

IUZ4-02

Madness Falls

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

Version 1.0

by Jeffery A. Dobberpuhl
Shield Lands Triad POC

Reviewed by Chris Tulach, Metaregional Representative
Approved by Jason Buhlman, Circle

A search for a missing judge leads to dark dangers. An Iuz Meta-Regional adventure for brave characters at APLs 6 to 14.
Part One of the Purification Cycle.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Iuz Metaregion. Characters native to the Iuz Metaregion 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.

Adventure Background

Iuz is never satisfied with what he has. Power calls him like sweet flowers draw bees, or an open wound calls to infection... This is the story of one of those quests.

A local dwarf cleric of Moradin, Delver Stonecutter, is a traveling judge on the northern shores of Lake Quag. He goes from village to village and helps them resolve their legal disputes. On his travels, he is always on the lookout for sites for new dwarf mining operations. Recently, he heard rumors of an abandoned iron mine and decided to investigate along with his fellow miners. At the mines, the dwarves are captured by evil forces. The dwarf miners are threatened with having the souls stolen, literally. With great sadness, Delver demands they kill him and let the miners free. He does not know, as he proudly is taken in chains, the fate the unknown dark forces have in store for him.

Delver and the miners are taken to the deepest level of the mine. There the evil forces chant their rituals that infuse a common creature with demonic energies. The creature grows to great size, then seizes Delver and drains him of all his blood and innards, leaving a desiccated husk.

The miners go mad at the sight. The evil forces let them wander off, and, satisfied with the ritual, take their prize back to their foul master. That is when the party gets involved...

Adventure Summary

A Special Note on Convention Play ~ This module contains lots of role-playing opportunities for players, especially in the villages. During home play, the Dungeon Master is encouraged to let these encounters run as long as the party has fun with them. However, if this module is run in a limited time slot, such as at a convention, try to ensure that no more than 25% of the allotted time is spent outside of the mine region. Finally, avoid drawing out every single corridor. It is suggested the party set up a general marching order and most of the mines is drawn out for the party as they explore it in a much smaller, less detailed manner. Otherwise, merely mapping the mines could be a four hour (and not very fun) event!

Encounter 1

The party, investigating a rumored invasion of bugbears, discovers the rumors were false. However, at a border village, they discover two locals held in the jail awaiting trial. The village uses the services of a wandering cleric, Delver Stonecutter, to act as a judge (in fact he acts as a Circuit Judge for a number of border communities). He is well over due. Members of the

prisoners's families, wanting them free, ask the party to find the dwarf and hasten him on his way.

The party backtracks to the village Delver should have just visited, but discover he never showed. Backtracking just one more village, they learn he was here a week ago. However, instead of going by himself, he left with a band of dwarf miners. They were going to investigate a new find of iron ore at the old mines. The mines are located between village two and three about a day into the lands controlled by the Wolf Nomads. The river nearby is called Madness Falls because the waters are rumored to cause insanity in those who drink it. The exact location is not known.

Encounter 2.

The party tracks the dwarves only to discover a small party of hobgoblins led by a low level acolyte of Iuz working on concealing a trail. Overcoming them is no big feat, and from there, the party can easily track their way to Madness Falls. At the falls, they find the entrance to the cave guarded by a small patrol of hobgoblins. Again, it is nothing the party cannot overcome. However, the hobgoblins merely buy time for those inside the mine to prepare for invaders.

Encounters 3 and 4.

The party enters the mine (which is haunted) and discovers it is only a few levels deep. In the mine they face a number of threats. Additionally they face the dwarf miners, now quite insane, who are chanting strange things in dwarvish.

Finally the party makes their way to the room where the dwarf was slain and fights the final evil of the mine. The battle is fierce but the party overcomes the evil. There they discover the husk of the dwarf as well as a number of consecutively larger and larger spider husks. Icky! They also find a cryptic ledger (leading into events for the next module).

Encounter 5.

The party can return the dwarf cleric to be buried and sit as judges in the fate of the prisoners. However a week after this adventure, the vile fumes of Madness Falls possibly infects the party with a minor and temporary insanity.

Introduction

This event begins with the party in the northern wilderness on the shores of Lake Quag. Read or paraphrase the following to the party:

Your party marches south-east along the northeastern shore of Lake Quag. Its waters are quiet and nearly mirror like. All of you had heard the same rumors: That a band of bugbears had discovered a magical sword named "Hate" that had great powers. Stories of the sword led you to believe the blade was possibly some artifact, maybe from the era of Keraptis.

Upon arriving, you searched extensively for truth of the rumors and managed to find each other. You joined forces and intensified your search, only to come up with nothing for all your efforts.

Tired of searching, you march southeast towards a small hamlet, intent on catching a good meal and exchanging a few quick good byes before leaving for your homes.

Let the party members introduce themselves. If they want to know where they heard these rumors, select an appropriate choice for each player from the list below:

- A merchant known to deal in questionable goods had received word of the rumor from one of her "sources".
- An important person of the character's homeland had received word through their information network of the activity and asked the PC to investigate.
- The PC received a vision in a dream of the bugbears wielding a midnight black sword filled with stars near the shores of Lake Quag.
- Idle chatter in a local pub from a wandering ranger led directly to the story of the bugbears.
- A sage in Greyhawk City sent a message that research showed the sword Hate to be found near the shores of Lake Quag amid a tribe of ferocious bugbears.
- A dour, tired fighter had met a PC in the PC's homeland and had related a story HE had heard from a fellow soldier.
- Something else along these lines, based on the PC's history, etc.

If they ask, the PC's did not even find a tribe of bugbears in the area!

Tell the party they are approaching a small hamlet. It's mid to late afternoon on a warm windless day. They know (from their time here) the hamlet is named Wallport and contains good and orderly folk.

Encounter One

A note to the Dungeon Master regarding these hamlets: All of them are much more heavily armored and have a high percentage of militia, more than one might typically

expect. This is because the hamlets are essentially on the frontier. Fending off wild beasts and being forced to defend themselves is not abnormal. Thus they are well prepared for minor skirmishes.

I. Wallport

🏰 The Hamlet of Wallport (hamlet): Conventional (city council); AL NG; 100 gp limit, Assets 1000 gp; Population 200. (65% human, 20% dwarf, 5% gnome, 5% halfling and the rest mixed races); Authority Figures: Self patrolled (Com 2); Milita: Wallport Militia (50 foot commoners)

This hamlet is built right on the shore and derives most of its income from trading local (woodcrafts oriented) goods for food and textiles via the lake. They also support a fishing industry (albeit a small one).

The populace will be glad to see the strangers. The party had passed by a few days ago and seemed of sturdy and honest stuff. As the party enters town, word will spread and by the time the party reaches the inn, a small group will be there to meet with them. Read or paraphrase the following:

Entering the gates of the small community, the tenacity of good and orderly people everywhere to live on the very sword's edge of danger is amazing. They are located on lands neighboring the Wolf Nomads. Bands of evil humanoids are known to travel in the region.

Your entrance has not gone unnoticed. Children spot you and run ahead. A few locals give you a polite wave and continue about their business. You had passed this way a few days before and had found it to be a generally pleasant community. As you walk towards the hamlet's only inn, the Watering Hole, you can see a few of the commoners are standing outside, pointing at you.

The attached map shows the location of the only inn in town, the Watering Hole. The map is for reference only.

The Watering Hole is a sturdy single-level building about 30' by 25'. It doubles as the city hall for council meetings. It is run by Ol' Snaggler, a crusty middle-aged human woman. She is polite enough but is always clearly 'business first!'

Standing in front of the inn are five humans: two middle-aged women and three younger men, possibly sons. As the party approaches, one of the younger men will step forward. Read or paraphrase the following:

As you near the tavern, one of the young men in front steps forward. With a deep bow he says "Greetings and welcome. We are glad to see you return to our

village. I am Fletcher, my mother (gesturing to one of the women) is Dorla Fletcher. With us is Mava Weaver and her sons, Kalwin and Derwik. We understand you to be heroes, and we desperately need your help.

With that, they will wait for the party's response. If the party ignores them, the adventure is probably over for them before it began. However, speaking with the commoners will reveal the following:

- Garvel Fletcher (husband of Dorla) and Kzed Weaver (husband of Mava), are both in jail awaiting trial.
- They are accused of beating up a local fisherman, Noram. Noram said they beat him up so they could steal his fish.
- This community is too poor to afford a full time judge, so they share a judge with a few other communities in the area.
- The judge is a dwarf named Delver Stonecutter. Stonecutter is a cleric of Moradin and uses the opportunity to travel between communities to scout for new mining locations.
- He is overdue by a week. No one has had any word of him. Word is he never showed up in the nearest hamlet, Zius, either.
- Until the judge shows, their husbands have to sit in jail. They want the party to find the judge and get him here as soon as possible.

The party may want to investigate these criminal matters on their own. There is nothing to prevent this; however, it will be pointless. Zius swears the two jumped him (even in a zone of truth). The jailed pair swears they didn't (even in a zone of truth). The reality is they two parties had a very heated discussion over the cost of Noram's fish. Noram was partly paid. A fight broke out and both parties are telling it the way they see it. In any event, the hamlet's council isn't willing to appoint the party as judges.

If the party insists on using high Diplomacy rolls, magical abilities, etc. to immediately resolve the dispute the villagers will give them a luke-warm thanks but still be very agitated over the (highly popular) missing dwarf judge.

Finally, nobody here has heard of any rampaging hordes of bugbears (and will very nervous at the thought of it!). Nobody here has heard of any powerful magic sword named Hate.

Otherwise, the next nearest community, Zius, is about 2 days further southeast along the shores of Lake Quag.

If party members attempt to *scry* on Delver Stonecutter, it will be ineffectual as there is nothing left of the dwarf other than his skin.

SPECIAL NOTE: The sword Hate is an item first heard of in the Shield Lands module *SHLo3-06 A Chink in the Armor*. It is also rumored to be in the hands of some vile merchants from Perrenland, known only as the Black Wave. It plays no part in this module beyond the common rumor being spread to the party members.

2. Zius

👑 The Hamlet of Zius (hamlet): Magical (ruled by the Church of Geshtai); AL N; 100 gp limit, Assets 1500 gp; Population 250. (55% human, 30% dwarf, 5% gnome, 5% halfling and the rest mixed races); Authority Figures: Temple Guard (Clr/War 1/1); ilitia: Zius Militia (50 foot Com 1, 10 Temple Guard Ftr 1)

Much like Wallport, Zius is built on the edge of Lake Quag and derives its livelihood from trade. Unlike Wallport, it has a few more metal smiths, especially among the dwarves. Also unlike Wallport, the town is ruled by the temple of Geshtai, a Baklunish water deity. The temple encourages Judge Delver Stonecutter to do his job as it takes away the appearance of impropriety (which is important to the local clergy). Further, those in town who do NOT avidly worship Geshtai appreciate a third party trying their matters.

Describe Zius as a hamlet built on the shores. It has a wooden stockade around the community with two main gates. The community has two catapults, one by each gate. The locals are indifferent to the party's appearance.

This hamlet has the following buildings, run by the following locals (followed by the name of the leader/proprietor and a brief description of what information they may have):

- Temple of Geshtai: **Cleric Theala Deepwaters:** Female Human Clr 4. She likes Stonecutter although they tend to take opposite approaches to life. He is set in his ways while she is more of a free spirit. She does not know where he is but an augury has revealed it would be well to seek him in the next community down the shore: Greypike.
- Fastriver Tavern and Bait. **Garlon Mashhammer:** Male Dwarf Com 3. He is a lively sort who probably samples his own ale a bit too much a bit too early in the day. He missed "the goodly Earthfather" Stonecutter as Garlon is a devotee of the Dwarven Gods, especially Moradin. He knows Garlon has been searching for good iron ore so a local dwarf mining company can get back to work. The mining company is based out of Greypike.

