

VER5-01

Deep in the Lortmils

A D&D® Living Greyhawk™ Verbobonc Regional Adventure

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Based on an outline by Michael Breslin, Sr.

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Special thanks to Terry Doner, Ron Lundeen, Michael Maenza, Ephraim Unell, Tony Mastrangli, and the citizens of Irondelve

The journal of a long-dead dwarven surveyor in Irondelve holds the clues to locating the last key needed to open the gates of Granite Keep. Thuldon Rockspitter requests the aid of those true to Clan Rockhall so this final piece may be recovered and the gates to Granite Keep opened at last. An adventure for APLs 4-12. Recommended for those who have played *VER1-07: Knocking on the Keep*, *VER2-02: Granite Keep*, *VER3-06: Never Read Somebody's Diary*, *VER4-01: Return to the Fens of Tor*, and *VER4-05: Dwarven Dawn*

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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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc 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.

Verbobonc Town Project

Portions of this adventure take place in the town of Irondelve, which is part of the Verbobonc Town Project. Characters with *Citizen of Irondelve* certificates receive the benefits listed there for this adventure. See **Appendix 3: Town of Irondelve** for more information on this town.

The judge is also encouraged to visit the Irondelve Yahoo discussion group at:

<http://games.groups.yahoo.com/group/Irondelve>

The discussion has additional resources that will prove helpful in detailing the portions of the town not covered in this scenario.

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document.

- Viscount Langard
- Church of Rao
- Dwarven Clan Rockhall
- Dwarven Church
- House Asbury
- The Family

Playtest Credits

The author wishes to thank the following people for their comments and feedback during the playtesting of this scenario:

Robert Dieterle, Thomas A. Hendricks, Gregg Homerding, Jonathan Loveall, Nathaniel Mohler, and Cary Suter

Before you begin

Before play begins, characters having any of the following should be identified:

- **Black Iron Box** (from *VER2-02: Granite Keep*).
This item is useful in multiple encounters, including enabling the party to pass through **Encounter Six**: Deep in the Lortmils without combat, though they receive full experience and gold for the encounter. The Black Iron Box contains an iron rod decorated with illegible dwarven runic symbols.
- **Curse of Moradin** (from *VER4-01: Return to the Fens of Tor*).

Characters that have this curse are unable to proceed past **Encounter Five**: It's Never That Simple. At the end of the scenario, assume they have returned to Asbury Forge and are on hand for the returning party. However, under no circumstances will Thuldon choose anyone with the Curse to assist in the Conclusion.

Do not let the players know what you are looking for – part of the fun will be letting them discover that this box they have been carrying around for so long is finally useful, or discovering that their choices in the Fens of Tor have ramifications beyond that scenario.

Adventure Background

The Story of the Search for Ulthak-Nor

The dwarven clans of the Lortmil Mountains lived deep under the mountains centuries before the coming of man to the Flanaess. An evil darkness dwelling deeper than the greatest of the dwarven mines lived in seclusion and banishment. The dwarves' unmistakable approach came too near the influence of this powerful evil, allowing it to take control of several of the dwarven miners. As others fell to its influence, a breach in its earthen prison was made. At first, the breach was small, but after decades of battle and toil, the breach opened sufficiently to release hordes of the evil's minions.

Ulthak-Nor, the city beneath the mountain, was the home of the dwarven clans of the Lortmils. The city was lost to the war against the evil. The dwarven forces battled in retreat to the surface citadel known as Granite Keep where the dwarves now mixed with the light of day and elves, gnomes and the coming races of man. To protect the other surface dwellers, the ancients of Ulthak-Nor gave council to the elders calling for the sealing of Granite Keep behind a wall of stonework so exceptional that dwarves would not notice the entrance. The master stone craftsman reshaped the face of the ancient dwarven home making it so. Finished with securing from the surface the entrance to Granite Keep with magic and stone craft, the clans divided and spread throughout the lower Lortmil Mountains. The seal was keyed to three items of dwarven spirit. The key items are a holy symbol of Moradin blessed by a high cleric of Moradin, a shield of Rockhall, and the axe Worm Slayer.

Many of the warriors and priests were lost in the final battles between Granite Keep and Ulthak-Nor. Ulfgar of Ulthak-Nor, the greatest of warriors, wielded Worm Slayer as he led his clan from the mountains. After settling in a high mountain valley near the eastern portion of the Lortmils just on the edge of the Kron Hills, Ulfgar left on a pilgrimage to find other dwarven nations rumored to be in the west. With the help of Grimbold Ironshank, he secured the blade of Worm Slayer in a crystal cave formation beneath the town of Iron delve to be held until the reuniting of the dwarven peoples that would drive the evil from their ancestral home. Crafting a new axe blade, he fitted the new blade on the handle of Worm Slayer and left on his journey, parting company with Clan Granitesplitter, guardians of the way to Granite Keep. Ulfgar fell to an ambush of savage humanoids and nearly lost the axe. He was sold to a band of pale-faced humans migrating from the south. The humans took their newly gotten slaves and forged towards the great forest. A temple was built using the craftsmanship of the dwarves combined with their magic. This temple sat to

the east of a boggy fen on the western edge of the great forest.

The clan of the now-elderly Obon Rockbreaker left for the western edges of the Lortmils. His family was strong in spirit but diminished from years of battle. Nestled in a quiet fertile valley, they spent several years reshaping the mountain face as was done at Granite Keep. Here Obon Rockbreaker shaped a replica of the gates to Granite Keep and a final resting place for him and his few kinsmen that followed him from their beloved valley.

The leader of Clan Rockspitter led his followers northwest until they found a home near the edge of the Lortmils bounded by high walls of granite and close proximity to the hills of the Kron. The Clan Leader decreed that after three generations, the first-born son of the clan leader would seek the valley of Granite Keep once more. Upon the start of his quest, the son of Rockhall would not have his name spoken until the Valley of Granite Keep was found or upon his return at the fall of the Clan Leader. Then he would assume leadership of the clan, and pass the legacy to his firstborn son. It has been so for the last four generations. A map has been kept by each Son of Rockhall to aid in narrowing the search. Each has looked for both the axe Worm Slayer as well as the face of the mountain that was reshaped.

Unfortunately for the questing Sons of Rockhall, the valley is not unlike any of the thousands of valleys in the Lortmil Mountains. The quest to find Ulthak-Nor has been difficult because craftsmen shaped the stone to show no signs of Granite Keep. The current son, Thuldon Rockspitter, has had the advantage of time and the efforts of his fathers. There remains only a few thousand square miles of the mountains to search.

Other Scenarios in this series

The Dwarven Series is a sprawling one; this summary should provide the DM with some background with the regional events that have dealt with this series. You should find out which characters have played previous adventures in this series, as their character will be known by some of the NPCs in this scenario.

In **VERI-01** *Noble Ambitions*, the characters saved Thuldon Rockspitter, Thornblade's son, from a dungeon full of orcs and ogres. In gratitude, Thuldon agreed to serve Lady Asbury as a smith for five years. He confided in the adventurers that the eldest noble son of Clan Rockhall (that is, Thuldon himself) is tasked to find the entrance to Granite Keep. This is a life-long quest, and Thuldon is happy to trade five years of service in

exchange for his life, and the ability to resume the quest once his service is done.

In **VER1-07 *Knocking on the Keep***, Thuldon asked the characters to deliver his fiancée, Gelten, to Clan Rockhall, along with a request for some mithral to work with. The characters were able to recover an orcish standard, which had been made of the haft of Worm Slayer. In thanks for return of (half of) their precious artifact, the Rockhall dwarves gifted some characters with a *Shield of Rockhall*.

In **VER2-02 *Granite Keep***, the characters followed the rumors of a peasant boy and discovered the tomb of Obon Rockbreaker. This tomb showed what the entrance to Granite Keep looks like, and how to open it with the three keys (the holy symbol, the axe, and the shield). This tomb also held an encoded journal, and a strange box containing a metal rod.

Obon Rockbreaker's ward has not kept the drow and their allies underground; **VER3-06 *Never Read Somebody's Diary*** tells of how the drow are preparing to raid the surface, although they are trying desperately to keep their presence masked for now. A drow wizard escaped the adventurers in that scenario, and he may be encountered in this one.

In **VERS4-01 *Return to the Fens of Tor***, the characters are summoned to Asbury Manor, where they learn of a dwarven assassin who felled twelve of Lady Asbury's guardians and cast Thuldon into a deep sleep. Pursuing the trail of the assassin, the party ventured into the ruins of a temple in the Fens of Tor. There, they encountered a party of derro wielding an axe that contained the spirit of Ulfgar Rockspitter. Defeating the derro freed Ulfgar's spirit and released Thuldon from his throes.

VER4-05 *Dwarven Dawn* has the characters searching for Rukar Granitesplitter, a dwarven druid whom Thuldon wanted to talk with regarding his family lineage. Tracking Rukar to the town of Loren's Ford, the characters learn of others who are also interested in Rukar. Trailing Rukar and those who sought him led the characters into the Lortmil Mountains, where they discovered duergar and drow working together. They rescued Rukar from his captors and, in the process, located the lost entrance to Granite Keep.

All that remains is to recover the axe head of Worm Slayer. Once this is done, the dwarves can begin the task of reclaiming the homeland. The recovery of the axe head is the subject of this adventure. The reclamation of Ulthak-Nor is detailed in the final part of the dwarven series – **VER5-03 *Minions of Shadow and Fire***.

Adventure Summary

The adventurers are called to Asbury Forge by a note for someone that has played one of the following Verbobonc scenarios:

- VER1-07 *Knocking on the Keep*
- VER2-02 *Granite Keep*
- VERS4-01 *Return to the Fens of Tor*
- VER4-05 *Dwarven Dawn*.

If no member of the table is playing a character that has played any of these modules, the characters have heard a rumor that a dwarven smith is looking for adventurers who would care to earn the trust of Clan Rockhall.

Introduction:

Responding to the note (or rumor) brings the adventurers to Asbury Forge where Thuldon Rockspitter tells them that Rukar Granitesplitter has told of a journal made by Grimbold Ironshank, one of those who sealed away the head of Worm Slayer. This journal, thought lost, was recovered by one of the present-day founders of Irondelve. It is thought that the journal might provide some insight in the recovery of this last important key.

Encounter One: Giants on the Move

On their way to Irondelve, the adventurers encounter a group of giants sent by the mysterious Cowled Lady, leader of the giant army invading the gnome territories.

Encounter Two: Granite Keep

Traveling to Irondelve, the adventurers learn something of the history of the town and its connection with the journal they have been sent to locate. The party eventually discovers the journal is kept at the local shrine to Moradin.

Encounter Three: (Never Read) Somebody's Diary

Arriving at the shrine, the party meets Balin Rockshaper and reads the journal of Grimbold Ironshanks. The journal tells of ancient tunnels beneath the town and one page contains symbols. Any that have the black iron box (from VER2-02 *Granite Keep*) realize that the symbols on the box and in the journal match. Balin Rockshaper also recognizes the symbols. He remembers them from an encounter he had when he first arrived in Irondelve. He offers to take the party to where he saw them.

Encounter Four: A Friend In Need

On the way to find the mysterious runes, the party encounters a lost dwarven daughter out looking for her

father. She has been ambushed by a pack of marauding stone drakes, responsible for several deaths.

