Abilities: At will – *darkness, cause fear, dispel magic, greater teleport, see invisibility, telekinesis*; 2/day – *change self, invisibility, major image*. Caster level 6th; save DC 11+ spell level.

Summon Tanar'ri (Sp): Once per day a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success.

Skills: The skin of a bar-Igura changes color, allowing it to blend in with surroundings like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-Igura receives a +10 racial bonus on Jump checks.

APL 6

Bar-Igura (2): CR5; Medium Outsider (Chaotic, Extraplanar, Evil); HD 6d8+18; hp 45; Init +4; Spd 40 ft. (8 squares), climb 20 ft. (4 squares); AC 22 (+4 Dex, +8 natural), touch 14, flat-footed 18; Base Atk/Grp: +6/+10; Atk +10 melee (claw, 1d6+4); Ful Atk 2 claws +10 melee (1d6+4) and bite +5 melee (1d8+2); Space/Reach 5ft./5ft.; SA pounce, spell-like abilities; SQ DR 5/cold iron or good, outsider traits, SR 16, summon tanar'ri,

tanar'ri traits; AL CE; SV Fort +8, Ref +9, Will +7; Str 18, Dex 19, Con 16, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +11, Climb +12, Disguise +4, Hide +17, Intimidate +6, Jump +27, Listen +5, Move Silently +11, Spot +7, Tumble +16; Acrobatic, Dodge, Mobility.

Also known as leaping demons, bar-Iguras appear like lumbering apes. This appearance is misleading, for although they look and move like orangutans, they are intelligent and use their magical abilities craftily.

Pounce (Ex): If a bar-Igura charges, it can make a full attack even though it has moved.

Spell-Like Abilities: At will – *darkness, cause fear, dispel magic, greater teleport, see invisibility, telekinesis*; 2/day – *change self, invisibility, major image*. Caster level 6th; save DC 11+ spell level.

Summon Tanar'ri (Sp): Once per day a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success.

Skills: The skin of a bar-Igura changes color, allowing it to blend in with surroundings like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-Igura receives a +10 racial bonus on Jump checks.