- Shield Mates General Store: **Silva Nixletop**: Female Halfling Ftr 2. She recently sent to the Eastern Lake Quag Mining and Exploration Society all of her picks and shovels (6 of each). They were sent to Greypike. She doesn't care for Stonecutter much after he ruled she was price gouging and made her return some money to the locals. Still she is the only general store in town and sells everything at a price 50% above PHB profit (no items over 100 gp).

3. Greypike

Greypike is located another two days southeast along the shores of Lake Quag.

👑 The Hamlet of Greypike (hamlet): Conventional (ruled by the mayor); AL LG; 100 gp limit, Assets 900 gp; Population 190. (45% human, 35% dwarf, 10% gnome, 5% halfling and the rest mixed races); Authority Figures: Day and Night shifts of 2 volunteers at a time (Ftr 2); Militia: Greypike Militia (20 light dwarf infantry (Ftr 2), 30 commoners (Com/War 1/1)

This community has stone walls around most of it, cunningly installed by the gnome and dwarf population. The mayor is an ancient hill dwarf who moved most of his family here because of the good copper in the area. The hamlet is named after the local fish, the Greypike. Nearly everyone here is trained in combat in some capacity and most citizens carry a short sword or a hand axe.

This hamlet has the following buildings, run by the following locals (followed by the name of the leader/proprietor and a brief description of what information they may have):

- Shattershield's Armory: **Ginixitvittle Hammersnap Forgeshaper**: Male Gnome Exp 5. He knows Stonecutter very well and boasts that he often repairs his armor/weapons ("he carries a nifty dwarven warhammer and wears very nice full plate!")
- Kester's (an inn and tavern): **Kester**: Female Human (Wiz 4). Kester is a middle aged and kindly woman, but a shrewd business person. Stonecutter usually stays here when in town. The Eastern Lake Quag Mining and Exploration Society rented a room upstairs.
- City Hall: **Mayor Stumphand**: Male Dwarf (Ftr 5). Stumphand is an ancient dwarf. He lost his eyesight decades ago and his hearing isn't far behind. He lost a hand fighting an ogre decades before that and will endlessly tell ANYONE who gets him started story after story after story after... about all of his grizzly

wounds from adventuring. One gets the opinion the locals made him mayor so he would have a place to sit and not bother them. He, however, does know of the Greypike mines. See below.

When the party goes to Kester's, read or paraphrase the following (this presumes the party arrives at mid-afternoon when business is slow. Be sure to modify the description if they show up during the busy evening or breakfast hours):

In front of you is Kester's, a stone building two stories tall and built in the shape of a perfect cube, 20' by 20' by 20'. The door is a heavy copper affair that must have been made ages ago, if its green tainted surface is any indication.

Presuming they enter, continue on:

Entering the inn you find it to be a tidy affair. The main room is 10' by 20' with a few scattered tables. A pleasant looking human woman is sweeping the floor. Her brown and grey hair is tied in a neat ponytail and she wears a heavy looking dress of yellow and tan.

There are a few humans sitting at the back table. They look like grim sorts, possibly woodsmen. As you enter they seem suddenly more interested in their drink than in watching you.

The woman is the owner, Kester. She is friendly enough, if business like. She can rent the party a room upstairs for a silver piece. Food and drink here is reasonable and very good (the cooking area is in the unseen 10 x 20 area). She knows the following:

- Stonecutter is a regular and a great person to get to know.
- The Eastern Lake Quag Mining and Exploration Society has rooms rented upstairs. She describes those dwarves as "the most down on their luck miners I ever saw".
- Stonecutter saw the miners as a personal project. He felt if he could find them one good dig to get back on their feet, he would be doing his god's work in its truest sense.
- She last saw all of them weeks ago, maybe two?
- If the party tells her about Stonecutter being missing, she will gladly let them look in the rooms rented by the miners (There is nothing there – it's cleaned out).

The humans are three local woodsmen. They remember being here the night Stonecutter was last seen.

🔧 **Argol, Phendor, and Oxnol:** Human Male Rng 1.

These three tend to finish each other's sentences. NOTE: These are the last persons to see the dwarves. However, they are a bit nervous around strangers and will take a small amount of cajoling to talk. They look VERY nervous when the party comes in. If the party doesn't talk to them, Kester will tell the party, "You know, I think those lads were here the last time I saw the dwarves, now that I think about it..." or some such.

Argol, Phendor and Oxnol know the following, but will only relinquish it with a successful Diplomacy, Bluff or Intimidation check (DC 15 for any of them):

- Stonecutter was approached by a traveling shovel salesman. This man believed he had stumbled across the old Greypike Iron Mines.
- Stonecutter and the man spoke together for nearly an hour.
- The next morning all the dwarves left town together, taking the forest path towards Zius.
- They were nervous to see adventurers in town because they think something bad has happened to Stonecutter. They don't want to be any part of it.
- They think something bad happened because they know just about everyone in the region and don't know of any traveling shovel salesman.

Speaking to any of the locals about the old Greypike mines will be useless. The mines are nothing but a legend to any of them. No one here even knows where it was, only a vague memory of it being part of the region centuries ago.

However, the mayor knows stories of the Greypike Mines. Speaking with him will reveal the following:

- The Greypike Mines were legendary iron mines about three days northwest of here.
- They were closed before his time, but rumor has it that the mine just ran dry.
- The mine is located on the banks of the Madness Falls.
- Madness Falls is a two mile stretch of whitewater that ultimately feeds into Lake Quag. The locals shun the place because it is in the Wolf Nomads' Territory and because those who drink of the water are said to go insane (thus its name).

Players can use Bardic Knowledge or Knowledge History to learn more (Knowledge Geography will just give the party a general idea of the location of the Falls area – Use Player Handout 2 – Map of the Greypike area).

DC 10: What the Mayor knows.

DC 20: The iron mines were on this side of the river.

DC 25: The forest path used to hook up with the iron mine and was used for bringing ore back to Greypike.

DC 30: The mine closed because all of the miners were found dead. Apparently, the foreman had killed them all and then hung himself from the entrance to the mine. There was a very old song "Working in the Iron Mines" by Devos, a well traveled minstrel, which mentioned some of this.

Encounter Two

1. The Local Setting

The party can take the forest path to trace Stonecutter's path. A party may try flying or walking:

- By foot: The path is long and winding. After two days of travel local traffic tapers off and the path becomes a bit overgrown. However, those with Tracking can make a Survival Check DC 22 (soft ground = base of 10, 8 dwarves -3, 15 days have passed +15), to find a clear set of 7 or 8 dwarf-sized boot prints marching along the path. Alternatively, a Survival Check DC 15 will reveal some of the foliage in the area has been recently (perhaps two weeks ago) been cut.

Following the forest path for another day will bring the party to the encounter detailed below. As the party travels, they will hear (from the north) the occasional sound of fast running waters perhaps no more than a mile away.

Nighttime in the forest is fairly quiet. There are a large number of wolves in the area, including a few dire wolves. The party should be able to easily avoid these by having a fire up, setting watch, etc. These creatures are wily and know there is easier prey. If the party INSISTS on clearing the forest of the gods' good creatures, you can have them fight up to two wolf packs, one per night. Each pack has APL in wolves and ½ APL in Dire Wolves (See the Monster Manual). There are also normal forest game animals in the area.

- Flying: Overhead travel will reveal little as the entire area is very heavily forested. However, flyers will discover the Madness Falls. At the start of the path above, it's about 15 miles away, however, both the path and river veer towards each other until they end up running about a mile to a mile and a half apart (with the river being north of the path - it varies in distance as the path and river weave back and forth). The river is not especially wide, perhaps 10 to 15 feet. However, the forest trees tend to cover

most of this area as well. The area near the river seems especially hilly.

As such, searching from the air will let the party check out each of the various hills they see. Unless the party actually lands at each hill, merely looking for the mine from the sky will require a Spot Check DC 24 to discover the mine site. This alters the way the party faces the below encounter. The encounter listed below cannot be seen from the air.

2. Iuzian Patrol

If the party follows the road eventually they will come across the hidden path to the mines. Unfortunately for them, a random patrol of Iuzians, a group that is completely unaware of what has transpired here, have also stumbled across the mine.

The patrol consists of an Iuzian sorcerer and some orcs. The Challenge Level of this encounter is well under what a party might expect considering their Average Party Level. However, the party won't know that. The point of the patrol is to show the party the entrance to the mine and if the party is over eager, drain off a few spells and resources before they go the mine.

Depending on the party's rate of travel, in the middle of the third day read or paraphrase the following:

Travel over the last few days has been slow going. There have been numerous false leads off the path. As frustrating as this is, you do believe you are getting very close.

The forest is thick with pines, birch, maple trees and the occasional oak, and the ancient path is choked with vegetation. Clearly, however, others have been this way in recent times. For lands technically in the borders of Wolf Nomads, it seems rather peaceful here.

It is now the middle of the third day. The noon sun sends javelins of light through the forest canopy, giving the area a surreal view. A hunting bird can be heard from ahead, and the pounding of the river can be heard from the north.

Consult the map for this encounter. A patrol has discovered the trail to the mine and is organizing an investigation. Two orc scouts sit in trees watching the path. When they see the party, they let loose with a hawk cry as a warning to the rest of the Iuzians. The orcs are hard to Spot (DC 24) if you aren't looking for them (as they are up in a tree and not at normal eye level, and the area here is streaked with areas of light and darkness).

APL 6 (EL 4)

👉 **Orcs (4):** HP 8 each. See *Monster Manual* page 203 for statistics.

👉 **Grogg, Sor3 (1):** HP 16 (See Appendix A)

APL 8 (EL 5)

👉 **Orcs (4):** HP 8 each. See *Monster Manual* page 203 for statistics.

👉 **Grogg, Sor4 (1):** HP 20 (See Appendix A)

APL 10 (EL 6)

👉 **Orcs (6):** HP 8 each. See *Monster Manual* page 203 for statistics.

👉 **Grogg, Sor5 (1):** HP 24 (See Appendix A)

APL 12 (EL 7)

👉 **Orcs (6):** HP 8 each. See *Monster Manual* page 203 for statistics.

👉 **Grogg, Sor6 (1):** HP 27 (See Appendix A)

APL 14 (EL 8)

👉 **Orcs (8):** HP 8 each. See *Monster Manual* page 203 for statistics.

👉 **Grogg, Sor7 (1):** HP 32 (See Appendix A)

Tactics: The Orcs are all armed just as shown in the *Monster Manual* with a falchion (wielded two-handed), and 6 javelins. They wear studded leather armor. Two of the orcs are hiding in the trees. They are the ones that made the cry of the hunting bird described in the box text. If a character asks about the cry, let them make a Knowledge (nature) check (DC 20) and a Sense Motive check (DC 20). Failure of either of these will reveal only that it is a bird they are unfamiliar with, possibly a kind of hawk. Success reveals that it sounds more like someone imitating a hawk.

The orcs in the trees will ready actions to throw their javelins at what appear to be spell casters. The remaining orcs will guard the sorcerer (as best they can) as he summons monsters in to fight the party. If he gets desperate, he will try to use his *rod of cancellation* on someone who is attacking him.

When the sorcerer hears the "hawk" cry, he will first put up a *mage armor* spell. Then on the next round, he will go *invisible* (if he has the spell) and maneuver himself to use his spells as best as he can against the party. The sorcerer is a bit of a coward and is not above fleeing for his life.

SPECIAL NOTES: This patrol has been trained to speak to each other only in orc.