Encounter Five: It's Never That Simple

The journal leads the adventures to a wall where the symbols are supposed to be located. Only a small rune is visible. If the party possesses the rod and Black Iron Box, the rod glows with a bright light that causes the runes to become visible. The runes shimmer and shift to form a riddle. If the characters do not have the iron rod, a dwarf must channel positive energy into the rune to reveal the letters (Balin can do this if no dwarf in the party can). Once the riddle is solved, the wall changes into a passageway leading deep into the Lortmil Mountains.

Encounter Six: Deep in the Lortmils

Traveling through the long tunnel, the characters reach the entrance of a great cavern, guarded by statues of dwarven warriors from the ancient past. Those parties without the Black Iron Box must fight these stone guardians.

Encounter Seven: (Nor) Crystal Falls

Entering the cave, the adventurers encounter Grobb Winterbeard, a dwarven cleric of Vatun and warden of Worm Slayer. They must find and solve the wards that protect the axe blade as it is encased in solid crystal harder than granite. Grobb holds the secret of freeing Worm Slayer from the crystal column.

Inquiring of the characters, Grobb will only permit the characters to recover the head of Worm Slayer if they agree to be blessed by the spirit of Ulfgar Rockspitter. Only if all the characters consent can the head be removed.

Encounter Eight: Minions of Shadow and Fire

If the characters consent, they are shown three visions: the retreat of the dwarves from Granite Keep, the sealing of Granite Keep, and a vision of the cowed figure forcing a mountain giant to summon more and more giants, and binding those giants so they do not depart once the summoning is over.

The characters meet the spirit of Ulfgar Rockspitter, who asks the characters to help his people return to their home. In return, they will help the Viscounty against the giant threat. If they agree, he permits them to retrieve Worm Slayer.

Conclusion: Dwarven Dawn

Once Worm Slayer is recovered, Grobb Winterbeard sends the party back to Clan Rockhall. The dwarven clan rejoices and forms a procession to travel to the keep to

open the doors. The keys are put in place and, for the first time in five hundred years, the doors are opened.

Introduction

The characters have arrived at Asbury Forge, in response to a summons from Thuldon Rockspitter.

Asbury Forge is bustling as dwarves rush about on all kinds of errands – arming themselves, seeing to provisions, and apparently preparing for an extended battle. Striding out of Asbury Forge, Thuldon Rockspitter, the dwarven blacksmith pledged in service to Lady Asbury, walks purposefully toward you, a smile growing across his face as he shakes each of your hands in turn.

“My friends – thank you for coming, though you have arrived on a day of much activity. Many preparations are underway for what we hope is our soon return to our homeland.

If there are characters in the party who have played earlier portions of the Dwarven series (VER1-07 *Knocking on the Keep*, VER2-02 *Granite Keep*, VERS4-01 *Return to the Fens of Tor*, or VER4-05 *Dwarven Dawn*), he says:

“Your faithful service has enabled us to reach this point and we are forever in your debt. There is but one task remaining and it is my hope that you can assist with it.”

To those characters that have not played any of the Dwarven series, Thuldon says the following:

“Word has reached our ears that you seek adventure with the hope of reward. There is a service which you could perform for us that would let you attain you both of these goals.”

Continue from here.

“The spirit of my ancestor, Ulfgar Rockspitter, visited me in a dream last year. In this dream, I saw Ulfgar and another dwarf in the midst of a great battle in the mountains. There was some kind of settlement in the background.

I have gone over our histories and maps of the region, and my conversations with the druid Rukar have led me to believe that the settlement is the town of Irondelve. Furthermore, I have heard that a journal of one of the warriors from ages past – Grimbold Ironshanks – has been found by those who now live in Irondelve. I do not know for certain, but I believe that the other dwarven warrior in my dream was, in

fact, Grimbold. If this is so, since he knew Ulfgar, his journal may contain clues on where the last key to our homeland, the head of the legendary axe Worm Slayer, can be found. Will you go to Irondelve, find this journal, and find out if there is any information that could be of use in our quest?"

There are two courses of action that the party can take:

1) Refuse to help

Of course, the characters can refuse the request – in which Thuldon is very disappointed. He thanks the characters for coming and allows them to depart.

Should any character choose this course of action, that character gains the Disfavor of Clan Rockhall, as noted on the AR.

Refusing to assist the dwarves when they are so close to the culmination of a centuries-long quest is a bad idea.

2) Agree to go.

Ah – the preferred choice of heroes everywhere! Assist the dwarves!

Once the characters accept Thuldon's request, a look of gratitude crosses his face.

"Thank you, my friends. You have [again] proved your worth to Clan Rockhall and our cause."

Encounter One: Giants on the Move

The journey from Asbury Manor to Irondelve takes a few days, possibly less if all characters have mounts of an alternate form of transportation.

Characters traveling via instantaneous methods (*teleport* spells or similar magic) completely bypass this encounter and receive no experience for it.

Traveling via flying

If the characters are traveling via flying methods (flying mount, *overland flight*, *wind walk*, etc.), read the following:

The landscape of the Viscounty passes swiftly beneath you as you soar over the plains and lower foothills of the Kron. Toward the south, the fading sunlight reflects off the peaks of the Lortmil Mountains as sunset nears.

Allow characters to make a Spot check at this point [DC 25]. Those that fail are surprised, distracted by the light of the sun facing their direction.

The flicker of movement below catches your eye. Looking down, you spy a group of large creatures. One of the figures looks up and points at you as your shadow passes below. The guttural face is twisted in a snarl of hate!

A DC 10 Knowledge (nature) check identifies the type of creatures (ogres, hill giants, or frost giants, depending on the APL).

Traveling on foot

If the characters are traveling by land (on foot or land-bound mounts), read the following:

Your journey across the Viscounty has been uneventful as you pass through the plains and enter the lower foothills of the Kron. Toward the south, the fading sunlight reflects off the peaks of the Lortmil Mountains as sunset nears.

Allow characters to make a Spot check at this point [DC 25]. Those that fail are surprised, distracted by the light of the sun facing their direction.

The sound of movement and flicker of shadows across the sunlight abruptly catches your attention. Several large creatures surge out towards you!

At lower APLs, these are ogres, moving up to giants the higher the APL becomes. A DC 10 Knowledge (nature) check identifies the type of creatures (ogres, hill giants, or frost giants, depending on the APL)

Note about the giants: They are out on a scouting mission for the Cowled Lady, leader of the giant forces occupying the gnome lands. She has recently been contacted by the forces occupying Granite Keep and Ulthak-Nor (the dwarven homelands) and is considering an alliance. She wishes information on the movements of Lady Asbury's forces and her association with Clan Rockhall.

Although we won't explain why here, any *protection from evil* or *magic circle against evil* effect prevents the ogres and hill giants (but not the frost giants) from physically contacting the affected character in melee, as though the giants were summoned creatures. Once attacked, however, the giants are free to respond with melee attacks (see the description for *protection from evil*). They have no other traits of summoned creatures, however (they do not vanish if slain, they are not susceptible to dispelling or *banishment*, and so on).

APL 4 (EL 5)

👉Ogres (2): hp 29 each; see *Monster Manual*.

APL 6 (EL 7)

👉Ogres (4): hp 29 each; see *Monster Manual*.

APL 8 (EL 9)

👉Hill Giants (2): hp 102 each; see *Monster Manual*.

APL 10 (EL 11)

👉Hill Giants (4): hp 102 each; see *Monster Manual*.

APL 12 (EL 13)

👉Frost Giants (4): hp 133 each; see *Monster Manual*.

Tactics: The tactics vary depending on the type of giant the characters are facing:

The ogres begin the encounter 60 feet away and move to engage the closest characters – usually front-line fighter-types – and work to remove them from the picture. Should weaker-looking targets present themselves, they engage them preferentially.

The hill giants and frost giants begin the encounter 120 feet away and bombard characters from a distance with their rocks. The giants target “soft” characters (wizards, monks, and anyone else who looks like they’re not wearing armor).

As the giants engage characters in melee, they will attempt to sunder any wooden weapon or shield; otherwise they attack normally. Of course, if you as the judge have a better tactic, feel free to bring it on!

Treasure: Defeat and loot the giants.

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

APL 6: L: 12 gp; C: 0 gp; M: 0 gp.

APL 8: L: 6 gp; C: 0 gp; M: 0 gp.

APL 10: L: 12 gp; C: 0 gp; M: 0 gp.

APL 12: L: 72 gp; C: 0 gp; M: 0 gp.

Encounter Two: Granite Keep

If the party is traveling by instantaneous means (teleportation, etc), they find that they are unable to teleport directly into Irondelve, instead arriving on the surface.

The following text assumes the party has arrived by foot. If they have arrived by other methods, paraphrase as necessary.

Your journey leads you through the foothills of the Kron and into the lower reaches of the Lortmil

Mountains. You follow a well-worn trail, you crest of a rise.

Your eyes alight on a cluster of buildings nestled against the mountainside. A wooden stockade surrounds the buildings on three sides, while the mountain itself serves as fourth wall. Beyond that, you see a great set of stone doors, crafted into the rock itself. Flanking the doors are the early stages of construction for guard towers. The great doors stand open, a yawning cave leading downward into the mountain.

In front of the open doors stand four dwarven guards.

A statue sits in the middle of a small park between the great stone doors and the entrance to the town.

Characters making a DC 10 Knowledge (Local – Velderdyva Trade Route) or Bardic Knowledge check can learn one piece of information below. If no one has either of these skills, an Intelligence check will suffice. For every 3 points above DC 10, an additional piece of information can be learned. There is no particular order to the information below – give it out in whatever order you see fit.

- The town of Irondelve is known for its substantial deposits of iron and other metals. The mines beneath Irondelve are extensive and old.
- There have been some mining deaths recently. Several miners have been found horribly slaughtered. Others have just gone missing.
- Irondelve is divided into two sections: the ‘outercity’ is for people who do not want to live underground. This section has a stable, a small inn, and basic amenities. The ‘undercity’ is where most of the residents live. The undercity contains most of the shops, residences, and a combination forge/shrine to Moradin called the Shrine of the Soul Forge.
- Around five hundred years ago, the town was besieged by an army of illithids (mind flayers), duergar, and other foul creatures. Though ultimately prevailing, the town’s population was decimated from the warfare.
- The dwarven surveyor, Grimbold Ironshanks, was one of those who fought in the ‘Siege of Night’, so-called for the darkness that seemed to surround the invaders.
- Grimbold Ironshanks left a journal of his activities of the time. It was recovered by the

late adventurer Agnes McDoo, who died shortly after bringing it to Irondelve and re-establishing the town. The journal is now housed in the shrine to Moradin in the Irondelve undercity. The statue is in memorial to Agnes' death.

The dwarven guards ask the characters business in town. If they mention the journal, the dwarves provide directions to the shrine of Moradin.

You are engulfed by darkness as you enter the cave. The broad corridor bears evidence of frequent traffic to and from the surface. Hanging from either side, dim lanterns provide light for travelers unaccustomed to journeying underground. It is obvious that this great cave was carved out of the granite only by enormous amounts of work and effort.

Characters that have played **VER2-02: Granite Keep** can make a DC 15 Knowledge (architecture and engineering) check to recognize commonalities between this tunnel and the hidden outpost.

The tunnel slopes gently downward for almost a mile before leveling off at the top of a great staircase, one-hundred-feet wide. This descends into a vast hall littered with great stone columns that stretch up to the roof of the cavern. There is a bustle of activity in the town.