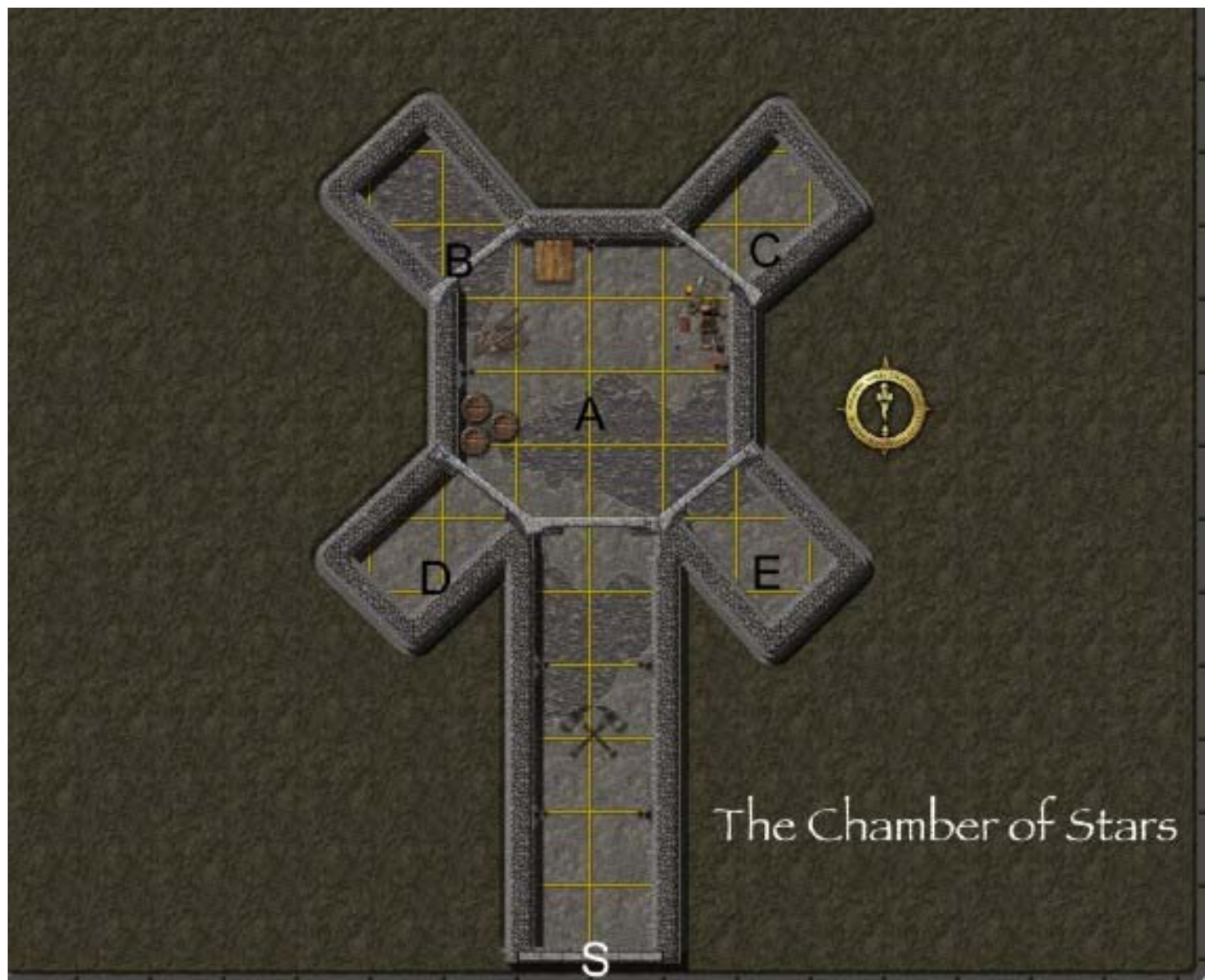
Appendix Seven: Judge Aids

GM Map #1: Calbut and Environs

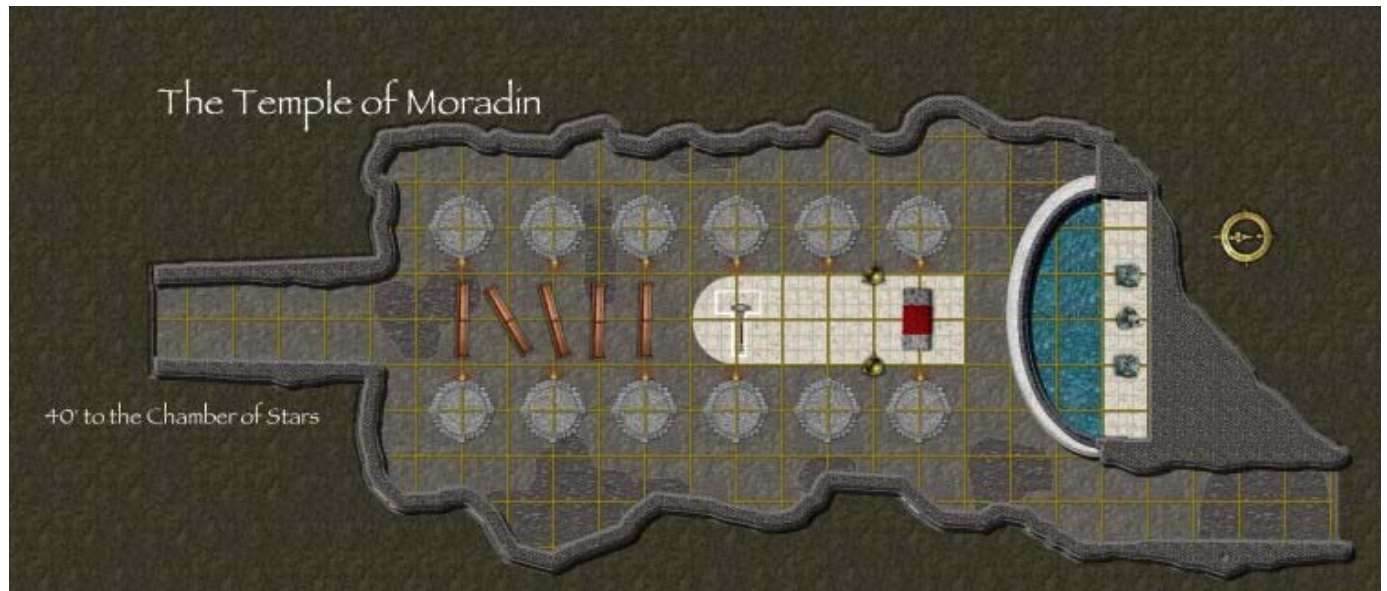


GM Map #2: The Chamber of Stars (Encounter Four)