Treasure: APL 6 – loot: (27 gp), *rod of cancellation*, *potion of Invisibility* (916, 25)

APL 8 – loot: (27 gp), *rod of cancellation, potion of Invisibility*(916, 25)

APL 10 – loot: (54 gp), *rod of cancellation, potion of Invisibility*(916, 25)

APL 12 – loot: (54 gp), *rod of cancellation, potion of Invisibility*(916, 25)

APL 14 – loot: (54 gp), *rod of cancellation, potion of Invisibility*(916, 25)

Development: If the party goes to the mines by flight, the patrol will wait for them to enter, and then summon monsters in after them.

If the monsters are captured, *speak with dead* is used, etc., they only know they were on a routine patrol/exploration. They have a main base camp of about 150 more orcs and leaders two days' march from here to the north. The patrol is not stupid and if forced to serve the party will gladly do so rather than be killed. They don't know of any bugbears in the region.

If, for some strange reason, the sorcerer manages to escape, he will return to his camp and report what he has learned. Report this in the Critical Events Summary.

Encounter Three

1. Exterior to the Mines

The party should be in excellent shape to encounter the mines with possibly only minor losses after encountering the orc patrol. Consult the Outdoor Area Map. Read or paraphrase the following to the party:

At the site of the orc ambush, an old trail was discerned running straight north. There are clear signs someone has been here recently as some of the vegetation has been hacked through, and the occasional booted footprint can be seen in the forest floor.

Through the forest you can see a clearing in which sits a hill. It is adjacent to a rapidly moving river flowing towards the west. The hill itself is a rocky affair, probably 30 feet high. There are many such in the area, but what draws your attention is the tunnel entrance burrowed into the side of it. Crumbling masonry surrounds the entrance and thrump-cap (loose rock) is scattered in vegetation covered piles outside. A modest wind whips through the area, rustling the leaves and providing a cool relief to the warm and humid forest.

The river itself is a white-water nightmare: pounding waters slam against boulders and tumble insanely over elevation drops. The roar of it is nearly deafening.

Although not immediately apparent, if the party investigates the area they will discover a number of

backpacks and mining shovels arranged haphazardly near the entrance to this clearing (near the trail). A person with Tracking can make a Survival check (DC 17) to discover a number of footprints in the area, some being the familiar booted prints of the dwarves, but others being of a different make (all the tracks lead into the mine entrance). If the Survival check succeeds by 5 or more, they will know from the footprints that apparently the dwarves were surrounded by about 15 humanoids of medium build.

The waters in this area run 10' to 20' deep and radiate a strong necromantic (curse) magic. The curse is cast at level 20 and there is no saving throw if the cursed waters are actually consumed. If anyone is foolish enough to drink the waters, they will instantly become insane as if under the effects of the curse of Madness Falls (see adventure summary, below). The curse was placed as if cast at 20th level.

Inspecting the masonry surrounding the mine entrance reveals it was originally shaped in the maw of a giant beast, but time has eroded and cracked it, leaving the exact nature of the creature lost to time (It was a wolf head).

As the party approaches the mine, read or paraphrase the following:

Staring into the old mine you can see clean rock floors leading off into the darkness. The walls are shored up with ancient timbers. It must be the winds for you hear, echoing up from the darkness, a ghostly howl. It sounds like it is a rasping voice howling "Ssssooooouuuuuullllsssss....."

The howl is just the wind and possibly overactive imaginations at this point. Inspecting the mine entrance would require dwarven Stonecunning or Knowledge (architecture and engineering) or (dungeoneering). A person with either can make a check (Int based for Stonecunning) DC 12 to determine the construction here is excellent and the timbers are still in good shape.

2. The Mine – The Upper Dig

OVERVIEW: The mine is haunted by Guz Mandover, the original foreman centuries past. He was always a fair man who tried to make sure all of his workers were properly treated. However, the waters of Madness Falls (at the time called the White River) were not originally insanity-inducing. Thus, the mine was opened and iron ore was dug. However, one day one of the miners cut down a tree (for support lumber) without first praying to the Old Faith. As a result, he accidentally killed the Dryad living within. In retaliation, the forces of fey left this part of the forest, but not before they put a terrible curse on the

waters from which the miners drank. Forevermore, drinking of it would cause insanity. Eventually, all of the miners went crazy. The last of them was killed by Guz, who then hung himself from the mine's entrance. His spirit still haunts this place.

The curse was grown stronger with age. Now, prolonged exposure to the area around the Falls also gives a chance of insanity. See the Adventure Summary for more information.

While in the Mines, the following effects are in place:

- Amulet of Focus (sometimes mistakenly called an Amulet of Concentration). A player with this amulet (which appeared in *COR1-08 Forbidden Choice*) will have a special effect (which they may or may not figure out is related to their amulet). Whenever the character enters a stressful situation, such as combat, the player has something that distracts any spell casting (such as the player will have sudden headaches, lights will flash before their eyes, they will suffer hand tremors, etc.). Only placing the amulet in an extra-dimensional space will prevent this. As a result, while in the mine, the amulet will not provide its normal concentration bonus and instead gives a 10% spell failure to all spells cast by its possessor. *Special Note:* If a player is suffering from a mind affecting spell (but not the Madness Falls curse), and the amulet's headache effect is triggered, this pain will allow the character another save versus the mind affecting spell.
- Weakened support areas. Not all of the mine is still solid. These weakened areas are shown on the map. Especially loud noises (such as sonic attacks) or explosions (thunderstones/most evocation spells like *lightning bolt* and *fireball*) used in this area have a chance of causing a mine failure. The chance is 10% + 10% per level of the spell used (+30% for a thunderstone or similar). If the mine fails, it triggers a cave in. Because of the amount of rock that falls, the DC is increased to 20. See the Dungeon Masters Guide page 66.
- *Magic Jar.* Guz still haunts the mine (see below) and is master of it. If anyone uses *magic jar* while in his mine (or within 30' of the outside of it), he will know and will go and possess the caster's body. He will then get up and try to sneak away.
- Other means of exploration. It's impossible to guess all of the means a party may have for exploring this mine. However, remember that Guz is hateful and wants more spirits to keep him company. So, for example, if a player uses *ghostform* (from *Tome and Blood*), Guz may decide to just attack that person while both are incorporeal.
- Make sure to read Guz's tactics (See Encounter Four, Room Nine). He will float throughout the mines, using his *monster summoning* spells until his is out of them. He will then resort to using his new found source of evil, the vile sphere of ultimate damnation.
- Animals, Animal Companions and Familiars will, on some primal level, detect the malevolence of Guz the Ghost. Thus, they will not voluntarily enter this place (...but will if the player insists – The dungeon master should role play it more as extremely hesitant. I.E. the wolf whines and tucks its tail between its legs, hanging its head low as it slinks in. If the characters are able to communicate with the animal, they will only learn the creature just has an extremely bad feeling about being here.). Animals summoned into the mine will act normally as they are under the compulsion of the summoning spell.
- The entire mine area detects as a strong lingering evil (See *detect evil*, Players Hand Book, 218).
- The inside of the mine is very cool and slightly damp. The floors are slightly slick with grime and mostly clean. Players can use the Track feat in the mine. It will take a Survival check (DC 25) to discover in all areas (unless otherwise marked) a number of square-booted foot prints (This is because the villains who captured the dwarves thoroughly explored and mapped it before leaving).
- There is no natural light in the mine. Make sure to note how players are illuminating everything. Further, make sure to remember this in battle (I.E. how is the player carrying the bulls-eye lantern holding a shield and swinging a sword?).
- Unless specifically stated otherwise, all rooms and corridors are 8' tall. All walls were dug by hand and shored up with wood (and in a few rare cases stone-work).
- *Commune with nature* (depending on the questions asked) will be able to identify that no natural creatures have exited the mine in centuries. It will also reveal there is a source of great unnatural power in the mine. Finally, it can reveal the presence of large amounts of iron.
- If the party locates the stairs down before clearing out the rest of the upper level, consider having Guz using a Summon Monster spell to draw them back into the upper levels (or using telekinesis on a deer carcass and have it float down one of the other tunnels).

Room One

This is the entrance to the mine. Read or paraphrase the following to the players.

The entrance to the old mine is a sturdy looking affair. Solid timbers, centuries old, still do their job of holding up the tons of earth above your heads.

Looking about, you can see that the outside sun only penetrates the darkness of the mine by about 10 feet. The howling you heard from outside seems to be merely a trick of the wind. Once you enter, the sound seems limited to this entry way.

Your light reveals the room to extend forward about 30 feet, narrowing in the last 10 feet to a corridor stretching off into the darkness.

The party can easily move about the main passages of the mine unless the area is marked with a “W” for weak. See note 1, above on weak areas. Describe the footsteps of the party as echoing into the darkness. They can hear the occasional slow drip – drip – dripping (from somewhere up ahead) as apparently the river has finally eroded through just a tiny bit. The mine area smells faintly of old rotting meat and possibly vegetables. Occasional small cobwebs hang from the walls and ceiling, but it looks as if someone recently passed through the area and cleared that sort of thing away.

Room Two

This room used to be a barracks. The villains that captured the dwarves used it for similar purposes when they visited. Read or paraphrase the following to the players.

Your light reveals a thirty foot by thirty foot room. The ceiling rises fully fifteen feet above you. Trash and debris litter the floor and the room smells a bit like an outhouse. As you ponder entering, you detect a very low, steady, whistling sound from inside the room.

Searching this room reveals the villains that captured the dwarves were total pigs in using this room. Old paper wraps for breads and jerky litter the room. Sticking out of the refuse is a busted greatsword (it was used in the ritual and partly consumed by the magical forces. The handle and about a foot of blade are all that remains. If players inquire, it looks like the bulk of the blade was melted off, as if by a great heat.). The far corner was used as a makeshift privy and in the center of the room is a large pile of ash, as if from a campfire. A successful Search of the room (DC 15) locates a crumpled scrap of paper (slightly charred – it must have escaped the campfire) written in the horrific script of Abyssal. It reads “7 taken, 1 used”.

A successful Search of the ceiling (DC 20) reveals a small hole (just under one foot across) angling off. In fact,

this room can be used to start a fire to help ward off chills. The hole in the roof does lead outside and acts as a natural chimney. This is where the whistling sound is coming from.

Room Three

This room was used by the villains as a place to throw the carcasses of the animals they killed for food. Read or paraphrase the following to the players.

A low buzzing sound comes from the room ahead. There is a trace of a slightly metallic, slightly sweet smell in the air.

Let the party react to the description.

The room starts as 10' wide and rapidly widens to 30' across. It is 20' deep. Your light plays across the edges and corners of the room where you see a number of shapes, huddled in the darkness.

The shapes are the carcasses of four deer. The buzzing sound is from flies and other insects that have begun to eat at what the villains left behind.

Room Four

This corridor ends in a tunnel shaft heading straight down. The hole is covered with an old tarp the villains left behind. Read or paraphrase the following to the players.

The corridor runs forward 20' to a wall. An old tarp lies discarded at the end of the tunnel, covering much of the floor. At the end of the tunnel, runes are written into the wall in a faint glowing red.

If anyone looks at the tarp, no Search check is needed to see that it sags slightly in the middle. Stepping on it drops the unlucky character 20' to the floor below (See Mines – the Lower Dig, room 1, below).

The tunnel shaft is 4' across and there are hand-holds dug into the rock wall. The last 8' of the tunnel to the Lower Dig use to be connected with a ladder that is now long gone. Players will have to drop the remaining 8' feet to the room below. NOTE: There is nothing in the room or shaft to tie a rope to (although players might pound a spike into the rock, etc.).