The characters have arrived in the Great Hall of Irondelve. From there, they can go to any of the establishments of the town or proceed to the Shrine of the Soul Forge. Refer to **Appendix 3: Irondelve** for some general information if the players want to explore the town.

Once the party is ready, proceed to **Encounter Three**.

Encounter Three: (Never Read) Somebody's Diary

Eventually, the characters reach the Soul Forge where the Journal of Grimbold Ironshanks is kept.

A massive set of iron doors stand open ahead of you. Engraved upon the doors is what appears to be the symbol of an anvil overlaid with a warhammer. Waves of heat wash over you as you approach.

A DC 10 Knowledge (religion) check identifies this as the symbol of Moradin. Clerics of Moradin, members of the Dwarven Clan Rockhall meta-org or the Dwarven Church meta-org automatically identify the symbol.

Passing through the iron doors, the heat becomes much more pronounced. Great pillars in the likeness of dwarven warriors support a massive ceiling that is lost in the darkness above. On either side of the cavern you see small flickers of light as both dwarves and, surprisingly, a number of halflings, offer their supplications to the Soul Forger. Dominating the scene, its flames illuminating the shrine like the entrance to a volcano, a huge forge stands opposite you. Several worshippers tend the shrine, either offering pieces of metal or fuel. Standing nearby, overseeing things is a dwarf in a long cloak of leather covering overlapping plates of metal. He turns to you, his voice gentle but with a gravelly tenor that reminds you of rocks moving.

"Welcome to the Shrine of the Soul Forge, may the blessings of the All-Father, Moradin Soulforger, guide your axe. I am Forge Father Balin Rockshaper. What brings you to the forge?"

Balin has been the Forge Father of Irondelve since the coming of Agnes McDoo and the restoration of this ancient dwarven town. He is very knowledgeable on its history and can readily talk on all points of interest related to the town. Use **Appendix 3: Irondelve** to fill in any blanks.

Do you know anything about the missing miners?

"Yes, it has only started in the past couple of weeks. A mining team went missing in one of the lower shafts and the team sent to look for them was discovered later by a third team torn apart, as if by some great beast. The town guards have been unable to locate the beasts, so I'm sure any assistance you could render would be appreciated."

Ask about the Journal of Grimbold Ironshanks.

The Forge Father smiles at the mention of Grimbold, motioning for you to follow him. "The citizens of today have much to thank Grimbold for. Not much is known of him, beyond what he wrote in his journal." You follow the dwarven priest down a side hall thick with carvings of dwarves at battle with shadowy foes. The carved passage then opens up into a great hall. Items of dwarven craftsmanship – armor, shields, weaponry, and other works line the hall. Toward the far end, flanked by finely crafted suits of armor, stands a granite pedestal upon which sits a book inside a clear crystalline container. The book, large by dwarven standards, evidences antiquity – the pages are yellowed with age.

Balin turns and gestures toward the book, "The journal of Grimbold Ironshanks. Unfortunately, the

book is quite old and was not well preserved by the time it was recovered. However, a group of visiting priests of Rao have just finished transcribing the journal.

Balin retrieves several copies of the journal for the characters to peruse.

Have the characters reading the copies make Knowledge (History) checks, Bardic Knowledge checks, or an Intelligence check (if they don't have the others). Any character may choose to assist another instead of making an independent roll. For every 2 points past 10 (12, 14, 16, and 18), give the characters **Player Handouts #1, #2, #3, and #4**. Allow the players to read each one fully before handing out the next one.

Player Handout #1:

... and I told 'em so! The vein was tappin' out and we'd be needin to find another one afore long. Got the latest batch o'arms and armor from the Keep today. Smaller than before.

Been gettin reports that some of the miners in 'Nor been goin missin. Don't know what that's all about but it's got 'em spooked, that's fer sure.

Player Handout #2:

The fightin' been goin bad for a while now. The whole city seems like it's fallin into darkness. The light don't work right.

It's more than the duergar out there now, there's somthin else. They move between the cracks in the walls and the shadows. We've lost two patrols today. Ulfgar wants me to check out the last place one of them was seen. Heh – not without a brigade of battleragers to back me up! Told 'em so, too. But I'll prob'ly go. If this keeps up, fore long – we're goin to be in a hurt of trouble.

Player Handout #3:

...but nothin we do stops 'em. The best we've done is slow 'em down. I've never seen nuthin like those 'flayers and I've fought 'flayers before. These is diff'rent. I've only seen 'em once or twice, and each time it was like they's there and not there.

Ulfgar's called for a retreat up to the Keep. Nuthin we can do but fall back and hope they don't get out.

Player Handout #4:

... and Obon's wards seem ta be holdin up. Him and Grobb have got a plan to help Ulfgar hide the axe somewhere 'neath the town. By Moradin's Axe, I never thought we'd be driven from our own home. I

can only hope none of em get out – but if they do, they'll wish theyd' stayed locked up. If only...

Black Iron Box:

Once **Player Handout #4** has been given out, allow any player who has the Black Iron Box a DC 10 Intelligence check, with a +2 cumulative bonus for each of the following scenarios that the character has played:

VER1-07: *Knocking on the Keep*

VER2-02: *Granite Keep*

VERS4-01: *Return to the Fens of Tor*

VER4-05: *Dwarven Dawn*

Success indicates that the character recognizes symbols from the journal as matching those on the rod in the Black Iron Box. If the character takes out the rod, they notice it is glowing faintly.

In any case, continue from here.

Suddenly, Balin leans forward to read a piece of text with some odd markings on it – his brow furrowed in surprise. His voice is thick with emotion when he next speaks.

"Wait! I know these symbols. I've seen them before." He falls silent for a moment, hand on his forehead in concentration, and then suddenly smacks his hand on the table.

"I remember! By Moradin's Hammer, I remember!" He turns to you, "Iron delve was founded hundreds of years ago to mine the great deposits of iron in the mountains. When I first came here, I explored the older areas to get a feel for the history of the town." He points at the runes in the journal, his voice rising in exclaim, "I saw these runes in one of the oldest mine shafts. They were engraved on a section of the wall, but I could never discover their meaning or purpose.

Balin is anxious to discover the meaning behind these runes. He asks the characters to accompany him to the runes, as he's worried about reports of monster attacks in the deep mines.

If the characters show the rod from the Black Iron Box to Balin, he confirms the symbols on the rod match those on the page and those he has seen previously. He has, however, never seen the rod or the Black Iron Box before.

The party may take time to provision themselves before setting off into the mines, dwarven priest in the lead.

All APLs

♣ **Balin Rockshaper:** hp 52; see Appendix 1.

Encounter Four: A Friend In Need

Get a marching order before departing. The mines vary in width, but are not less than ten feet wide.

Following Balin, you depart the Shrine of the Soul Forge for depths of the Irondelve Mines. Soft torchlight illuminates the rough-hewn shafts of granite, providing some light for the human and halfling residents. Progressing deeper into the ancient mines, the torchlight all but vanishes. You realize it would be very easy to become lost in the rock maze. With the exception of your footsteps and your conversation, the air is still and silent.

Suddenly, the roar of a predator echoes through the quiet. Almost immediately, it is followed by a female cry of surprise.

The source of the roar is a stone drake, a fierce dragon-like predator known for stalking miners and other explorers of the darkness. These creatures happened upon the Irondelve mine shafts through a crack in the walls.

The cry is from Norja Redhammer, a female dwarven warrior. Her father, Gilrak Redhammer, is one of the miners that was lost in the past week. Headstrong and prideful, she would not rest until she found her father. She has been down in the mines for the past week searching for whatever took him. Unfortunately, her skills in combat are nowhere as great as her bravery and devotion. She discovered the very creatures she was seeking and has found herself gravely outmatched.

Balin recognizes Norja's voice from the cry. If the party doesn't immediately move to help or investigate, Balin does so. He waits long enough to accept any preparatory spells the characters may cast (such as *haste*), and he entertains requests for spells the characters want him to cast on them. He does not, however, wait around for discussion on whether or not to investigate.

Remember that there is very little light down here, so unless the characters have darkvision or some other means to see, they're going to have a hard time seeing.

APL 4 (EL 6) +1 EL for ambush

🐉 **Stone Drake**, advanced to 7HD: hp 73; see Appendix 1.

APL 6 (EL 8)

🐉 **Stone Drakes**, advanced to 11HD (2): hp 126 each; see Appendix 1.

APL 8 (EL 10)

🐉 **Stone Drakes**, advanced to 13HD (2): hp 175 each; see Appendix 1.

APL 10 (EL 12)

🐉 **Stone Drakes**, advanced to 17HD (2): hp 229 each; see Appendix 1.

APL 12 (EL 14)

🐉 **Stone Drakes**, advanced to 18HD (3): hp 261 each; see Appendix 1.

Tactics: Norja is on the ground bleeding to death. She begins the round at -2 and continues from there. Roll stabilization checks each round. The stone drakes are cunning creatures. Once the stone drakes hear the party approaching (Listen DC 10) they prepare an ambush. Both stone drakes climb wall to a point 40 feet above the entrance to the cavern. Please note the Hide and Listen checks for the stone drake (s).

If the characters have means of seeing in the cavern, including the area where the stone drake's are hiding, allow them a Spot check opposed by the stone drake's Hide check. Remember that torch light is 20' radius, so unless the characters have darkvision or means to shed light high up (*daylight* spell, bullseye lantern, etc), they are unable to see the drake's (and are not allowed the Spot checks)

If no one spots the drakes, they attack with surprise the first person who reaches Norja's body.

Read the following when the stone drake's attack. Adjust accordingly if the characters have no means of seeing.

As you reach the body, you see that it is a female dwarven warrior. She has been badly torn and blood flows from her wounds.

The sound of a claw scrapping against stone draws your attention. Looking up, you see two eyes fainting glowing in the darkness. Your light shines on them to reveal large reptile-like creatures skittering along the wall. Easily six-feet or more in length, they seem to move with an ease and agility that belies their size. All of this is lost on you, however, as the lizards leap from the wall to attack you!

APL 4, 6, and 8: Balin first moves to stabilize Norja. He will also either engage in melee combat or support the party, as appropriate.

APL 10 and 12: Balin recognizes he is out of his league and acts in a support capacity for the obviously superior party.

Due to the Shielded Casting feat, Balin does not incur any attacks of opportunity if he casts spells in a threatened area.

Development:

Once the drakes are defeated, the characters hear a low moaning coming from one of the crevasses in the walls of the cavern. Any character exploring it finds the remains of several dwarven miners and Gilrak Redhammer. Gilrak is not dead, but only barely (stabilized at -7 hp).

If the party fails to rescue Norja through carelessness or cowardness, they forfeit the Favor of Iron delve reward on the AR.

Black Iron Box: If the party has the rod and the Black Iron Box, then Balin offers to take Gilrak and Norja back to the shrine for healing. He provides the characters with directions to where he saw the runes.

APLs 4, 6, and 8 ONLY: If the judge wishes, Balin will loan the party his adamantine warhammer with the expectation of its return. This weapon will come in handy in **Encounter Six**. Only do this for these APLs and if there are no obvious adamantine weapons among the characters.

Balin heals Gilrak and Norja as best he can and offers to take them back to the shrine. He provides the characters with directions to where he saw the runes before leaving.

Encounter Five: It's Never That Simple

The massive weight of the mountain presses upon you as you pass through the older mines. Here, the support structures are far older than the more recent ones, showing signs of age and stress.