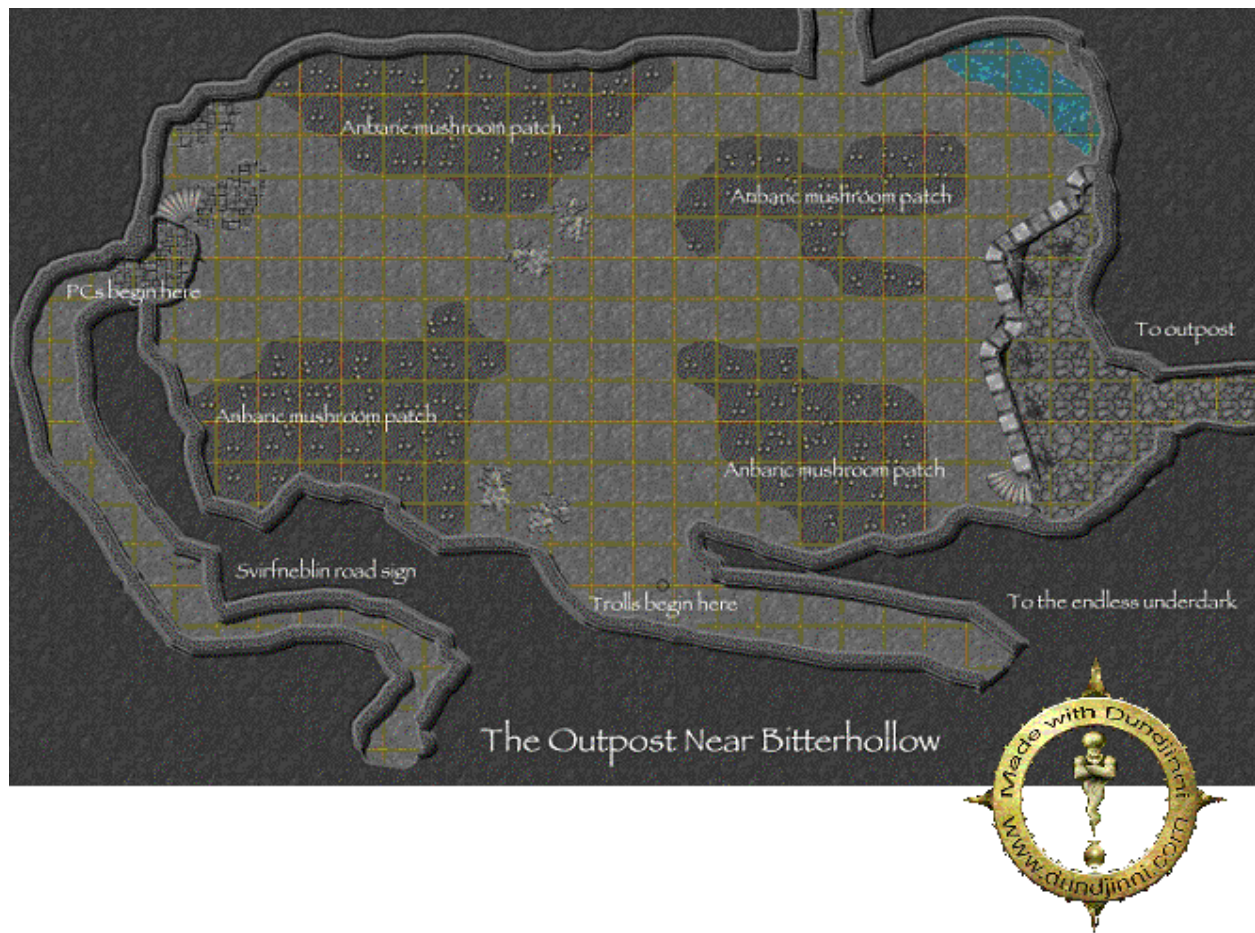
The sparks from Moradin's hammer rose above his forge and became stars....



GM Map #3: The Temple of Moradin (Encounter Five)



GM Map #4: Outside the Svifneblin Outpost (Encounter Six)