The writing on the wall was made using a few *Arcane Mark* spells. It is written in Abyssal and was a cruel joke as to the fate of the dwarven miners. It reads:

*Trapped with demons you shall stay
Demons you created and only you can slay*

*May you fore'er hear evil's calls
As you wait 'neath Madness Falls*

It basically refers to the demons of insanity created in the miner's minds and the fact the villains intend for them to be trapped here forever.

Room Five

This huge room was the used as the mine's headquarters. Read or paraphrase the following to the players.

As your light plays across the surfaces of this room, you are amazed to see hundreds if not thousands of twinkling lights reflecting back at you. The domed ceiling stretches upwards just barely higher than 20' above the ground and the room itself appears clean of any signs of debris.

The light is merely catching strips of mica embedded in the walls and ceiling of this room. The ceiling area is 22' above the ground.

This room is cooler than normal and sounds echo excellently in here.

Room Six

This corridor leads to one of the final dig sites on the upper levels. Read or paraphrase the following to the players.

The coolness and the dampness of the tunnel area seem to have increased as you travel deeper into the mines. The floor is completely free from debris. The ceiling and walls are more roughly hewn although the floor is still even and well made.

This tunnel was one of the final dig sites. The location marked "B" on the map contains a patch of brown mold attached to the ceiling. Note that it is located 'just' around the corner, so anyone spotting it would undoubtedly have to be within 5' of this dreaded stuff. Also remember that a heat source, such as a torch, bull's-eye lantern, burning sword, etc. will cause the mold to double in size.

To make matters worse, just around the corner is, depending on the APL, either a gelatinous cube or a grey ooze which will move forward to feed on anyone rushing through the brown mold patch.

All APLs

Patch of Brown Mold: CR 2; 5-ft. cold aura (3d6, cold nonlethal). See the *Dungeon Master's Guide* page 76. Knowledge (dungeoneering) can discern information about the mold (if seen): DC 10 = The ceiling is covered with a colony of a mold – be careful! DC 15 = It is a

brown mold – these tend to leech energy from living creatures. DC 20 = the basic information shown in the *Dungeon Masters Guide*.

APL 6 (EL 2)

🐉 **Gelatinous Cube (1):** hp 36; see the *Monster Manual*, pages 201-202 for statistics.

(At APL 6, this cube was previously wounded by the villains, thus its lower HP total and slightly lower CR)

APL 8 (EL 3)

🐉 **Gelatinous Cube (1):** hp 54; see the *Monster Manual*, pages 201-202 for statistics.

APL 10, 12 and 14 (EL 4)

🐉 **Grey Ooze (1):** hp 31; see the *Monster Manual*, page 202 for statistics.

Tactics: Essentially, none. As soon as the ooze notices the players (they have blindsight 60'), they will get ready to move around the corner and attack. If the party is especially unlucky, they will use fire or the like to kill the ooze, making the brown mold very big and very deadly very fast.

Development: With the ooze and mold dead, the party can discover this is essentially a dead end.

Room Seven

These are the stairs leading to the Lower Dig. Read or paraphrase the following to the players.

The mine walls stretch off into the darkness. Just at the edge of your light you can see stairs heading to the lower levels. The air is much cooler here and the walls glisten with condensation.

Room Eight

These areas represent the end of the prior digs (See also Encounter Four Room Six). Read or paraphrase the following to the players.

The mine ends abruptly at a very rough wall. Old chip marks from picks dig deep into its face. You get the feeling the prior miners were not through with this area...

A character making a successful Knowledge (dungeoneering) or Stonecunning Check (DC 20) and spending a full day taking samples from the various ends of the mining shafts will reveal that good ore is still to be found in this mine!

Encounter Four

1. The Mine - The Lower Dig

All of the rules of the mine (See Encounter Three above) still apply to the lower level. Additionally note the following:

- It is much cooler here. The rushing water outside and the protection from the sun makes the Lower Dig a naturally 'air conditioned' area. This also has the side effect of making all the walls and floors slightly damp (slick, glistening) with condensation. While this is a similar effect to the upper level, on this level it is much more pronounced.
- The air down here definitely feels wrong. At this point, even player characters can feel the sense of "we should not be here" that the animals and animal companions felt at the mine's opening. As a result, the DC for all Handle Animal checks is increased by a penalty of 5 for the Lower Dig.
- The condensation, over the years, has leached mineral deposits from the rock. As a result, the walls seem to ooze strange humors and fluids. At any given spot, the walls will run red, green, aqua, pink or orange with slick and hardened mineral deposits. Any character can make Knowledge (dungeoneering) or Stonecunning checks (DC 15) to realize this is fairly common in unattended stonework. In fact it is very common in caves. Being abandoned for centuries has obviously allowed this to occur.

Room One

This is the room where the tunnel to the upper level connects (See Encounter Three, Room Four, above). Read or Paraphrase the following to the players:

The walls of this large chamber glisten with condensation. As you stand quietly for a moment, you can hear the pounding of the river off in the distance. You could swear it sounds like the beating of heart... This chamber is 8' tall and is 30' on a side. An alcove in one wall has a 10' wide tunnel leading out of here.

There is nothing in this room. The walls, the floor, the ceiling, all are slick with condensation. This has no effect on movement, in this room, but might be foreshadowing of what is to come.

Room Two

This corridor has a colony of green slime covering much of it. Parties will have to proceed cautiously or face grave peril. Read or paraphrase the following to the party.

The walls ahead widen from 10' across to 20' across and deepen from 8' high to 15' high. A faint, nearly maddening 'drip, drip, drip' echoes from deep inside the chamber. The pounding of the river is nearly deafening at this point. Because your light glistens off the very moist condensation on the walls, you presume the river must be roaring by just on the other side of the rock walls.

Note that the green slime is only on the ceiling. The dripping sound heard is from a small patch of it at the far end of the corridor dripping to the floor (not enough to matter, but enough for a clue for the observant party). If the party is close enough to look up at the ceiling (and does so), they will see the ceiling glistens a wet yellowish-green.

The floor in this room is also very wet. As a result, anyone moving at greater than their base speed must make a Balance check (DC 14 – Hewn Stone +10, +2 for lightly obstructed (small rubble, condensed mineral deposits, etc.), +2 for slightly slippery).

All APLS

Green Slime: CR 4; drops on passing creatures (1d6 con damage per round, dissolves most metals). See the *Dungeon Master's Guide* page 76. Knowledge (dungeoneering) can discern information about the slime: DC 10 = The ceiling is covered with a large colony of slime – be careful!

DC 15 = It is a green slime – these tend to eat through anything. DC 20 = the basic information shown in the *Dungeon Masters Guide*. DC 30 = moving slowly might keep the slime from sensing someone below it.

Tactics: The slime will drip on anyone moving through at a rate faster than 10' per round. Anyone moving under a slime patch at a speed greater than 10' per round will have to make a reflex save (DC = 8+APL) for each patch moved under or be hit by dropping slime.

Development: Getting through here is the only way the party can get to the Dwarf Miners. Also note that the walls are weak in this area.

Room Three

This horrible chamber is where the Dwarf Miners fled to after they went mad. Read or paraphrase the following to the players.

As your light plays across this room, you see a truly unnerving site. There are four hulking forms clawing at the rock. As your light plays across their shadowed features, you see these are what are left of the dwarf

miners! On the floor lie the gnawed-on carcasses of two other dwarves.

Their skins are covered with open cuts, scrapes and possibly bite marks. Clumps of hair hang from their heads and their beards are partially pulled out from their chins. Bits of blood and flesh dribble from their lips and cling to their torn beards. Their clothes are completely dirty rags barely hanging from their bodies.

In one hand each holds a mining pick, but with the other hand they are clawing repeatedly at the wall before them! The ends of their fingers are literally rubbed off and blood drips from their bony stumps.

They turn towards you and begin to shamble forward moaning over and over again in a rasping dwarvish "Enn solez machs gheck kezz!"

APL 6 (EL 4)

☛ **Insane Dwarf (4):** hp 15 each. See Appendix A.

APL 8 (EL 6)

☛ **Insane Dwarf (4):** hp 25 each. See Appendix A.

APL 10 (EL 9)

☛ **Insane Dwarf (4):** hp 55 each. See Appendix A.

APL 12 (EL 12)

☛ **Insane Dwarf (4):** hp 85 each. See Appendix A.

APL 14 (EL 15)

☛ **Insane Dwarf (4):** hp 115 each. See Appendix A.

Tactics: The dwarves are thoroughly insane. They have, in their madness, lost all they know and are now nearly mindless barbarians. They will charge into the party swinging their picks two handed and trying to kill everyone. Because of their appearance, a party might believe they are undead.

Treasure: Four masterwork mining picks (treated for all purposes as a heavy pick; see the *Players Handbook* page 116)

All APLs: Loot: (101 gp), Magic: *adamantine chunk*: 250 gp.

Development: The dwarvish phrase translates literally to "your soul will be eaten by the wicked" which is the last thing they heard chanted over and over again by the villains during the ritual. Only *break enchantment*, *heal*, *limited wish*, *wish*, or *miracle* can restore their minds. If the party can subdue them and return them to town, they can eventually be healed.

The dwarves were clawing at a blackish lump in the wall. It is a chunk of adamantine. It would take two hours to successfully pry it from the walls. Doing so will allow a

player to craft one adamantine weapon (or 50 missiles such as arrows, bolts or sling bullets). The chunk is too small for armor.

If healed, the dwarves will reveal only that they were captured by slightly taller than normal duergar. The cleric willingly gave up his life so the villains would not kill the miners. The dwarves were forced to watch a terrifying ritual, but it was so horrible they cannot remember anything about it. After that, they were dropped unceremoniously down to the lower levels where they lived for an unknown (to them) amount of time (they were there for three days). They will adamantly refuse to assist the party in exploring the mines, but will wait outside for them.

Room Four

This is the landing from the stairs down (See Encounter Three, Room Seven). Read or paraphrase the following to the players.

The stairs down were slick with condensation and this level is much cooler than the one above. All is quiet here, as quiet as a tomb.

The very walls appear covered in mineral deposits and are wet in appearance. Nearly every color imaginable is reflected from your light.

The smell down here is a humid, almost sweet, smell, subtle, but present. The only things you hear are the echoes of your own voices and footsteps.

Room Five

This room was once a shrine to the Old Faith. Read or paraphrase the following to the players.

This 10' by 10' room has murals carved into its three walls. The murals are now covered with seeping mineral deposits and are difficult to view. Recent hack marks in the wall further obscure the older carvings.

This was a shrine to the Old Faith. Anyone with Knowledge (religion) can study the walls for five minutes each. After doing so, they can make a Knowledge (religion) check (DC 20) to determine the carvings were there as a sign of worship to the Old Faith. The recent marks are from the villains taking a few more hacks at it, just for spite.

If any player (or players) take an hour, they can actually restore (by carefully chipping away at the deposits), much of the glory of the old carvings. Anyone specifically doing so (and not just standing around, guarding, for example), will gain the effects of *bles* spell for the remainder of their adventures in the mine.

NOTE, as stated in Encounter Four, Room Nine, this is the ONLY place in the Mine Guz will not go or bother the parties. The memories of this place and his failure are too painful...

Room Six

These areas represent the end of the prior digs (See also Encounter Three Room Eight). Read or paraphrase the following to the players.

The walls of the mine suddenly stop at a roughly hacked wall. You can easily see where the miners had buried their picks into the rock face many years ago. You get the feeling the prior miners were not through with this area...

A character making a successful Knowledge (dungeoneering), or Stonemasonry Check (DC 20) and spending a full day taking samples from the various ends of the mining shafts will reveal that good ore is still to be found in this mine!

Room Seven

This tunnel suddenly ends at a cave in. Read or paraphrase the following to the players.