Ahead of you, the passageway ends at an unremarkable granite wall – blank save for a small engraved image of a hammer and anvil.

Anyone making a DC 15 Knowledge (architecture & engineering) check can recognize that this wall does not

appear to have not suffered any signs of age that the other walls have.

The runes can only be revealed by: (1) presenting the rod; or (2) a dwarven character channeling positive energy. Characters making a successful DC 15 Knowledge (religion) check recognize that the hammer and anvil image is the holy symbol of Moradin and used in this way to identify portals requiring the use of positive energy to open. Members of the Dwarven Church or Dwarven Clan metaorg already know this.

If the characters cannot figure out what to do, they can go back to the Shrine to get Balin. If they describe the rune to him, he recognizes it and tells them what it is and what is needed (channeling positive energy). If no one in the party can channel positive energy, Balin will accompany them back to the rune.

Any character that has the rod from the Black Iron Box notices that it has steadily gotten brighter the closer it is brought to the glyph-etched wall. If the characters are holding the rod when they arrive, proceed directly to 'Use the Rod'

If there are no characters who can channel positive energy, Balin can do so if he is here. He does so if the subject is brought up. If the players seem stumped, Balin comes up with the idea after a while.

Black Iron Box: If the characters put the rod away, they feel a slight warmth radiating from the box. Once the rod is exposed again, read the following:

As the light of the now brilliantly glowing rod washes over the wall, runes and glyphs appear over the surface, absorbing the light until they glow themselves. They flow like quicksilver over the surface of the wall, changing form until words can be made out.

Channel Positive Energy: If the characters channeling positive energy, read the following:

As [INSERT NAME OF CHARACTER or Balin] raises his/her hands in supplication, a silvery radiance begins to radiate from them toward the wall. Runes and glyphs appear over the surface, absorbing the light until they glow themselves. They flow like quicksilver over the surface of the wall, changing shape and form until words can be made out.

Continue from here:

"Herein lays the honor of Clan Rockhall, the key of Granite Keep, the blade of our ancestors, and the bane of shadow.

“If you be of honor, if you seek the key to banish the shadow and restore honor to our home, speak my name.”

If anyone says “Worm Slayer”, proceed to **Opening the Door**, below.

The wall cannot be broken down by any means as the magic of the symbols preserves it. Even adamantite weapons are of no use.

Opening the Door

The runes flow once more, leaving streaks of liquid fire across the surface of the wall. Each line of light connects with a rune until all the runes are joined by the radiant tethers. Suddenly the wall flares in a flash of light. Where the wall stood before is now an open passageway through the rock.

If Balin is with the party, read the following

Balin turns to you. “I must see to the care of Norja and her father, but I will send immediate word to Thuldor of your success so far. The blessings of the Soul Forger be with you.” So saying, he turns and heads back through the tunnels.

Balin departs to return to the shrine.

Note: Any character who has the **Curse of Moradin** (from **VERS4-01: Return to the Fens of Tor**) cannot enter the passageway. The curse prevents them from being able to pass through the archway under any circumstances. A brand in the shape of a broken hammer and cracked anvil appears on their forehead and any dwarven cleric instantly recognizes it as a mark of disgrace (treat as a *mark of justice*, providing a –4 to all attack rolls, saves, ability checks and skill checks, caster level 16th). For these disgraced characters, the adventure ends here.

As the last eligible character enters the passageway, read the following:

You feel a sudden rush of wind blow past you. In an instant, the entrance to the passageway has sealed itself again.

This time, neither using the rod nor channeling positive energy causes the runes to appear or the wall to vanish. In fact, the rod no longer gives off light of any kind.

The wall and surrounding tunnels are impervious to any and all attempts to destroy them and are immune to magic. Attempts to magically bypass the door or tunnel walls (*dimension door*, *teleport*, etc.) must first succeed at a DC 25+APL Spellcraft check or have the spell fail. This effect carries over into the remaining encounters in the mountains. Even if the spell succeeds, they cannot come

back through the door again (neither the rod nor channeling positive energy work a second time).

The party now has but one choice: to face the long dark that lies before them.

Encounter Six: Deep in the Lortmils

The passageway leads several miles deep into the Lortmils Mountains, which translates to about four hours of travel unless the party has some means to expedite passage. Note the passage of time for any spells the characters have active.

Assuming the party has some source of light, read the following:

The ancient stone of this ten-foot-wide corridor shows signs of high craftsmanship. The ceiling, ten feet overhead, is even and well carved. Embedded in the wall, small crystals reflect your light, creating small rainbows of color in the otherwise empty passageway.

The air begins to get cooler and cooler the deeper into the mountains you travel turning quite chilly at times.

Temperatures drop to about 20 degrees from the cold (see Cold Dangers on page 302 of the *Dungeon Master's Guide* for more information on this). The party is exposed this for the entire time (four hours) they are traveling, and must make up to four Fortitude saves.

Your journey through the Lortmil Mountains has been long and cold, with the darkness broken only by the light that you carry with you. However, what began as a pinprick of orange light in the distance has steadily grown larger and larger over the course of the last hour. You appear to be nearing the end of the tunnel. As you approach, the craftsmanship of the walls gives way to great stone columns, three on either side, in the shape of dwarven warriors.

As the party gets closer, read the following:

The detail on the statues becomes more apparent as you get closer. Each statue holds a great stone shield and a waraxe in hand. They stand resolutely facing the direction from which you come.

Opposite your entrance is great sheet of crystal and ice completely filling an archway and blocking any further progress.

The statues are done in the style of warriors of Clan Rockhall and the shields resemble Shields of Rockhall (except that they are stone). Members of the Dwarven Clan Rockhall and any who have played previous scenarios in the Dwarven series recognize this.

Characters that make a DC 20 Knowledge (history) or Craft (armorsmithing) check can identify that the armor style on the statues is several hundred years old.

The statues are caryatid columns, set to guard against the final entrance to the resting place of Worm Slayer. Unlike normal caryatid columns, they appear as dwarven statues.

Note: Anyone who specifically mentions they are examining the columns and successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since they bear none of the ceiling's weight. A close examination of the top of a column (Search check DC 15) or a DC 20 Spot check shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column

APL 4 (EL 7)

✚Caryatid Column: hp 75; see Appendix 1.

APL 6 (EL 9)

✚Caryatid Column (2): hp 75 each; see Appendix 1.

APL 8 (EL 11)

✚Caryatid Column (4): hp 75 each; see Appendix 1.

APL 10 (EL 13)

✚Caryatid Column (6): hp 97 each; see Appendix 1.

APL 12 (EL 15)

✚Caryatid Column (6): hp 137 each; see Appendix 1.

Tactics: The caryatid columns do not animate and attack unless a character moves to pass them. Once animated, they attack the character closest to the stone gates. Once they have dispatched that character, they move to the next closest, and so forth.

The caryatid columns have the Combat Brute feat (see Appendix 2) and will use the Sundering Cleave option of that feat. They also possess adamantine dwarven waraxes, which permits them to ignore hardness of 20 or less.

They are the final guardians of the entrance to the resting place of Worm Slayer. Their aim is to make intruders pay dearly for every step they take in this hall.

Development: Once the columns are defeated, read the following:

As the last statue falls to the ground, you hear a cracking sound as the crystal wall explodes in a shower of rock. Beyond the wall is a great cavern!

If the characters are killed, their bodies lie around for a while (charge double TU for this adventure) before Grobb decided to check out the smell. He magically sends the bodies back to Thuldon. If they are raised or resurrected, have no memory of what happened and are unable to provide any details to Thuldon.

Development:

Black Iron Box: The character who possesses the Black Iron Box feels it getting warm again once they come close to the statues. If they present the Rod, read the following:

You hold forth the rod toward the dwarven statues as its silvery runes shimmer and glow. Identical runes appear on the armor and weapons of the dwarven statues.

The grate of stone arrests your attention as the statues move. As a pair, those closest to you kneel and bow their heads. The second pair repeats the actions of the first, and the third pair likewise, until all six statues kneel before you, offering you the gleaming war axes they previously held.

Behind them, you hear a cracking sound as the crystal wall explodes in a shower of rock. White light spills in, blinding your senses briefly before they adjust. An immense cavern lies beyond.

Presenting the rod enables the party to completely bypass the caryatid columns. They receive full experience points if they bypass the columns in this way.

Treasure: Take the weapons from the caryatid columns.

APL 4: L: 0 gp; C: 0 gp; M: +1 adamantine dwarven waraxe (419 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: +1 adamantine dwarven waraxe (2) (419 gp per character each).

APL 8: L: 0 gp; C: 0 gp; M: +2 adamantine dwarven waraxe (4) (919 gp per character each).

APL 10: L: 0 gp; C: 0 gp; M: +2 adamantine dwarven waraxe (6) (919 gp per character each).

APL 12: L: 0 gp; C: 0 gp; M: +3 adamantine dwarven waraxe (6) (1,752 gp per character each).

Encounter Seven: (Nor) Crystal Falls

A fantastic sight greets you as you emerge from the tunnel: an immense cavern illuminated by light from some unknown source. The air, chilly before, is positively cold and great icicles hang from the rough stone outcroppings. A thick mist obscures the roof of the cavern, making the true height impossible to determine.

Two features command your attention as you take in the vast surroundings:

The first is a small circle of stones surrounding a fire pit. A warm fire issues forth from the pit and even from where you stand, begins to chase away the nip in the air. Standing near the pit is a dwarf with a long white beard. As you enter the cavern, he looks up at you.

The second, however, is truly breathtaking. A frozen pool of water stands in the center of the cavern at the foot of a great sheet of ice-rimed crystal. The crystal waterfall spans thirty feet; the top, lost in the mists above. At eye level, encased within the crystal falls, you can make out the shape of a large waraxe.

The dwarf calls out to you in a gruff croaky voice, "Well, ya took yer own sweet time in gittin here, didn't ya? I was beginning to wonder if anyone was ever gonna come."

The cavern is completely self-contained. The only way out is back the way they came.

The dwarf is an old, almost ancient, priest of Vatun Grobb Winterbeard. He wears a medallion inscribed with the symbol of a sun setting over a snowy forest, which can be identified as Vatun's holy symbol with a DC 15 Knowledge (religion) check. Additionally, it's obvious that the old dwarf is near blind – his eyes are a milky white.

If any character has played **VER1-10: For Man Nor Beast**, they recognize Grobb.

Grobb's secret is this: he was the dwarven priest who assisted Ulfgar Rockspitter, Obon Rockbreaker, and Grimbold Ironshanks in hiding Worm Slayer. Channeling the power of Moradin and Vatun, Grobb transformed the waterfall into a great sheet of crystal, encasing the head of Worm Slayer. Assisting Obon Rockbreaker, the two crafted the runes and sigils on the Black Iron Box and gave them their magic.

Charged by Moradin with safeguarding Worm Slayer, Grobb has not died from old age as others, but has continued to live. He is over six hundred years old, and a bit tired.

After the defense of Irondelve from an attack by mind flayers, Grobb established a remote shrine in the Lortmil Mountains to watch for anyone seeking the head of Worm Slayer. From time to time, he would travel to the lands of the Frost Barbarians, seeking acolytes. Oftentimes, he would be gone for years or even decades in his travels, but always he kept a connection to the resting place of Worm Slayer. Many believe that Grobb first arrived in Verbobonc twenty-five years ago. In truth, that is when he returned.

Grobb is protected by a powerful *sanctuary* spell. Anyone who tries to attack him must make a DC 40+APL Will save or be turned aside.