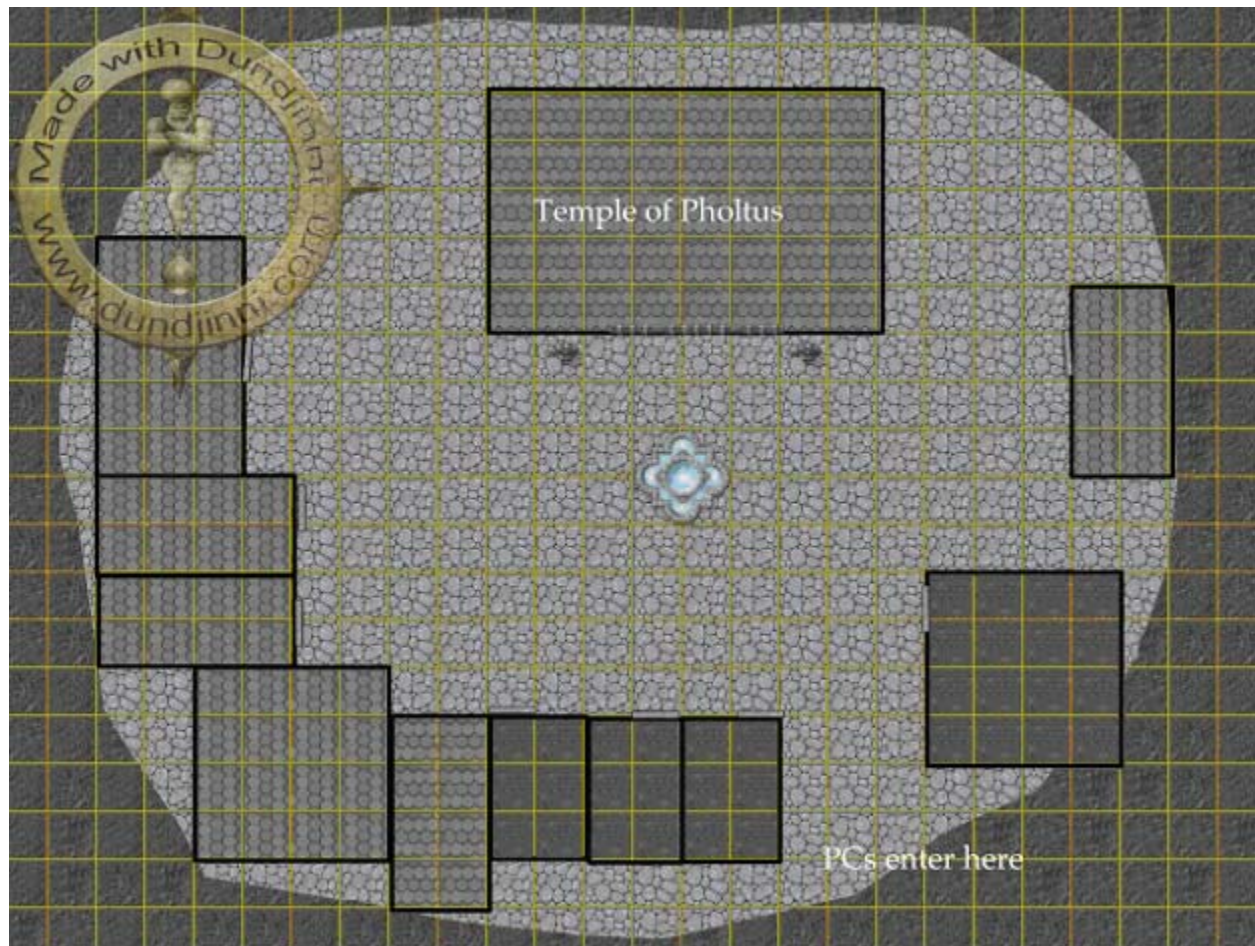


PCs begin at west entrance where marked. Brown, dotted areas indicate anbaric mushroom patches.

GM Map #5: The Way Out (Encounter Eight)



GM Map #6: The Plaza of the Sun (Encounter Nine)