The walls of the mine narrow to 5' wide and just over 6' tall. The corridor runs only a mere 20' where piles of loose rock and rubble block further movement in this direction.

This area was never developed by the miners.

Room Eight

This alcove was used as a makeshift shrine to some evil god. Read or paraphrase the following to the players.

Your lights reveal a gruesome sight: the twenty foot wide alcove has been made over into a shrine to some evil god! The floor is sticky with days-old blood and the room has a horridly sickly sweet smell to it. The coolness here has become nearly cold.

Against the wall in three wrought-iron candle holders are the stubs of some black candles, their wax dripping on to the floor. However, the worst part is the giant skull painted onto the wall. Its hollow eyes seem to follow your every move and its silent laughter seems to be focused specifically at you.

The players are free to clean up, desecrate, or otherwise sanctify this area. Doing so properly takes ten minutes. However, any party member undertaking this task (and

not merely guarding the area or the like) suffers from a *bane* spell for the duration of their adventures in this mine.

NOTE: This shrine is not specifically to any particular deity, but to evil in general. Thus, Knowledge (religion) checks and the like will not be able to pinpoint a particular dark god that was worshipped here.

NOTE: At APL 6, 8, and 10 the room has had a *glyph of warding* spell placed on it by Guz. The spell allows evil characters to pass normally. Otherwise, when triggered, it will target the first intruder with a *bestow curse* (-6 con drain). The *glyph* and the *bestow curse* use Guz' statistics for the APL for determining the DC and any effects and saves. See the *Players Handbook* pages 203, 236 and 237 for more information.

At APL 12 and 14 the room has had a *greater glyph of warding* spell placed on it by Guz. The spell allows evil characters to pass normally. Otherwise, when triggered, it will target the first intruder with a *harm* spell. The *greater glyph* and the *harm* both use Guz's statistics for the APL for determining the DC and any effects and saves. See the *Players Handbook* pages 236, 237 and 239 for more information.

Room Nine

This is the final room of horrors. It is where the dwarf was sacrificed to unholy rituals. It is also where Guz makes his home. Read or paraphrase the following.

There is no questioning that you have found the source of evil in this mine. The room before you is a massive chamber, 30' across and 40' wide, carved in a rough oval. The domed roof rises nearly 15' above the floor.

Around the room you see all sorts of arcane symbols, none of which make sense no matter the amount of study. The floors are littered with various sized husks, shaped like monstrously huge spiders. In the very center of the room is a five foot by five foot slab, three feet tall. On it, bound by chains, is a sheet of leather in a disturbing shape. A second glance tells the truth of it: The leather is actually the hollow drained body of a dwarf! Around its neck dangles a holy symbol of Moradin...

And yet, despite all these horrors, the worse is yet to come. Suspended 2' above the surface of the altar is an area of darkness, 2' in diameter.

At all levels, the area has an *unhallow* spell placed on it by the villains. It is cast at caster level 14 and has a *resist elements (fire)* tied to it. This means that any chaotic evil being in the room gains the benefits of a fire resistance 30.

APL 6 (EL 8)

☛ **Guz Mandover (1):** hp 47. See Appendix A.

APL 8 (EL 10)

☛ **Guz Mandover (1):** hp 61. See Appendix A.

APL 10 (EL 12)

☛ **Guz Mandover (1):** hp 75. See Appendix A.

APL 12 (EL 14)

☛ **Guz Mandover (1):** hp 89. See Appendix A.

APL 14 (EL 16)

☛ **Guz Mandover (1):** hp 103. See Appendix A.

Tactics: Guz Mandover is incredibly wise. This mine is his home and his prison and he will use every nook and cranny to the best of his ability. Because it is impossible to know how any given party will react to all of the encounters, it is impossible to know how best to use any of Guz's abilities at any given time. Here are some guidelines:

- ☛ He will try to stay undetected for as long as possible. He does not want any toe-to-toe confrontations with the party unless he has to (as in this room). He would prefer to use his spells to augment other dangers in the mines to hinder, hurt or kill the party.
- ☛ Not all regions will provide the same challenge to all APLs. The brown mold, for example, is much weaker against the higher level parties. Using some of Guz's hampering spells in these scenarios can quickly turn the tide (such as a silenced hold person, a dispel magic, a confusion, etc.)
- ☛ He will use his *summon monster* spells at the greatest ranges possible and at times that such spells will confuse or endanger the party (such as summoning the monsters from around a corner). He always summons an evil monster and prefers to summon a chaotic evil monster (this is because his Evil Domain increases the duration of such spells by 1 round).
- ☛ Guz cannot cast spells if he is completely within the rock walls of the mine. If he partly materialized, he may have significant cover, but he would still be (possibly) visible when casting.
- ☛ He will look to maximize the other areas in the dungeon to hurt the party. For example, the green slime, while deadly, is nothing a well prepared party cannot handle. However, Guz may choose that time to encircle a couple of players in his silent *blade*

barrier spell, keeping them from easy assistance while the slime slowly drops on them... Similarly, the exception to his summoning evil monsters may be to summon a fire elemental into the midst of the party when they are dealing with the brown mold!

- ☛ Guz will travel ethereally through the walls of the mine. If a party member uses *magic jar*, Guz will swoop in on the unmanned body and use his Malevolence to take it over.
- ☛ If the party sends a single scout out ahead of the party, Guz might trap the scout using his anti-life shell and then use his ghostly touch attacks to drain the lone party member of one of his abilities. This can be especially deadly if he uses it on a bend in the corridor as that way the rest of the party cannot see what is going on.
- ☛ Guz is not above using his telekinesis ability to try and draw players into traps or using up spells. For example, he will can telekinesis the deer carcass or broken great sword (see above) to possibly make the party use up spells, split up, etc. Consider just having him take the broken greatsword and dragging it along the walls. The party may follow the noise to investigate...
- ☛ He will NOT use the Vile Sphere of Ultimate Damnation until the party has entered his last chamber. Guz can use the Vile Sphere but if ethereal when he is using it, he has a -2 to his check. He is immune to its touch (see Appendix C: Vile Sphere of Ultimate Damnation).

Treasure: Guz, centuries ago, crafted a secret room above this one. The crawl space is difficult to find as it requires a Search check (DC 12 + APL). Inside the party will find all the treasures Guz has rounded up (with telekinesis) from unlucky adventurers to his mine over the years. They will also find his diary. This diary contains all of the information shown in Appendix B, Guz Mandover's Diary. Using this information, the party may be able to remove the curse that lies upon the waters. What is in the crawlspace depends on the APL.

APL 6: Coin: 6 Emeralds valued at 250 gp each (250 gp), Magic: *hat of disguise*. 150 gp.

PL 8: Coin: 6 Emeralds valued at 250 gp each (250 gp), Magic: *hat of disguise*, *lesser bracers of archery*, *qaal's feather token – swan boat*. 600 gp.

PL 10: Coin: 6 Emeralds valued at 250 gp each (250 gp), Magic: *deck of illusions*, *hat of disguise*, *lesser bracers of archery*, *qaal's feather token – swan boat*. 1275 gp.

PL 12: Coin: 6 Emeralds valued at 250 gp each (250 gp), Magic: *candle of invocation*, *deck of illusions*, *hat of disguise*, *lesser bracers of archery*, *qaal's feather token – swan boat robe of bones*. 2175 gp.

APL 14: Coin: 6 Emeralds valued at 250 gp each (250 gp), Magic: *amulet of health +6*, *candle of invocation*, *deck of illusions*, *hat of disguise*, *lesser bracers of archery*, *quaal's feather token* – *swan boat*, *robe of bones*. 5175 gp.

Development: Once Guz is destroyed, the body of the cleric may be taken away for burial. Searching the room reveals a number of spider husks (of a poisonous web spinner). The smallest is about the size of a fist, while the largest is about 20' across. The body of the dwarf has two large puncture marks in its chest and the body has been completely drained of fluids, bones, and organs. Insomuch as his soul has been completely destroyed, there is no way for *speak with dead* or the like to be effective.

Encounter Five

Much of Encounter Five is optional if the party has excess time available. During play at a convention this may be less likely than during home play.

The party, if it thinks about it, can attempt to remove the curse on the river. This can be done one of two ways: Either a *break enchantment*, *limited wish*, *miracle* or *wish* spell can be cast on the river, or the party can spend 1 TU tracking down a dryad and apologizing on behalf of the miners (if just some of the party wants to do this, those members would be the only ones able to sell the mining rights – see below). To locate a dryad would require a Knowledge (nature) check (DC 14 + APL). If the party does this, report it on the critical events summary.

The party can return the dwarf cleric to Greypike to be buried. Further, they can go back to Wallport and sit as judges in the fate of the prisoners. The community will appreciate the party returning to advise them of the cleric's fate and will accept the party's decision. However, the testimony from all parties will make it clear that both sides share equal blame. Checking the records of the community would reveal that the time the prisoners served would be more than adequate punishment.

Conclusion

Either way, the vapors from the river are dangerous. Each character must make a Will save (DC 18) or become temporarily insane. For up to the next three adventures, that character will suffer a strange phobia: Roll a d10 and record it on the player's AR. When faced with the subject of a phobia, the character must make a Will save (DC 18) or the character will do everything in their power to avoid the subject of their phobia. After each adventure, the character can make another Will save (DC 18) to be rid of the phobia. After dealing with the fear for three adventures, the character will overcome its fears and be cured.

1. Fear of canines – and the smaller the canine the more frightened the character will be.
2. Fear of felines – and the smaller the feline the more frightened the character will be.
3. Fear of bugs. Face it, bugs are just creepy!
4. Fear of the color red. Red is the color of blood, of course its icky...
5. Fear of the color green. Moldy, rotten things are green...
6. Fear of shadows. Shadows hide stuff, like enemies...
7. Fear of fire. Fire burns! Fire is bad!
8. Fear of being alone. Togetherness is a good thing. Being alone means the bad guys can get you.
9. Fear of going to sleep. Who knows what vile things will haunt the dreams of a hero?
10. Fear of gold. Gold causes greed and greed causes evil so gold is bad.

This insanity can be removed with a *break enchantment*, *heal*, *limited wish*, *wish* or *miracle*.

In any event, read or paraphrase the following:

Your adventures within the mine were troublesome. Someone went to an awful lot of trouble to lead the cleric of Moradin off the beaten path to this haunted location. Further, your findings in the mine were equally disturbing. Clearly, foul dealings are in the works, dealings that will surely cause untold damage to free peoples everywhere.

The End

The author would like to thank Greg Marks of the Highfolk Triad for his excellent comments, and Britt Frey of the Bandit Kingdom Triad for his most excellent comments. Thank you also to Erich Borchardt for becoming a salmon and swimming the rapids, and to Robert Vaughn for insisting I write out the entire bard song. Also, a special thanks to the two playtest groups who's advice and comments made this a much better module.

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 – Iuzian Patrol

Experience objective

APL6 120 xp; APL 8 150 xp; APL 10 180 xp, APL 12 210 xp; APL 14 240 xp

Encounter Three – Room Six

Experience objective

APL6 120 xp; APL 8 150 xp; APL 10 150 xp, APL 12 150 xp; APL 14 150 xp

Encounter Four – Room Two

Experience objective

All APLS 120 xp;

Encounter Four – Room Three

Experience objective

APL6 120 xp; APL 8 180 xp; APL 10 270 xp, APL 12 360 xp; APL 14 450 xp

Encounter Four – Room Nine

Experience objective

APL6 240 xp; APL 8 300 xp; APL 10 360 xp, APL 12 420 xp; APL 14 480 xp

Destroying the Sphere

APL6 50 xp; APL 8 70 xp; APL 10 95 xp, APL 12 115 xp; APL 14 140 xp

Removing the curse on the Madness Falls

APL6 50 xp; APL8 75 xp; APL10 95 xp; APL12 120 xp; APL 14 140 xp

Discretionary roleplaying award

All APLs 80 xp each.