Any characters who actually manage to attack Grobb are instantly sent away. They arrive back in Asbury Forge, where Thuldon somehow knows they've done something very wrong. They receive the Disfavor of Clan Rockhall entry on the AR. Characters who are rude or belligerent are cautioned to mind their manners. Repeated rudeness is met with the same treatment as those who attack Grobb.

Some common questions the characters are likely to ask:

Who are you?

"Name's Winterbeard. Grobb Winterbeard."

Ask how Grobb got here.

"These half-blind eyes still see, and I've got me ways of gittin out and about."

He then winks at the characters.

Ask about the Black Iron Box

"Yep, that was one of me better craftings, if I do say so myself."

Ask about Worm Slayer.

"Heh! I figgered you'd get 'round to asking 'bout that. I told 'em when we hid this thing that we didn't need to make it so dad-blamed hard for the Clan to find, but Ulfgar said it was Moradin's will." He chuckles, a low, almost throaty growl, "I guess he was right. Town came under siege pretty shortly after that. Guess they didn't like being locked in any more than we liked being locked out."

"We managed to seal 'em up pretty tight when we got out of Granite Keep, but some of 'em got out." His voice changes slightly, as if lost in a memory. "I'd sooner face a dozen tundra yetis before goin up

'gainst one of them again. Dark creatures. It's our own damn fault, though. Diggin where we shouldn't have been digging. Some of em' got out and tried to bring down Irondelve." A toothy smile cracks his worn face this time, "Ol' Grimbold learned a thing or two when we were gettin' out of the Keep. Made the ones who came after us pay for it, too. Couple got away, but they never came back, that's for sure."

The creatures Grobb refers to are the ones who drove the dwarves from Ulthak-Nor and Granite Keep. He refuses to say anything more about them except that they were made of 'dark shadow'.

"But you're prob'ly wonderin about how to get Worm Slayer out – aint'cha? Truth of the matter is – I caint help ya there. That's up to Ulfgar. See – his spirit keeps Worm Slayer safe. It's him ya gotta convince. But what I can do is take ya to talk to 'em. That what'cha want?"

Assuming the characters agree, Grobb directs them to remove any armor and sit in a circle around the firepit. Taking a bit of ash from the pit, he makes a small mark on each character's chest and hands. The chest-marks are in the rough shape of an anvil; the hand-marks are hammers. After doing that, he stands between two seated characters and begins chanting. Proceed to **Encounter Eight**.

Encounter Eight: Minions of Shadow and Fire

The old dwarf starts chanting a series of low grunts that resonate in the cavern. The light slowly dims until the crackling embers of the firepit are the only illumination. Lit by the fire, the dwarf continues his ritual, milky eyes closed.

Suddenly, his arm flashes out, scattering a silvery powder over the fire. Instantly, the flames burst into a roaring column, chasing the chill in the air away. You are momentarily dazzled by the brilliance. As quickly as it happened, the fire dies down. Readjusting to the darkness, you notice that the old dwarf has vanished, replaced by another. This dwarf, younger in appearance, is attired in battered and cracked armor. A dented shield is held in his left hand, and a rune-inscribed waraxe is clutched in his right.

Characters who have played **VERS4-01: Return to the Fens of Tor**, and successfully completed the mission

related to the Ulfgar recognize this dwarf as Ulfgar Rockspitter.

The fire fades as a mist forms in the air. The dwarf nods a greeting to each of you, then turns and walks into the mist.

Assuming the characters follow, continue reading.

You follow the dwarf. Almost immediately, the sounds of battle prick your ears and the thunder of war assails your senses. Ahead of you, the mists take on the reddish-tinge of fire. Slowly they clear, revealing the scene.

You see a massive hall, interspersed with thick columns. Bands of dwarves rush past you, making their way back across the hall toward set of stone stairs leading upward.

A glittering red bead streaks past you and erupts in a fiery ball, knocking some dwarves down and incinerating others. Turning, you see a great horde of creatures. Some are dwarves, their gray faces twisted with hatred and greed. A few are elves, their skin black as midnight, only noticeable by the burning red of their eyes. Arresting your attention, however, are the huge creatures of fire – their bodies shot through with the substance of Night. Surging ahead, they engage the retreating defenders. Behind them, other figures are spied: tall, almost humanlike things but for their bulbous heads that ripple against the fiery setting.

A cry draws your attention yet again. One dwarf standing to face the advancing hordes, waraxe held at the ready, as others scramble up the stairs. Slowly falling back, he cuts down one of the dark dwarves. As he reaches the foot of the great stairs, his free hand reaches out to touch a hidden lever in the granite walls.

A loud crack echoes through the hall, and you feel the ground beneath your feet shudder as great chunks of the floor collapse, creating rifts into which the dark elves and dwarves fall. The pillars shatter, toppling on the fiery creatures. Though not enough to stop them, it seems enough to slow them down.

This is the retreat from Granite Keep and the flight of the dwarves. The dwarven figure is Ulfgar, and can be identified as such.

Seamlessly, the scene shifts. It is sunset and a small band of dwarves stands before a great set of stone doors set into the face of a mountain. The doors have been crafted into a relief, showing the scene you just witnessed in fantastic detail. So fine is the

craftsmanship that it is almost impossible for you to see the seams in the rock. The wall would be perfect but for three missing pieces: one dwarf holds up a shield-arm without a shield, another raises high a missing axe, and a priest of Moradin has beams shooting from his outstretched hands, but no holy symbol.

As you watch, three figures stand before the doors, their eyes closed in prayer and each of their hands clutching an object.

The dwarf who led you through the mists stands here, holding his rune-covered axe. Beside him, a second dwarf holds a shield that is crafted in the style of Clan Rockhall. A third, his eyes bandaged by cloth, stands holding a symbol of a hammer an anvil. Around his neck, a medallion of a sun setting over a forest is seen.

Each one throws a handful of silvery dust into the air. As you watch, the seams seal themselves, erasing any traces of the doors. A howl of torment echoes through the valley, through from where you cannot determine. It lasts for several moments before lapsing again into silence.

The stillness is broken by sounds of movement. A fourth dwarf rushes out of a stone tunnel across the mountain valley. Though his words are lost, their effect is instantly obvious. As they hurry down the stone tunnel, a shadow, previously obscured by the rock face, detaches itself from the side of the mountain and glides down the tunnel, following the dwarves.

This is the sealing of Granite Keep. The three dwarves are Ulfgar Rockspitter, Obon Rockbreaker, and Grobb Winterbeard. The fourth dwarf, Grimbold Ironshanks, is leading them to Irondelve.

Again, your vision changes. You find yourselves standing at the top of a mountain. Laid out before you is a vast army of ogres, trolls, hill giants, and others. Chained to the mountain where you stand, another giant – this one towering over all others – lies shackled in enormous links of black metal. The sky, already overcast, begins to darken.

The army parts on one side, allowing a human-sized figure to move toward the shackled giant. Nothing about the figure can be seen, beyond that it is female, and wrapped in a black hooded cloak.

The cowled figure gestures toward the shackled giant, which hesitantly rises to its feet – its face lined with fear. On either side, shadowy creatures raise their hands and dark rays of power striking the giant. As it shudders in pain, a wrinkle in the air forms next to

the cowled figure and slowly coalesces into four hill giants. Gesturing in a spell, the cowled figure sends coppery bands of energy to ring the group of hill giants.

The figure is the Cowled Lady, commander of the giant forces that occupy Sheernobb and Tulvar. The giant is the Mountain Giant that last made an appearance during the siege of Swan and, more recently, the Verbobonc introductory scenario **VERInt 4-02: Joren's Tomb**.

A DC 15 Spot check reveals that the Cowled Lady's hand is a pale, dead color.

Any spellcaster making a DC 18 Spellcraft check recognizes that the mountain giant is summoning the hill giants. Making the check by 5 (DC 23) identifies that the Cowled Lady used some kind of powerful binding spell on the summoned giants that might prevent them from leaving once the summoning ended.

Hearing footsteps behind you, you turn and see the same dwarven warrior as before. This time, the head of the axe is missing – all that he holds is a shaft of wood. He speaks:

"For five-hundred years, my people have lived in exile. In that time, the shadow has grown strong and found new allies in their evil and new victims in their conquests." He indicates the cowled figure, which stands relaxed as the shadowy figures move away. The giant, exhausted by its efforts, slumps to the ground, eyes closed.

"I have shown you this so you will know that our foes are yours as well. As we share a common enemy, so also we share a common strength. If you promise to aid my people and help restore their home, so will they aid you against the darkness. The choice is yours."

Ulfgar waits for a response from the characters. If there is a shred of heroic endeavor in their blood, they will respond appropriately by promising to help the dwarves.

If the characters refuse Ulfgar, he appears saddened. He turns and walks back into the mists. If the characters follow, they wander around lost for about a week (1 additional TU) before appearing in a random location of the Viscounty. In addition to not acting like heroes, they also earn the Disfavor of Clan Rockhall.

If the characters respond appropriately, read the following:

Turning, he motions for you to follow. Appearing out of the mists, a great sheet of ice-rimed crystal blocks your way. Standing before it, a slender pillar of ice reaches from the ground. A glittering waraxe head

rests on the pillar, as if the pillar were the handle. Standing behind the waraxe is the dwarven warrior.

"Restore honor to my people and they will help you." So saying, Ulfgar Rockspitter fades away.

Once the characters take Worm Slayer, proceed to the Conclusion.

Conclusion: Dwarven Dawn

A loud sundering sound fills the air. Spidery-thin cracks weave their way through the sheet of crystal before you until the entire face is riddled with them. Another crack echoes and suddenly the crystal sheet shatters, showering you with shards. You look around, only to discover that you are back in the cavern. Before you, the old dwarven priest, his eyes milky with blindness, stands.

"Yer back! Good. 'Bout time too. I'm getting too old for this. Time for you to be getting back to Thuldon. I 'magine he'll be wantin that blade you've recovered."

Grobb refuses to elaborate on anything the characters saw in their vision with Ulfgar, saying such things are for their eyes alone. All will be revealed in due time.

Once they're done, continue from here.

"Remember what Ulfgar told you. We share more in common than just this land in which we live. Our foes are in league. If there's any chance at a future, we have to do it together."

So saying, he raises his hands as if in benediction. The cavern begins to fade away, to be slowly replaced by the sounds of activity and the sights of Asbury Forge. Someone notices your unexpected arrival and before long Thuldon emerges from the forge. He stops short as he spies you; a look of indescribable joy crosses his face as he reverently takes the head of Worm Slayer from you.

'My friends, we cannot repay this service. Forever will Clan Rockhall be indebted to you and long will your names be sung in our halls."

The days pass as Clan Rockhall's preparations come to fruition. You are welcomed to Clan Rockhall and treated as honored guests while the dwarves prepare to march to the entrance to their ancient home. During this time, several items of interest catch your eye.

A secluded mountain valley covered in snow lies before you. Across from you, the rock face from your vision stands, the pieces still missing from the great carving. But this time, you have the keys to the gate!

Thuldon Rockspitter silently prays before the great granite walls, offering thanks to Moradin for this day. Rising, he waves for you to approach.

"This day would have taken much longer to arrive were it not for your efforts. Clan Rockhall owes you a debt of gratitude we can only begin to repay. If you would allow me to give you the honor of reopening our ancestral home, it would be a small beginning."