Player Handout #1: The Scholar's Invitation

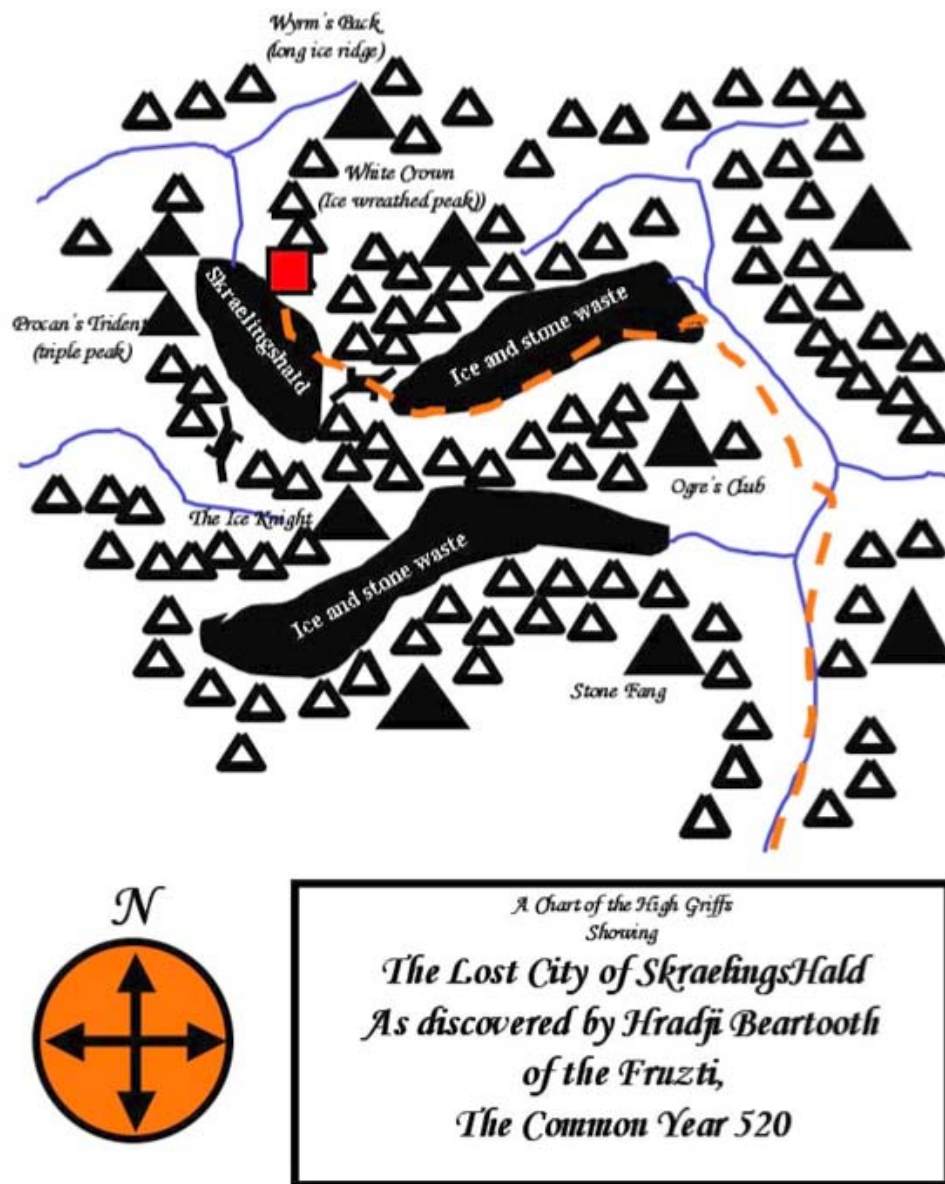
Explorers, adventurers, and great heroes,

I am a scholar and traveler much like you. I have heard of your recent exploits and wish to hire you for your expertise. I will be at The Madrona tavern in the Plaza of Stone this evening to celebrate the re-opening of the platinum mines; I hope you will find the time to meet me and hear my offer. I made a surprising find while in Perrenland many months ago that I would share with you.

Yours truly,

Maethe Meleas

Player Handout #2: Hradji Beartooth's Map of Tostenhca



Map created by Paul Looby. Used with permission.

Player Handout #3: Landish's Journal

The following are excerpts from the journal found on the body of the dwarf. The text is written in Common and is signed with the name "Landish."

5 Fireseek, CY591

My dearest Broda,

Something unusual happened today, my love. A Stonehold man I'd never seen came into the mines carrying a box draped in some kind of red cloth. He later left the mines without the box. I am holding on, but for how long? A friend of mine was considering escape and then couldn't be found one morning.

12 Reaping, CY592

Chaos in the mines! The shouts of men...other things?...could be heard throughout the caverns. We have heard that Tenh is under invasion by insectoid creatures. The Fists have abandoned Calbut and have retreated into the mines.

10 Harvester, CY594

Three years imprisoned. The Fists continue to have us work the platinum. Occasionally some of the slaves receive news and food from the deep gnomes – the svirfneblin – who live beyond the mines. They say that the insectoid "ether creatures" were driven off, but Tenh is a wasteland. The Fists talk of retaking Calbut.

25 Sunsebb

Great fortune! Rumor is that the army of the Pale is here to liberate Tenh from Stonehold! The barbarians were routed from Calbut! I fled with five other dwarves to a svirfneblin outpost. We have decided to stay with the gnomes in their city until we receive word that it is safe to return to the surface.

4 Fireseek

Apparently the entrances to the mines are clear! The gnomes have given us supplies and wished us well. We have stopped at a gnome outpost near the mine's teleportation circle. We unfortunately cannot activate it. We will regroup at the outpost if we run into any trouble.

5 Fireseek

On the way we found something very unusual: behind an illusory stone wall were three boxes covered in red cloth! Inside we found three blue-white gems of beautiful design, the like of which I've never seen. We have split up the gems and I carry one of them. I hope to find you soon.