Total possible experience:

APL6 900 xp; APL8 1,125 xp; APL10 1,350 xp; APL12 1,575 xp; APL14 1,800 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 Two – 2. Iuzian Patrol

APL 6 – L: (27 gp), M: (931 gp)
APL 8 – L: (27 gp), M: (931 gp)
APL 10 – L: (40 gp), M: (931 gp)
APL 12 – L: (40 gp), M: (931gp)
APL 14 – L: (54 gp), M: (931 gp)

Encounter Four – Room Three

All APLS – L: (101 gp), M: (250 gp).

Encounter Four – Room Nine

APL 6 – C: (250 gp), M: (150 gp)
APL 8 – C: (250 gp), M: (600 gp)
APL 10 – C: (250 gp), M: (1275 gp)
APL 12 – C: (250 gp), M: (2175 gp)
APL 14 – C: (250 gp), M: (5175 gp)

Total Possible Treasure*

* Reduce the magic and total gp by 916 gp if the *rod of cancellation* was used to destroy the *vile sphere of ultimate damnation*.

APL 6: L: 128 gp; C: 250 gp; M: 1331 gp - Total: 1709 gp

APL 8: L: 128 gp; C: 250 gp; M: 1781 gp - Total: 2159 gp
APL 10: L: 141 gp; C: 250 gp; M: 2356 gp - Total: 2747 gp
APL 12: L: 141 gp; C: 250 gp; M: 3336 gp - Total: 3727 gp
APL 14: L: 155 gp; C: 250 gp; M: 6336 gp - Total: 6786 gp

Special

Favor of Moradin. You put the dwarf miners to rest (or rescued them). As a result, Moradin favors you. At any time as a free action, you may (out loud and with great vigor) call upon Moradin and ask for his aid. You will receive the benefits of both a *divine favor* and a *bear's endurance* as if they were cast at 10th level. Cross this favor off when used.

Mining Rights. If you managed to clear the entire mine of dangers and managed to remove the curse on the river, you are able to sell the mining rights. For the next 20 regional, metaregional and standard core adventures, you gain 100 gold pieces, not to exceed the maximum allowable gold pieces for the APL of the scenario played.

Insanity. You were driven mad by the vapors of the Madness Falls. You are now afraid of _____. Whenever you are faced with the subject of your fear, you must make a Will save (DC 18) or do everything in your power to avoid it. At the end of each adventure, you may make a Will save (DC 18) to overcome the insanity. In any event, it vanishes after three adventures. Mark down the number of adventures your character was insane. It can also be cured by a *break enchantment*, *heal*, *limited wish*, *miracle* or *wish*. If your character manages to stay insane for three complete adventures, your character heals, but gains a +2 circumstance bonus to saves versus fear for the next 52 TU.

Chunk of Adamantine. You may have a weapon or one stack of ammunition (50 arrows, bolts or sling bullets) crafted from Adamantine. You must pay the normal costs for this weapon.

Items for the Adventure Record

Item Access

APL 6:

Hat of disguise (Adventure, DMG)
Rod of cancellation (Adventure, DMG)

APL 8: (All of APL 6 plus the following)
Lesser bracers of archery (Adventure, DMG)
Quaal's feather token – swan boat (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)
Deck of illusion (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)
Candle of invocation (Adventure, DMG)
Robe of bones (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)
Amulet of health +6 (Adventure, DMG)

NOTE: The *vile sphere of ultimate damnation* cannot be kept or sold by the players.

Appendix or DM Aid

Appendix A

Encounter 2.

APL 6

☛ **Grogg (Iuzian Sorcerer):** male ½ orc sor 3; CR 3; medium humanoid (orc); HD 3D4+3 (Sor) hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +2/+2; Atk +2 melee [1d4+1 dagger] or +2 ranged [1d6+1, javelin]; Full Att +2 melee [1d4+1 dagger]; AL CE; SV Fort +2, Ref +2, Will +3; Str 12, Dex 12, Con 12, Int 6, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Spell Focus: Evocation, Greater Spell Focus: Evocation, Summon Familiar.

Possessions: dagger, Iuzian Cultist Robes, 6 javelins, *rod of cancellation*, *portion of invisibility*, Toad Familiar (See PHB page 52).

Physical Description: An ugly male with beady tiny eyes filled with hate.

Spells Known (6/5; base DC = 3 + spell level, +2 if an evocation spell): 0—[*acid splash*, *detect magic*, *flare*, *ghost sound*, *touch of fatigue*]; 1st—[*grease*, *mage armor*, *magic missile*]

APL 8

☛ **Grogg (Iuzian Sorcerer):** male ½ orc sor 4; CR 4; medium humanoid (orc); HD 4D4+4 (Sor) hp 20; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +3/+3; Atk +3 melee [1d4+1 dagger] or +3 ranged [1d6+1, javelin]; Full Att +3 melee [1d4+1 dagger]; AL CE; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 13, Int 6, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Spell Focus: Evocation, Greater Spell Focus: Evocation, Summon Familiar.

Possessions: dagger, Iuzian Cultist Robes, 6 javelins, *rod of cancellation*, *portion of invisibility*, Toad Familiar (See PHB page 52).

Physical Description: An ugly male with beady tiny eyes filled with hate.

Spells Known (6/6/3; base DC = 3 + spell level, +2 if an evocation spell): 0—[*acid splash*, *detect magic*, *flare*, *ghost sound*, *touch of fatigue*]; 1st—[*grease*, *mage armor*, *magic missile*]; 2nd—[*scorching ray*]

APL 10

☛ **Grogg (Iuzian Sorcerer):** male ½ orc sor 5; CR 5; medium humanoid (orc); HD 5D4+4 (Sor) hp 24; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +3/+3; Atk +3 melee [1d4+1 dagger] or +3 ranged [1d6+1, javelin]; Full Att +3 melee [1d4+1 dagger]; AL

CE; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 13, Int 6, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Spell Focus: Evocation, Greater Spell Focus: Evocation, Summon Familiar.

Possessions: dagger, Iuzian Cultist Robes, 6 javelins, *rod of cancellation*, *portion of invisibility*, Toad Familiar (See PHB page 52).

Physical Description: An ugly male with beady tiny eyes filled with hate.

Spells Known (6/6/4; base DC = 3 + spell level, +2 if an evocation spell): 0—[*acid splash*, *detect magic*, *flare*, *ghost sound*, *touch of fatigue*]; 1st—[*grease*, *mage armor*, *magic missile*]; 2nd—[*scorching ray*, *summon swarm*]

APL 12

☛ **Grogg (Iuzian Sorcerer):** male ½ orc sor 6; CR 6; medium humanoid (orc); HD 6D4+6 (Sor) hp 28; Init +5 (Dex +1, Improved Init); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +4/+4; Atk +4 melee [1d4+1 dagger] or +4 ranged [1d6+1, javelin]; Full Att +4 melee [1d4+1 dagger]; AL CE; SV Fort +3, Ref +3, Will +5; Str 12, Dex 12, Con 13, Int 6, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Improved Initiative, Spell Focus: Evocation, Greater Spell Focus: Evocation, Summon Familiar.

Possessions: dagger, Iuzian Cultist Robes, 6 javelins, *rod of cancellation*, *portion of invisibility*, Toad Familiar (See PHB page 52).

Physical Description: An ugly male with beady tiny eyes filled with hate.

Spells Known (6/6/5/3; base DC = 3 + spell level, +2 if an evocation spell): 0—[*acid splash*, *detect magic*, *flare*, *ghost sound*, *ray of frost*, *touch of fatigue*]; 1st—[*grease*, *mage armor*, *magic missile*]; 2nd—[*scorching ray*, *summon swarm*]; 3rd—[*lightning bolt*]

APL 14

☛ **Grogg (Iuzian Sorcerer):** male ½ orc sor 7; CR 7; medium humanoid (orc); HD 7D4+7 (Sor) hp 32; Init +5 (Dex +1, Improved Init); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +4/+4; Atk +4 melee [1d4+1 dagger] or +4 ranged [1d6+1, javelin]; Full Att +4 melee [1d4+1 dagger]; AL CE; SV Fort +3, Ref +3, Will +5; Str 12, Dex 12, Con 13, Int 6, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Improved Initiative, Spell Focus: Evocation, Greater Spell Focus: Evocation, Summon Familiar.

Possessions: dagger, Iuzian Cultist Robes, 6 javelins, *rod of cancellation*, *potion of invisibility*, Toad Familiar (See PHB page 52).

Physical Description: An ugly male with beady tiny eyes filled with hate.

Spells Known (6/6/5/4; base DC = 3 + spell level, +2 if an evocation spell): 0—[*acid splash*, *detect magic*, *flare*, *ghost sound*, *ray of frost*, *touch of fatigue*]; 1st—[*grease*, *mage armor*, *reduce person*, *magic missile*]; 2nd—[*glitterdust*, *scorching ray*, *summon swarm*]; 3rd—[*hold person*, *lightning bolt*]

Encounter 4.

Room Three

APL 6

☛ **Insane Dwarf:** male dwarf brb 1; CR 1; medium dwarf; HD 1D12+3 (Brb) hp 15; Init +1 (Dex +1); Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [+1 padded armor, +1 Dex]; BA/G +1/+4; Atk +6 melee [1d6+4 Masterwork Heavy Pick]; Full Att +6 melee [1d6+4 Masterwork Heavy Pick]; SA: Rage 1xday; SQ: Dwarf Traits (+4 vs. bullrushed or tripped, +2 saves vs. poison and spells, darkvision 60', +1 to hit Orcs and Half-Orcs, +4 Dodge vs. Giants), Fast Movement; AL CN; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump + 7, Listen + 5, Weapon Focus Heavy Pick.

Possessions: Masterwork Mining Pick (Heavy Pick), Padded Armor (note, these rags have no value).

Physical Description: See Encounter Description.

APL 8

☛ **Insane Dwarf:** male dwarf brb 2; CR 2; medium dwarf; HD 2D12+6 (Brb) hp 25; Init +1 (Dex +1); Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [+1 padded armor, +1 Dex]; BA/G +2/+5; Atk +6 melee [1d6+4 Masterwork Heavy Pick]; Full Att +6 melee [1d6+4 Masterwork Heavy Pick]; SA: Rage 1xday; SQ: Dwarf Traits (+4 vs. bullrushed or tripped, +2 saves vs. poison and spells, darkvision 60', +1 to hit Orcs and Half-Orcs, +4 Dodge vs. Giants), Fast Movement, Uncanny Dodge; AL CN; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump + 8, Listen + 6, Weapon Focus Heavy Pick.

Possessions: Masterwork Mining Pick (Heavy Pick), Padded Armor (note, these rags have no value).

Physical Description: See Encounter Description.

APL 10

☛ **Insane Dwarf:** male dwarf brb 5; CR 5; medium dwarf; HD 5D12+12 (Brb) hp 55; Init +5 (Improved Init, Dex +1); Spd 30 ft.; AC 12 (touch 11, flat-footed

11) [+1 padded armor, +1 Dex]; BA/G +5/+8; Atk +10 melee [1d6+4 Masterwork Heavy Pick]; Full Att +10 melee [1d6+4 Masterwork Heavy Pick]; SA: Rage 2xday; SQ: Dwarf Traits (+4 vs. bullrushed or tripped, +2 saves vs. poison and spells, darkvision 60', +1 to hit Orcs and Half-Orcs, +4 Dodge vs. Giants), Fast Movement, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +7, Ref +2, Will +2; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump + 11, Listen + 9, Improved Initiative, Weapon Focus Heavy Pick.