Thuldon accepts nothing less than letting the characters place the required objects in their proper places (however he absolutely does not accept anyone who has the Curse of Moradin).

Let the players decide which three characters will help. Get the names of the three characters and which objects they are placing before continuing.

Character One places the Shield of Rockhall

Character Two places the holy symbol of Moradin

Character Three places Worm Slayer.

A hush falls over the assembled throng as [CHARACTER ONE], [CHARACTER TWO], and [CHARACTER THREE] approach the granite rock wall. Striding forward, [CHARACTER ONE] sets the Shield of Rockhall against the shield arm of the dwarven warrior. As he/she does so, a silvery light ripples across the face of the mountainside. [CHARACTER TWO], bowing reverently, touches the holy symbol of Moradin to the engraving of the dwarven priest. A second wave washes across the mountain, accompanied by a faint rumbling.

Glancing at Thuldon, the bearer of Worm Slayer walks forward. Raising the waraxe high, [CHARACTER THREE] touches the axe to the warrior missing his weapon. A third burst of light sweeps the mountainside, but the rumbling does not cease this time. Instead, it increases as the mountain shudders from a centuries-long slumber. Slowly, ponderously, great hinges that were sealed by magic and time move for the first time in over five-hundred years, opening the gates to Granite Keep.

What lies beyond is the stuff of legend and only time will tell if the darkness is banished. But in the meantime, the roar of the crowd washes over you as you consider the next step in this great odyssey: the reclamation of Granite Keep!

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 Two – Giants on the Move

Defeat the ogres/giants.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Four – A Friend in Need

Defeat the stone drakes.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Six – Deep in the Lortmils

Defeat (or bypass) the caryatid columns.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Award for Good Roleplaying

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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 – Giants on the Move

Defeat and loot the giants.

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

APL 6: L: 12 gp; C: 0 gp; M: 0 gp.

APL 8: L: 6 gp; C: 0 gp; M: 0 gp.

APL 10: L: 12 gp; C: 0 gp; M: 0 gp.

APL 12: L: 72 gp; C: 0 gp; M: 0 gp.

Encounter Six – Deep in the Lortmils

The characters defeat or bypass (by using the rod from the Black Iron Box) the caryatid columns.

APL 4: L: 0 gp; C: 0 gp; M: *+1 adamantine dwarven waraxe* (419 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *+1 adamantine dwarven waraxe* (2) (419 gp per character each).

APL 8: L: 0 gp; C: 0 gp; M: *+2 adamantine dwarven waraxe* (4) (919 gp per character each).

APL 10: L: 0 gp; C: 0 gp; M: *+2 adamantine dwarven waraxe* (6) (919 gp per character each).

APL 12: L: 0 gp; C: 0 gp; M: *+3 adamantine dwarven waraxe* (6) (1,752 gp per character each).

Maximum Possible Treasure

APL 4: 425 gp

APL 6: 850 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Judge's Note

There are several opportunities where the characters could have really botched things up for themselves.

Disfavor of Clan Rockhall

This is earned if the characters do one (or more) of the following things:

1. Refusing to help Thuldon
2. Attacking Grobb or being really rude
3. Refusing Ulfgar

Characters who receive the Disfavor of Clan Rockhall also forfeit all other entries in the *Items to be Listed on the AR* and the *Items Found During the Adventure* sections.

Favor of Irondelve

If the characters are cowardly or allow Norja Redhammer to die through stupid choices, or let Balin get killed, they lose the Favor of Irondelve.

Appendix 1: Non-Player Characters

All APLs

Balin Rockshaper: male dwarf Clr5/Ftr1; CR 6; Medium humanoid (dwarf); HD: 5d8+1d10+18; hp 52; Init -1; Spd 20 ft; AC 21 (+8 interlocking plate armor, +3 shield), touch 10, flat-footed 20; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, adamantine warhammer); SQ: cleric domain abilities, dwarven traits, turn undead 4/day; AL LG; SV Fort +8 (+10 vs. poison or spells), Ref +0 (+2 vs. spells), Will +7 (+9 vs. spells); Str 14, Dex 8, Con 15, Int 10, Wis 16, Cha 12; Height 4'2"; Weight 170 lbs

Skills and Feats: Appraise (stone or metal) +2, Concentration +10 (+14), Craft (stoneworking) +2, Craft (blacksmithing) +2; Knowledge (history) +1, Knowledge (religion) +8, Profession (blacksmith) +5; Combat Casting, Improved Toughness*, Shielded Casting*, Weapon Focus (warhammer).

Domains: Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities 4/day); Protection (protective ward: grant someone you touch a +5 resistance bonus on his or her next saving throw).

Spells Prepared (5, 5, 4, 3; base DC 13 + spell level): 0—*cure minor wounds* (2), *resistance*, *virtue* (2), 1st—*doom*, *protection from evil* (2), *sanctuary*, *shield of faith* 2nd—*resist energy*, *shield other*, *sound burst*, *spiritual weapon*, 3rd—*magic vestment*, *prayer*, *protection from energy*.

Possessions: Masterwork plate armor, +1 heavy steel shield, adamantine warhammer, +2 gloves of dexterity, sacred scabbard*

* See Appendix 2: New Rules Items

Norja Redhammer: female dwarven Ftr1; CR1; Medium humanoid (dwarf); HD 1d10+3; hp 13; Init +0; Spd 20 ft; AC 16 (+4 interlocking scale, +2 shield), touch 10, flat-footed 16; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, dwarven waraxe); SQ: dwarven traits; AL LG; SV Fort +5 (+7 vs. poison or spells), Ref +0 (+2 vs. spells), Will +0 (+2 vs. spells); Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise (stone or metal) +2, Bluff +3, Craft (stoneworking) +2, Craft (blacksmithing) +2, Intimidate +5; Dwarven Armor Proficiency*, Weapon Focus (dwarven waraxe).

Possessions: Masterwork interlocking scale*, heavy steel shield, dwarven waraxe.

* See Appendix 2: New Rules Items

APL 4

Encounter Four: A Friend In Need

Stone Drake*: CR 4; Medium Dragon (Earth); HD 7d12+28; hp 73; Init +6; Spd 40 ft., climb 40 ft.; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +7; Grp +10; Atk +10 melee (1d8+3, bite plus 1d6 acid); Full Atk +10 melee (1d8+3, bite plus 1d6 acid) and +8/+8 melee (1d6+1, claws); SA Acid bite, ambush; SQ darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing; AL NE; SV Fort +9, Ref +7, Will +6; Str 17, Dex 15, Con 19, Int 14, Wis 12, Cha 14.

Skills and Feats: Climb +11, Hide +16, Intimidate +12, Jump +17, Listen +13, Move Silently +16, Search +12, Spot +13, Survival +11; Alertness, Improved Initiative, Multiattack, Track.

* See Appendix 2: New Rules Items

Encounter Six: Deep in the Lortmils

Caryatid Column: CR 7; Medium Construct; HD 10d10+20; hp 75; Init +3; Spd 30 ft; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk: +14 melee (1d10+6/x3, +1 adamantine dwarven waraxe) or +12 melee (1d4+5, slam); Atk: +14/+9 melee (1d10+6/x3, +1 adamantine dwarven waraxe) or +12/+12 melee (1d4+5, slam); SQ break weapon (DC 15), column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +8; Combat Brute*, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: +1 adamantine dwarven waraxe (this can be removed from the caryatid column).

* See Appendix 2: New Rules Items

APL 6

Encounter Four: A Friend In Need

Stone Drake (2): CR 6; Medium Dragon (Earth); HD 11d12+55; hp 126; Int +6; Spd 40 ft., climb 40 ft.; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +11; Grp +14; Atk +14 melee (2d6+3, bite plus 1d6 acid); Full Atk +14 melee (2d6+3, bite plus 1d6 acid) and +12/+12 melee (1d6+1, claws); SA Acid bite, ambush; SQ

darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing; AL NE; SV Fort +12, Ref +9, Will +8; Str 17, Dex 15, Con, 20, Int 14, Wis 12, Cha 14.

Skills and Feats: Climb +11, Hide +20, Intimidate +16, Jump +21, Listen +17, Move Silently +20, Search +16, Spot +17, Survival +15; Alertness, Improved Initiative, Improved Natural Attack, Multiattack, Track.

* See Appendix 2: New Rules Items

Encounter Six: Deep in the Lortmils

Caryatid Column (2): CR 7; Medium Construct; HD 10d10+20; hp 75; Init +3; Spd 30 ft; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk: +14 melee (1d10+6, +1 *adamantine dwarven waraxe*) or +12 melee (1d4+5, slam); Atk: +14/+9 melee (1d10+6, +1 *adamantine dwarven waraxe*) or +12/+12 melee (1d4+5, slam); SQ break weapon (DC 15), column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +8; Combat Brute*, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: +1 *adamantine dwarven waraxe* (this can be removed from the caryatid column).

* See Appendix 2: New Rules Items

APL 8

Encounter Four: A Friend In Need

Stone Drakes (2): CR 8; Large Dragon (Earth); HD 13d12+91; hp 175 each; Int +6; Spd 50 ft., climb 50 ft.; AC 22 (+1 Dex, +11 natural, -1 size), touch 10, flat-footed 21; Base Atk +13; Grp +25; Atk +20 melee (3d6+8, bite plus 1d6 acid); Full Atk +20 melee (3d6+8, bite plus 1d6 acid), +18/+18 melee (1d8+4, claws); Space/Reach 10 ft./5 ft.; SA Acid bite, ambush; SQ darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing; AL NE; SV Fort +15, Ref +9, Will +9; Str 26, Dex 13, Con, 24, Int 14, Wis 12, Cha 14.

Skills and Feats: Climb +15, Hide +21, Intimidate +18, Jump +31, Listen +19, Move Silently +21, Search +18, Spot +19, Survival +17; Alertness, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Multiattack, Track.

* See Appendix 2: New Rules Items

Encounter Six: Deep in the Lortmils

Caryatid Column (4): CR 7; Medium Construct; HD 10d10+20; hp 75; Init +3; Spd 30 ft; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk: +15 melee (1d10+6, +2 *adamantine dwarven waraxe*) or +12 melee (1d4+5, slam); Atk: +15/+10 melee (1d10+7, +2 *adamantine dwarven waraxe*) or +12/+12 melee (1d4+5, slam); SQ break weapon (DC 15), column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +8; Combat Brute*, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: +2 *adamantine dwarven waraxe* (this can be removed from the caryatid column).

* See Appendix 2: New Rules Items

APL 10

Encounter Four: A Friend In Need

Stone Drakes (2): CR 10; Large Dragon (Earth); HD 17d12+119; hp 229; Int +6; Spd 50 ft., climb 50 ft.; AC 23 (+2 Dex, +11 natural, -1 size), touch 11, flat-footed 21; Base Atk +17; Grp +29; Atk +24 melee (3d6+8, bite plus 1d6 acid); Full Atk +24 melee (3d6+8, bite plus 1d6 acid), and +22/+22 melee (1d8+4, claws); Space/Reach 10 ft./5 ft.; SA Acid bite, ambush; SQ darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing; AL NE; SV Fort +17, Ref +12, Will +11; Str 26, Dex 14, Con, 24, Int 14, Wis 12, Cha 14.

Skills and Feats: Climb +15, Hide +26, Intimidate +22, Jump +35, Listen +23, Move Silently +26, Search +22, Spot +23, Survival +21; Alertness, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Multiattack, Power Attack, Track.