Possessions: Masterwork Mining Pick (Heavy Pick), Padded Armor (note, these rags have no value).

Physical Description: See Encounter Description.

APL 12

☛ **Insane Dwarf:** male dwarf brb 8; CR 8; medium dwarf; HD 8D12+24 (Brb) hp 85; Init +5 (Improved Init, Dex +1); Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [+1 padded armor, +1 Dex]; BA/G +8/+12; Atk +14 [1d6+6 Masterwork Heavy Pick]; Full Att +14/+9 melee [1d6+6 Masterwork Heavy Pick]; SA: Rage 3xday; SQ: Dwarf Traits (+4 vs. bullrushed or tripped, +2 saves vs. poison and spells, darkvision 60', +1 to hit Orcs and Half-Orcs, +4 Dodge vs. Giants), Damage Reduction 1/-, Improved Uncanny Dodge, Fast Movement, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +9, Ref +3, Will +3; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump + 15, Listen + 12, Improved Critical, Improved Initiative, Weapon Focus Heavy Pick.

Possessions: Masterwork Mining Pick (Heavy Pick), Padded Armor (note, these rags have no value).

Physical Description: See Encounter Description.

APL 14

☛ **Insane Dwarf:** male dwarf brb 11; CR 11; medium dwarf; HD 11D12+33 (Brb) hp 115; Init +5 (Improved Init, Dex +1); Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [+1 padded armor, +1 Dex]; BA/G +11/+15; Atk +17 [1d6+6 Masterwork Heavy Pick]; Full Att +17/+12/+7 melee [1d6+6 Masterwork Heavy Pick]; SA: Rage 3xday, Greater Rage; SQ: Dwarf Traits (+4 vs. bullrushed or tripped, +2 saves vs. poison and spells, darkvision 60', +1 to hit Orcs and Half-Orcs, +4 Dodge vs. Giants), Damage Reduction 2/-, Improved Uncanny Dodge, Fast Movement, Trap Sense +3, Uncanny Dodge; AL CN; SV Fort +10, Ref +4, Will +4; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump + 18, Listen + 15, Improved Critical, Improved Initiative, Power Critical (*CW Feat, see Appendix C), Weapon Focus Heavy Pick.

Possessions: Masterwork Mining Pick (Heavy Pick), Padded Armor (note, these rags have no value).

Physical Description: See Encounter Description.

Encounter Four

Room Nine

APL 6

☛ **Guz Mandover:** male human (ghost) clr 6; CR 8; medium human (ghost); HD 6D12 (Clr) hp 47; Init +1 (Dex +1); Spd fly 30 ft.; AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 Deflection (Cha)]; BA/G +4/+4; Atk +5 [Incorporeal Touch]; Full Att +5 melee [Incorporeal Touch]; SA: Horrific Appearance (DC 19), Malevolence (DC 19), Telekinesis (DC 17); SQ: Incorporeal, Manifestation, Rejuvenation, Turn Resistance, Undead Type; AL CE; SV Fort +5, Ref +3, Will +9; Str 10, Dex 12, Con -, Int 10, Wis 18, Cha 18.

Skills and Feats: Concentration +11, Hide +10, Knowledge Dungeoneering +6 Listen +9, Move Silently +11, Spellcraft +9, Speak Infernal; Ability Focus Malevolence, Ability Focus Horrific Appearance, Augmented Summoning, Spell Focus Conjunction.

Possessions:

Physical Description: This horrifying spirit is of an elderly man. His head hangs at an odd angle from his body and a thick noose dangles from his neck. He wears old looking clothing, caked in blood.

Spells Prepared (5/4+1/4+1/3+1); base DC = 14+spell level): 0—[*detect magic x2, guidance x3*]; 1st—[*protection from good*, doom, entropic shield, obscuring mist, summon monster I*] 2nd—[*desiccate*, bane (silent spell), silence, summon monster II, undetectable alignment*] 3rd—[*nondetection*, dispel magic, hold person (silent spell), summon monster III*]

*Domain spell. *Domains:* [Evil (evil spells are cast at +1 level); Trickery (Bluff, Disguise and Hide are class skills)].

APL 8

☛ **Guz Mandover:** male human (ghost) clr 8; CR 10; medium human (ghost); HD 8D12 (Clr) hp 61; Init +1 (Dex +1); Spd fly 30 ft.; AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 Deflection (Cha)]; BA/G +6/+6; Atk +6 [Incorporeal Touch]; Full Att +7/+2 melee [Incorporeal Touch]; SA: Horrific Appearance (DC 20), Malevolence (DC 20), Telekinesis (DC 18); SQ: Incorporeal, Manifestation, Rejuvenation, Turn Resistance, Undead Type; AL CE; SV Fort +6, Ref +3, Will +10; Str 10, Dex 12, Con -, Int 10, Wis 19, Cha 18.

Skills and Feats: Concentration +13, Hide +10, Knowledge Dungeoneering +8 Listen +9, Move Silently +12, Spellcraft +10, Speak Infernal; Ability Focus Malevolence, Ability Focus Horrific Appearance, Augmented Summoning, Spell Focus Conjunction.

Possessions:

Physical Description: This horrifying spirit is of an elderly man. His head hangs at an odd angle from his body and a thick noose dangles from his neck. He wears old looking clothing, caked in blood.

Spells Prepared (6/5+1/4+1/4+1/3+1); base DC = 14+spell level): 0—[*detect magic x3, guidance x3*]; 1st—[*protection from good*, divine favor, doom, entropic shield, obscuring mist, summon monster I*] 2nd—[*desecrate*, bane (silent spell), silence, summon monster II, undetectable alignment*] 3rd—[*nondetection*, dispel magic, hold person (silent spell), glyph of warding, summon monster III*] 4th—[*blindness/deafness (silent), confusion*, spell immunity, summon monster IV*]

*Domain spell. *Domains:* [Evil (evil spells are cast at +1 level); Trickery (Bluff, Disguise and Hide are class skills)].

APL 10

☛ **Guz Mandover:** male human (ghost) clr 10; CR 12; medium human (ghost); HD 10D12 (Clr) hp 75; Init +1 (Dex +1); Spd fly 30 ft.; AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 Deflection (Cha)]; BA/G +6/+6; Atk +6 [Incorporeal Touch]; Full Att +7/+2 melee [Incorporeal Touch]; SA: Horrific Appearance (DC 21), Malevolence (DC 21), Telekinesis (DC 19); SQ: Incorporeal, Manifestation, Rejuvenation, Turn Resistance, Undead Type; AL CE; SV Fort +6, Ref +3, Will +10; Str 10, Dex 12, Con -, Int 10, Wis 19, Cha 18.

Skills and Feats: Concentration +13, Hide +10, Knowledge Dungeoneering +8 Listen +9, Move Silently +12, Spellcraft +10, Speak Infernal; Ability Focus Malevolence, Ability Focus Horrific Appearance, Augmented Summoning, Spell Focus Conjunction.

Possessions:

Physical Description: This horrifying spirit is of an elderly man. His head hangs at an odd angle from his body and a thick noose dangles from his neck. He wears old looking clothing, caked in blood.

Spells Prepared (6/5+1/4+1/4+1/3+1); base DC = 14+spell level): 0—[*detect magic x3, guidance x3*]; 1st—[*protection from good*, divine favor, doom, entropic shield, obscuring mist, summon monster I*] 2nd—[*desecrate*, bane (silent spell), silence, summon monster II, undetectable alignment*] 3rd—[*nondetection*, dispel magic, hold person (silent spell), glyph of warding, summon monster III*] 4th—[*blindness/deafness (silent), confusion*, spell immunity, summon monster IV*]

*Domain spell. *Domains:* [Evil (evil spells are cast at +1 level); Trickery (Bluff, Disguise and Hide are class skills)].

APL 12

☛ **Guz Mandover:** male human (ghost) clr 12; CR 14; medium human (ghost); HD 12D12 (Clr) hp 89; Init +5 (Improved Init +4, Dex +1); Spd fly 30 ft.; AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 Deflection (Cha)]; BA/G +9/+9; Atk +9 [Incorporeal Touch]; Full Att +10/+5 melee [Incorporeal Touch]; SA: Horrific Appearance (DC 22), Malevolence (DC 22), Telekinesis (DC 20); SQ: Incorporeal, Manifestation, Rejuvenation, Turn Resistance, Undead Type; AL CE; SV Fort +8, Ref +5, Will +13; Str 10, Dex 12, Con -, Int 10, Wis 20, Cha 18.

Skills and Feats: Concentration +17, Hide +14, Knowledge Dungeoneering +8 Listen +12, Move Silently +18, Spellcraft +11, Speak Infernal; Ability Focus Malevolence, Ability Focus Horrific Appearance, Augmented Summoning, Improved Initiative Spell Focus Conjunction, Stealthy.

Possessions:

Physical Description: This horrifying spirit is of an elderly man. His head hangs at an odd angle from his body and a thick noose dangles from his neck. He wears old looking clothing, caked in blood.

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15+ spell level): 0—[*detect magic* x3, *guidance* x3]; 1st—[*protection from good**, *divine favor*, *doom* x2, *entropic shield*, *obscuring mist*, *summon monster I* x2] 2nd—[*desecrate**, *bane (silent spell)*, *silence*, *summon monster II* x2, *undetectable alignment*] 3rd—[*nondetection**, *dispel magic*, *hold person (silent spell)*, *blindness/deafness*, *glyph of warding*, *summon monster III*] 4th—[*blindness/deafness (silent)*, *confusion**, *spell immunity*, *summon monster IV* x2] 5th—[*dispel good**, *flame strike*, *true seeing*, *summon monster V* x 2] 6th—[*mislead**, *anti-life shell*, *summon monster VI*].

*Domain spell. **Domains:** [Evil (evil spells are cast at +1 level); Trickery (Bluff, Disguise and Hide are class skills)].

APL 14

☛ **Guz Mandover:** male human (ghost) clr 14; CR 16; medium human (ghost); HD 14D12 (Clr) hp 103; Init +5 (Improved Init +4, Dex +1); Spd fly 30 ft.; AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 Deflection (Cha)]; BA/G +10/+10; Atk +11 [Incorporeal Touch]; Full Att +11/+6 melee [Incorporeal Touch]; SA: Horrific Appearance (DC 23), Malevolence (DC 23), Telekinesis (DC 21); SQ: Incorporeal, Manifestation, Rejuvenation, Turn Resistance, Undead Type; AL CE; SV Fort +9, Ref +5, Will +14; Str 10, Dex 12, Con -, Int 10, Wis 20, Cha 18.

Skills and Feats: Concentration +17, Hide +17, Knowledge Dungeoneering +8 Listen +15, Move

Silently +18, Spellcraft +11, Speak Infernal; Ability Focus Malevolence, Ability Focus Telekinesis, Augmented Summoning, Improved Initiative Spell Focus Conjunction, Stealthy.

Possessions:

Physical Description: This horrifying spirit is of an elderly man. His head hangs at an odd angle from his body and a thick noose dangles from his neck. He wears old looking clothing, caked in blood.

Spells

Prepared

(6/7+1/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 15+ spell level): 0—[*detect magic* x3, *guidance* x3]; 1st—[*protection from good**, *divine favor*, *doom* x2, *entropic shield*, *obscuring mist*, *summon monster I* x2] 2nd—[*desecrate**, *bane (silent spell)* x2, *silence*, *summon monster II* x2, *undetectable alignment*] 3rd—[*nondetection**, *dispel magic*, *hold person (silent spell)*, *blindness/deafness*, *glyph of warding*, *summon monster III*] 4th—[*blindness/deafness (silent)*, *confusion**, *spell immunity*, *summon monster IV* x3] 5th—[*dispel good**, *flame strike*, *true seeing*, *summon monster V* x 2] 6th—[*mislead**, *anti-life shell*, *flame strike (silent spell)*, *summon monster VI*] 7th—[*blasphemy**, *blade barrier (silent spell)*, *summon monster VII*].