* See Appendix 2: New Rules Items

Encounter Six: Deep in the Lortmils

Caryatid Column (6): CR 8; Large Construct; HD 11d10+30; hp 90; Init +2; Spd 30 ft; AC 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; Base Atk +8; Grp +21; Atk: +17 melee (1d10+11, +2 *adamantine dwarven waraxe*) or +16 melee (1d4+9, slam); Atk: +17/+12 melee (1d10+11, +2 *adamantine dwarven waraxe*) or +16/+16 melee (1d4+9, slam); SQ break weapon (DC 15), column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +5, Will -2; Str 28, Dex 14, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +9; Combat Brute*, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: +2 adamantite dwarven waraxe (this can be removed from the caryatid column).

* See Appendix 2: New Rules Items

APL 12

Encounter Four: A Friend In Need

Stone Drakes (3): CR 11; Large Dragon (Earth); HD 18d12+144; hp 261 each; Int +6; Spd 50 ft., climb 50 ft.; AC 23 (+2 Dex, +11 natural, -1 size), touch 11, flat-footed 21; Base Atk +18; Grp +30; Atk +25 melee (3d6+8, bite plus 1d6 acid); Full Atk +25 melee (3d6+8, bite plus 1d6 acid) and +23/+23 melee (1d8+4, claws); Space/Reach 10 ft./5 ft.; SA Acid bite, ambush; SQ darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing; AL NE; SV Fort +18, Ref +13, Will +12; Str 26, Dex 14, Con, 24, Int 14, Wis 12, Cha 14.

Skills and Feats: Climb +15, Hide +27, Intimidate +23, Jump +36, Listen +24, Move Silently +27, Search +23, Spot +24, Survival +22; Alertness, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Toughness*, Multiattack, Power Attack, Track.

* See Appendix 2: New Rules Items

Encounter Six: Deep in the Lortmils

Caryatid Columns (6): CR 8; Large Construct; HD 19d10+49; hp 153; Init +2; Spd 30 ft; AC 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; Base Atk +14; Grp +28; Atk: +26 melee (1d10+13, +3 *adamantine dwarven waraxe*/19-20/x3) or +24 melee (1d4+10, slam); Atk: +26/+21/+16 melee (1d10+13, +3 *adamantine dwarven waraxe*/19-20/x3) or +24/+24 melee (1d4+10, slam); SQ break weapon (DC 21), column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +6, Ref +8, Will +1; Str 30, Dex 14, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats. Diplomacy -3, Sense Motive +17; Ability Focus (break weapon), Combat Brute*, Improved Critical (dwarven waraxe), Improved Sunder, Improved Toughness*, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: +3 adamantite dwarven waraxe (this can be removed from the caryatid column).

* See Appendix 2: New Rules Items

Appendix 2: New Rules

Interlocking Plate [New Equipment] as presented in *Races of Stone*

This specially crafted suit of exotic armor consists of a suit of chain mail with metal plates covering vital areas. The plates are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking plate, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking plate (but not with armor bonuses from other sources).

Interlocking plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Interlocking Scale [New Equipment] as presented in *Races of Stone*

This heavy suit of exotic armor includes a long coat and leggings made of leather covered with overlapping pieces of metal. The scales are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking scale, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking scale (but not with armor bonuses from other sources).

Interlocking scale is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered

Combat Brute [TACTICAL] as presented in *Complete Warrior*

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10(2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attack during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a —6 penalty on your

attack roll, you can deal an extra 9 points of damage, or an extra 1 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat

Exotic Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.) (20 ft.)		Weight
Medium Armor Interlocking Scale	250 gp	+4	+2	-6	30%	20 ft.	15 ft.	30 lbs
Heavy Armor Interlocking Plate	1,750 gp	+8	+0	-8	40%	20 ft.	15 ft.	50 lbs

proficient in its use.

Brute as one of his fighter bonus feats.

Dwarven Armor Proficiency [RACIAL] as presented in *Races of Stone*

You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor non-proficiency penalties when you wear any of these types of exotic armor. (See Chapter 7 for descriptions of these armor types.)

Normal: A character who wears exotic armor with which she is not proficient takes its armor check penalty on attack rolls and on all Strength- and Dexterity-based skill checks.

Special: A fighter may select Dwarven Armor Proficiency as one of her fighter bonus feats (see page 38 of the Player's Handbook).

Exotic Armor Proficiency [GENERAL] as presented in *Races of Stone*

Choose a type of exotic armor, such as mammoth leather or tumbler's breastplate. You understand how to wear that type of exotic armor properly.

Prerequisites: Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [light] to take Exotic Armor Proficiency [mammoth leather]).

Benefit: You are proficient with a specific type of exotic armor and take no armor non-proficiency penalties when you wear it (see Table 7—2: Armor and Shields, Page 158).

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of exotic armor.

Improved Toughness [GENERAL] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Shielded Casting [GENERAL] as presented in *Races of Stone*

You are skilled at covering yourself with your shield when casting spells in combat.

Prerequisites: Concentration 5 ranks, Combat Casting, Shield Proficiency.

Benefit: As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

Flame of Faith as presented in *Complete Divine*

Evocation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Non-magical weapon

touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is X2, +2d10 points if the weapon's multiplier is X3, and +3d10 points if the multiplier is x4. This spell effect does not stack with a weapon's enhancement bonus or with a flaming or flaming burst weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

Sacred Scabbard [New Magic Item] (from *Complete Warrior*)

This item has a variable appearance. When first found, there is a 25% chance it looks like a dagger sheath, a 25% chance it looks like an axe case, and a 50% chance it looks like some sort of sword sheath. A user quickly discovers, however, that a sacred scabbard can change shape to fit whatever dagger, sword, or axe is touched to it, even making allowances for double weapons. This scabbard keeps any weapon carried in it clean and sharp. In addition, up to three times per day, the user may place a weapon in the scabbard, utter a command word, and invoke bless weapon on the weapon inside. Faint transmutation; CL 4th; Craft Wondrous Item, *bless weapon*; Price 4,400 gp; Weight 1 lb.

Caryatid Column [New Monster] as presented in *Fiend Folio*

Medium-Size Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	+3
Speed:	30 ft.
AC:	22 (+3 Dex, +9 natural), touch 13, flat-footed 19
Base Attack/Grapple:	+4/+9
Attack:	+2 bastard sword +12 melee (two-handed), or slam +9 melee
Full Attack:	+2 bastard sword +12 melee (two-handed), or +2 bastard sword +12 melee and slam +4 melee, or 2 slams +9 melee
Damage:	+2 bastard sword 1d10+9 (two-handed), or +2 bastard sword 1d10+7 and slam 1d4+2, or slam 1d4+7
Face/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Break weapon, column form, construct traits, hardness 8, magic weapon
Saves:	Fort +2, Ref +5, Will -3
Abilities:	Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1
Skills:	Diplomacy -3, Sense Motive +4
Feats:	Improved Sunder, Power Attack, Weapon Focus (bastard sword) ^b
Climate/Terrain:	Any
Organization:	Solitary, corbel (2), or colonnade (4—24)
Challenge Rating:	6
Treasure:	—
Alignment:	Always neutral
Advancement:	7—10 HD (Medium-size); 11—21 HD (Large)

A caryatid column looks like a simple stone pillar until an unwary creature violates the strictures given to the construct by its creator. In the blink of an eye, the caryatid column becomes a silk-draped, beautiful female figure that wields a deadly magic weapon. Caryatid columns are relentless opponents, and they are surprisingly agile despite their stone composition. They dance fearlessly into combat and expect feeble

weapons to shatter against their marble skin. With martial skill uncommon in constructs they attack and break their foes' weapons.

Caryatid columns are incapable of speech.

COMBAT

Caryatid columns are typically assigned to guard a particular doorway or room against intrusion. Sometimes these instructions are as simple as 'Kill anyone but me who enters this room,' but a caryatid column can understand more complicated instructions, such as an order to "Eject any who does not perform the proper ritual observances upon entering this room."

Caryatid columns are often placed so that they take fighting form when a target is within reach, allowing the caryatid column to attack with surprise. Upon taking its normal fighting form, a caryatid column fights tirelessly to fulfill the wording of its command to the letter.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the

column (Search check DC 15) or a keen eye Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

CREATING A CARYATID COLUMN

Originally devised by clerics to serve as temple guardians, caryatid columns have come to be created and used by many spellcasters to guard all manner of places and objects.

A caryatid column's body is carved from a single block of stone weighing at least 1,000 pounds. A caryatid column costs 20,000 gp to create, not including the cost of the magic weapon incorporated into it (8,335 gp for a +2 bastard sword).

Assembling the body requires a successful Craft (sculpting) or Craft (stonemasonry) check (DC 15).

The creator must be 10th level and be able to cast arcane or divine spells. Completing the ritual drains

800 XP from the creator and requires the Craft Wondrous Item feat, *lesser geas*, *meld into stone*, *statue*, and *stone shape*.

Stone Drake [New Monster] as presented in Races of Stone

Medium Dragon (Earth)

Hit Dice:	6d12+24 (63 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flatfooted 18
Base Attack/Grapple:	+6/+9
Attack:	Bite +9 melee (1d8+3 plus 1d6 acid)
Full Attack:	Bite +9 melee (1d8+3 plus 1d6 acid), 2 claws +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid bite, ambush
Special Qualities:	Darkvision 120 ft., immunity to sleep and paralysis, light sensitivity, low-light vision, perfect climbing
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 17, Dex 15, Con 19, Int 14, Wis 12, Cha 14
Skills:	Climb +11, Hide +15, Intimidate +11, Jump +16, Listen +12, Move Silently +15, Search +11, Spot +12, Survival +10
Feats:	Alertness, Improved Initiative, Multitask, Track(B)
Environment:	Underground
Organization:	Solitary, pair, or family (1—2 and 2—5 offspring)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	7—12 HD (Medium); 13—18 HD (Large)
Level Adjustment:	+4

This human-sized reptile moves with a speed and grace that belies its obvious strength. Easily 6 feet long, the gray-scaled dragon has long, razor-sharp claws and a powerful, crushing jaw.

Stone drakes live deep under the earth, hunting wild beasts and unwary miners alike. Although they never grow to the size or great age that true dragons reach, stone drakes share their physical prowess and gifted intellects. Unlike true dragons, stone drakes do not covet treasure, and they rarely attack out of any motivation other than hunger.

A stone drake looks like a gray-scaled reptile the size of a very large dog. Its sleek scales accentuate its speed and strength, and its long claws can easily dig into solid stone.

Stone drakes speak Draconic and Undercommon.

COMBAT

Stone drakes keep to the shadows, hiding in nooks or clinging to the ceiling above unsuspecting prey. Because of their stealth and cunning, combat usually takes place on the stone drake's terms. To begin a fight, a stone drake charges the foe it has picked out as its meal, attempting to strike quickly and then retreat with its catch.

Acid Bite (Ex): A stone drake deals an extra 1d6 points of acid damage with a successful bite attack.

Ambush (Ex): Any time a stone drake makes a successful charge attack against a flat-footed opponent, it deals double damage with its bite.

Light Sensitivity (Ex): Stone drakes are dazzled in bright sunlight or within the radius of a *daylight* spell.

Perfect Climbing (Ex): A stone drake moves with perfect ease while climbing. It can move at full speed across ceilings, over hangs, and other slanted or vertical surfaces without making Climb checks, and it does not have to make a Climb check to avoid losing its grip when it takes damage.

Skills: A stone drake has a +4 racial bonus on Hide and Move Silently checks. It never needs to make a Climb check due to its perfect climbing ability.

Appendix 3: The Town of Irondelve

Population: 1096 (small town)

Government: prestigious democracy: thane and ruling council elected from adventuring population for undefined term of office

Authority Figures: His Honorable Worship Didymus, Thane of Irondelve.

Prevalent Religions: Moradin

Resources: iron, silver, and gold

Yahoo Group: <http://games.groups.yahoo.com/group/Irondelve>

Overview: The contemporary town of Irondelve actually takes its name from a far older Dwarf-hold in the Lortmils. The original Irondelve was founded more than a thousand years ago by dwarves from the Lortmils in search of new veins of ore to mine and process. The site was chosen because it rested on substantial deposits of iron and other ores. Irondelve was especially well known for the high-quality metal armors it produced. While there was ongoing fighting with humanoids in the area and sporadic encounters with raiding giants, Irondelve was easily able to handle those threats.

After some centuries, however, Irondelve's period of prosperity reached an end. The primary reason for this was the exhaustion of the deposits of metal which the town depended on. This was coupled with a failure to find new veins to be mined. Further exacerbating these economic problems was an increase in humanoid and giant activity instigated by a group of mind flayers hoping to occupy Irondelve and enslave its population.

Though Irondelve was able to drive off the illithids, it was unable to reverse the decline in its fortunes. The population steadily declined as dwarves left, either to return to the cities of the Lortmil range or to seek their fortunes elsewhere. By CY 400 there were not enough Dwarves remaining to maintain the galleries and infrastructure, forcing the remaining residents to leave. Keeping the name, "Irondelve" they founded a small settlement on the surface in the vicinity. This too dwindled and by CY 580 the population numbered barely two dozen.

In late CY 593 a Dwarven adventuress, Agnes McDoos, came upon an old journal of a surveyor from Irondelve, Grimbolt Ironshank. The centuries-old book described how the Dwarf's party had found evidence of valuable mineral and ore deposits somewhat to the northeast of

the old city of Irondelve. Apparently the Dwarves had been unable to spare the resources needed to pursue the discovery and it was soon forgotten in the city.

Whether through long-forgotten design, happenstance, or a product of Dwarves' innate connection to the earth, the surface thorp of Irondelve was at a site well-suited to holding a mining town to exploit those deposits. Word of these discoveries spread and Irondelve received an influx of adventurers and new residents. Most of the new arrivals were Dwarves, attracted by the chance to dig holes in the ground for shiny rocks.

In early 594 the efforts of Irondelve's citizens were focused on building the basic infrastructure of an underground town and residences for the new arrivals who had been forced to live in tents or carts upon reaching the site. Tragically, soon after establishing her residence in Irondelve and attracting many others to the growing community, Agnes was killed by strange, other-worldly creatures.

Irondelve is built into a peak in the northern part of the Lortmil range, within the Viscounty of Verbobonc. Though a primarily Dwarven community, Irondelve has two sections: one aboveground, and one underground. The former is a cluster of buildings nestled against the mountainside. This "outercity" contains some shops, inns for travelers who prefer not to go underground, stables for animals, homes for those who do not wish to live underground, and a memorial to Agnes McDoos. Most of the town lies underground, in the "undercity." It contains residences, workshops, mines, and all the other elements of a thriving Dwarven community. The residents are very proud of a recently built temple dedicated to Moradin.

The population of Irondelve is very different from that of the rest of the Viscounty, with significant numbers of Deep Halflings, and of course, Dwarves. Most live underground. Irondelve's present Thane, Didymus, is a Halfling, as is assisted by the Thane's Council. The town's mines produce iron, silver, and gold and there is a growing trade in raw ore with other communities in the Viscounty. Also, Irondelve is home to a growing population of smiths and other craftsmen producing tools, weapons, armor, and Dwarven Ale.

Points of Interest

The Memorial

Just inside the "outercity" is a small square with a bronze statue of a female Dwarven warrior, Agnes McDoos. The

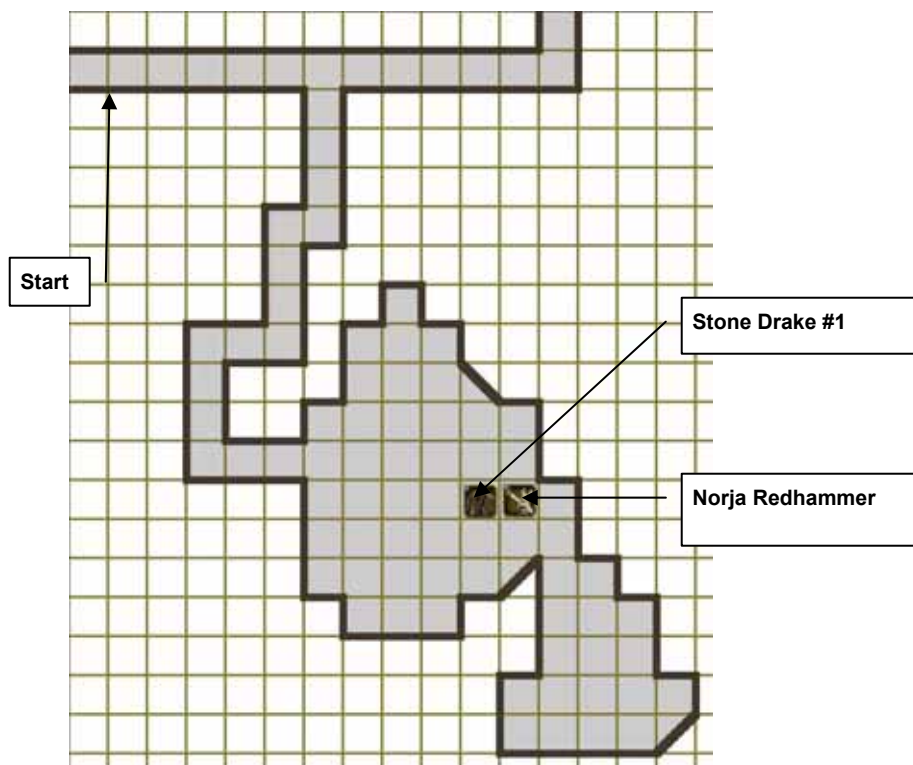
base is a large pedestal made out of the local stone on which are inscribed accounts of her battles, including her heroic sacrifice to save her companions. A local tradition is to have a drink in her honor when one is walking past. A resident Elf believes this is simply an excuse for the Dwarves to always carry a flask. Because of its location just off the main road into town, it is a common spot for locals to meet travelers. Prominent among them are the local gnomes.

The Undercity

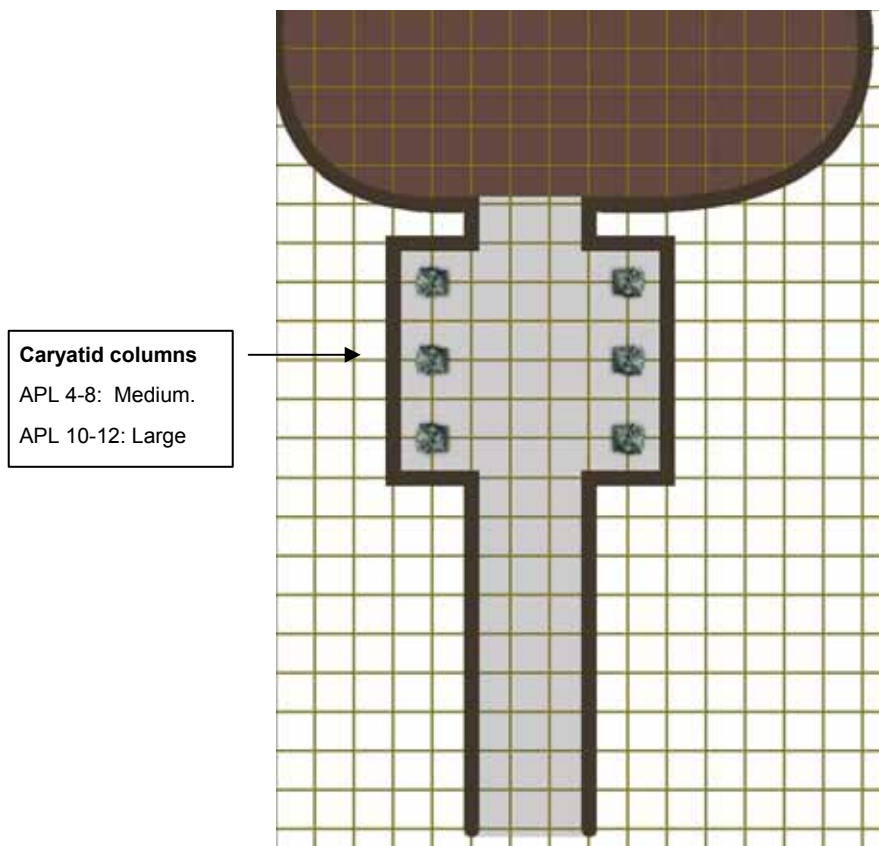
Though much smaller than the great Dwarven cities of the Lortmils, Irondelve's undercity is unique in the Viscounty. Already a confusing warren of tunnels, passageways, galleries, apartments, storerooms, and the innumerable other elements of a midsize town, this section of the town is thoroughly Dwarven. It is made up of different sections. The upper halls have high ceilings to permit non-Dwarves to walk comfortably. It contains the Under-the-Mountain Inn, as well as other establishments for travelers and the market place. Further below the surface are the lower halls, with Dwarf-sized ceilings. Many workshops are located there, as well as the temple. Finally, if one continues downward, they will find themselves in Irondelve's growing mines. Illumination and ventilation for the undercity are accomplished through use of ancient Dwarven techniques.

Appendix 4: Maps

Use this map for Encounter Four: A Friend in Need



Use this map for Encounter Six: Deep in the Lortmils



Player Handout #1

... and I told 'em so! The vein was tappin' out and we'd be needin to find another one afore long. Got the latest batch o'arms and armor from the Keep today. Smaller than before.

Been gettin reports that some of the miners in 'Nor been goin missin. Don't know what that's all about but it's got 'em spooked, that's fer sure.

Player Handout #2

The fightin' been goin bad for a while now. The whole city seems like it's fallin into darkness. The light don't work right.

It's more than the duergar out there now, there's somthin else. They move between the cracks in the walls and the shadows. We've lost two patrols today. Ulfgar wants me to check out the last place one of them was seen. Heh – not without a brigade of battleragers to back me up! Told 'em so, too. But I'll prob'ly go. If this keeps up, fore long – we're goin to be in a hurt of trouble.

Player Handout #3

...but nothin we do stops 'em. The best we've done is slow 'em down. I've never seen nuthin like those 'flayers and I've fought 'flayers before. These is diff'rent. I've only seen 'em once or twice, and each time it was like they's there and not there.

Ulfgar's called for a retreat up to the Keep. Nuthin we can do but fall back and hope they don't get out.

Player Handout #4

... and Obon's wards seem ta be holdin up. Him and Grobb have got a plan to help Ulfgar hide the axe somewhere 'neath the town. By Moradin's Axe, I never thought we'd be driven from our own home. I can only hope none of em get out – but if they do, they'll wish theyd' stayed locked up. If only...

Illustration One: Stone Drake (from Races of Stone)