*Domain spell. **Domains:** [Evil (evil spells are cast at +1 level); Trickery (Bluff, Disguise and Hide are class skills)].

Appendix B

Songs, History and the Diary

Working in the Iron Mine, by Devos

refrain

Working in the iron mines, making our living,
Doing our best effort, getting what we're giving.

I

Every day n' every night, the miners dug so deep
Trying for that precious ore, iron, to sell for gold to keep

II

The foreman said "for the mine supports we need more wood.
But don't cut a tree without yer prayers sed as good miners should."

III

Then a miner failed to pray and his axe dug deep.
From the oak came not sap but dryads blood it weeped.

IV

The fey grew dark o'er murder foul and cursed the waters all.
Now the miners work the mine 'neath the madness falls.

V

The waters made the miners mad and on each other they preyed
The foreman was the last to go, from roof he swayed.

VI

So take this lesson to the grave, my daughters and my sons.
Always say yer prayers each day, lest a curse it is ye've won.

Guz Mandover, a short history

Two hundred and forty years ago, Guz was a successful woodsman. Through his study of nature, he discovered that one of the local hills happened to be rich in iron ore. He went to the only local community, a thorpe (at the time) known as Greypike, and recruited a dozen miners. The mine was a rich and fabulous success.

Being strong in the old faith (as a cleric), Guz was proud to reveal nature's ways to his miners. They always prayed before felling a tree as this gave the spirits a chance to depart. However, in haste one day, one of the miners forgot this and cut down a tree containing a dryad. The dryad was killed and in

retaliation, the local fey placed a secret but terrible curse on the nearby waters. Forevermore, whoever drinks of the waters of the White River shall be driven insane.

It did not take long before the miners succumbed to insanity. Guz, himself, killed the last of the miners with his own bare hands, then hung himself from the mine's entrance. Dying horribly, he was denied entrance to the afterlife and lingers on as a ghost. He will be unable to rest until he somehow manages to obtain forgiveness from a fey creature (something incredibly unlikely since he's trapped in a mine). His spirit can go no further than 30' from the mine's entrance.

When Iuz took power, Guz found a new source of power to tap into. All his clerical training came to the forefront and, as a ghost, he began to use his former prayers to the old faith to succor favor from Iuz. He is now a fairly powerful cleric (albeit an undead one) in the old one's service. Undoubtedly, Iuz appreciates the sweetness of having a formerly good man becoming an undead minion.

The villains who performed their experiments needed a haunted location and chose the mine. Guz watched in fascination at the foul deeds that were performed. In his insanity, he is unclear exactly what was done and if somehow is questioned he can only say "A soul was claimed here. It caused a dark power to grow, monstrosly... A dwarf died horribly here!" and other similar cryptic messages. When the rituals were concluded, however, Guz was unable to teleport away with the villains and their newly created monstrous companion. He remained trapped in the mine.

He is now furious and will do his best to kill anyone who shows up. Better yet is if he can take over a body and flee to civilized lands (If he possesses a body, he can then move about normally and is no longer trapped in the mines).

Note that Guz only speaks Infernal and Ancient Suloise.

Guz Mandover's Diary

This book is actually an ancient mining ledger. It contains a complete map of the mine and shows the results of the various digs. However, its last few pages change from mining to the demented ramblings of an insane mind. It is written in Ancient Suloise.

It tells that Guz Mandover, the original foreman of the mine, was always a fair man who tried to make sure all of his workers were properly treated. They set up the mining operation on the shores of the White River. It was rich in iron ore. Guz was a loyal follower of the Old Faith and always required his miners to pray before felling a tree. He believed this allowed the fey spirits of the woods time to depart.

However, one day one of the miners cut down a tree (for support lumber) without first praying to the Old Faith. As a result, he accidentally killed the Dryad living within. In retaliation, the forces of fey left this part of the forest, but not before they put a terrible curse on the waters from which the miners drank. Forevermore, drinking of it would cause insanity. Eventually, all of the miners went crazy. The last of them was killed by Guz. The diary ends with the author saying he would swing for his crimes.

In reading the diary, it is clear the curse can only be lifted by either one of the fey (such as a dryad) or via powerful magic spells. If the fey is sought, they will undoubtedly require some level of restitution.

Appendix C

New Feats and Items

1. Power Critical (Encounter Four, Room Three)

Power Critical (from the Complete Warrior, page 103). Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical Multiple Times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

2. The Vile Sphere of Ultimate Damnation (Encounter Four, Room Nine)

The Vile Sphere of Ultimate Damnation was created as a byproduct of the evil rituals performed on the dwarf paladin. It looks exactly like a Sphere of Annihilation (See the *Dungeon Masters Guide* page 279). It is not a true sphere of annihilation (those have no alignment and are holes in the continuity of the universe). The Vile Sphere is a concentration of the Negative Energy Plane and it is pure evil through and through. In fact, this sphere is that part of the dwarf cleric's soul that was altered as part of the dark ritual magics.

That said, the Vile Sphere is identical to a true Sphere of Annihilation except as follows:

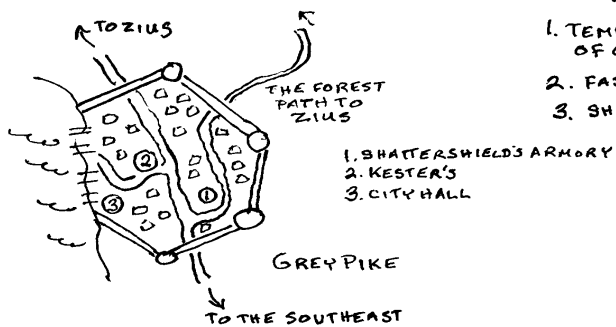
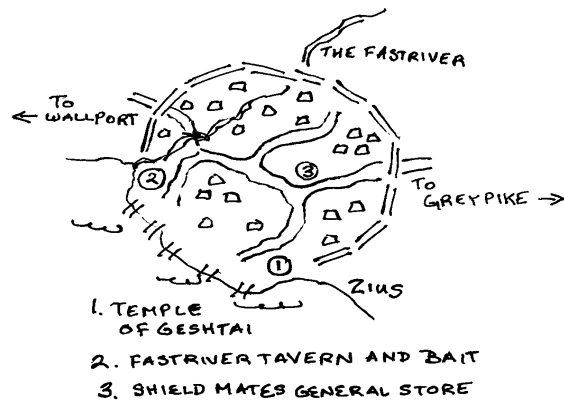
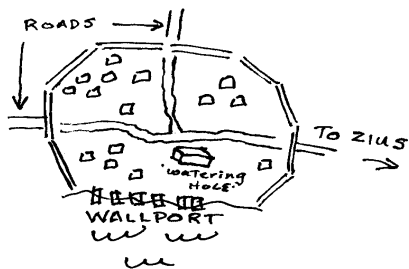
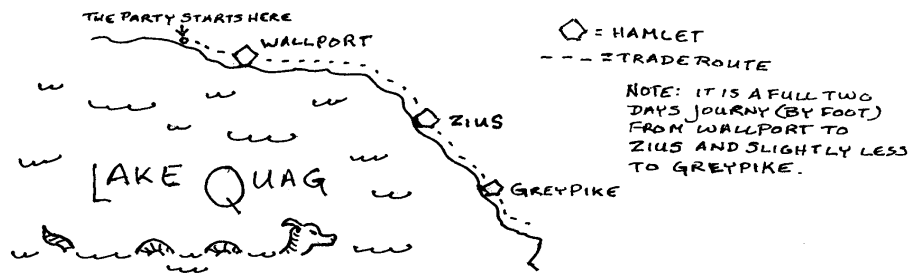
- It is pure evil. As a result, protection from evil spells work normally against it.
- The necessary check to control a lesser sphere is INT, WIS or CHA based. The DC for controlling the sphere is merely 20. Thus to control the sphere a person merely needs to make a Control check of 1d20 + level + (Int, Wis or Cha) modifier.
- If it enters a character's square, it gets a free touch attack at its current controllers base attack bonus plus the modifier used to control it. I.E. if Migalee tried to control it as a level 10 wizard with an 18 Int, the lesser sphere's touch attack would be +9 (+5 for Base Attack Bonus, +4 for Int). It always has a minimum of +5 to hit.
- If, uncontrolled, it enters the square of a character, its touch attack is +5.

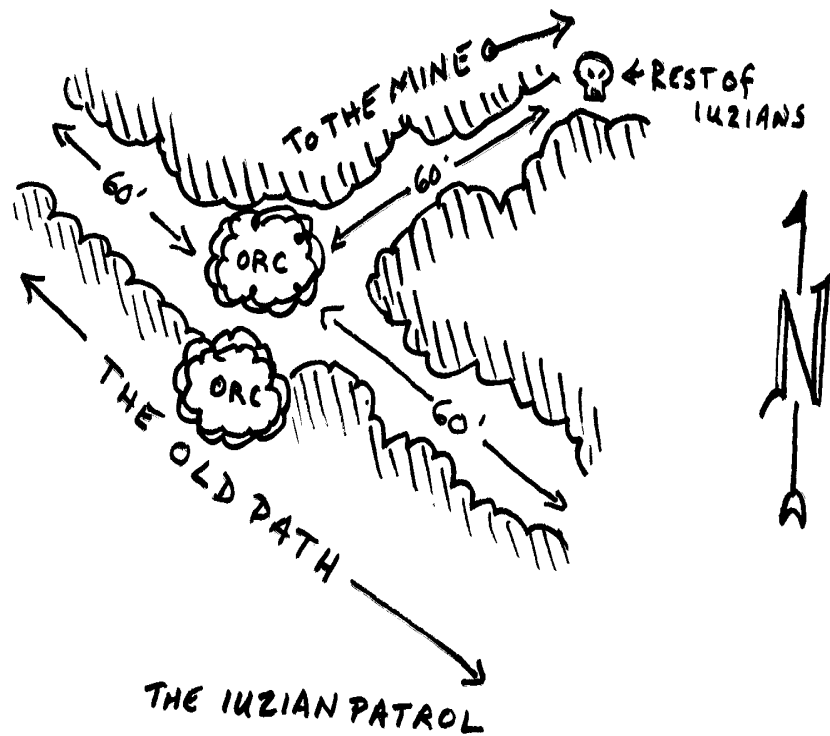
- A successful hit is treated exactly like the *disintegrate* spell. The damage done, the damage taken if a Fort Save is successful, and the Fort Save DC are listed below based on the APL.
- Just like a *disintegrate* spell, inorganic matter is left behind (thus swords, armor, etc. are unaffected).
- If touched with a Rod of Cancellation (the sphere's touch AC is 10), both items are destroyed and the resulting explosion does 1d4 damage per half of the APL in a 20' radius (thus at APL 6, it does 3d4 upon explosion, while at APL 14 it does 7d4 damage). There is a Fort Save allowed for ½ damage. The DC for this save is the same as if the Vile Sphere touched a character (See below).
- The sphere may be controlled by an ethereal creature, such as a ghost, but in such a case the ethereal creature has an -2 circumstance bonus to the check.
- Evil Creatures are always deemed to have made their Fort Save if touched by the Sphere. A clever player with the skill Use Magic Device might successfully imitate an evil alignment and thus automatically make their fort save.
- It does no damage to non-corporeal creatures, such as ghosts.

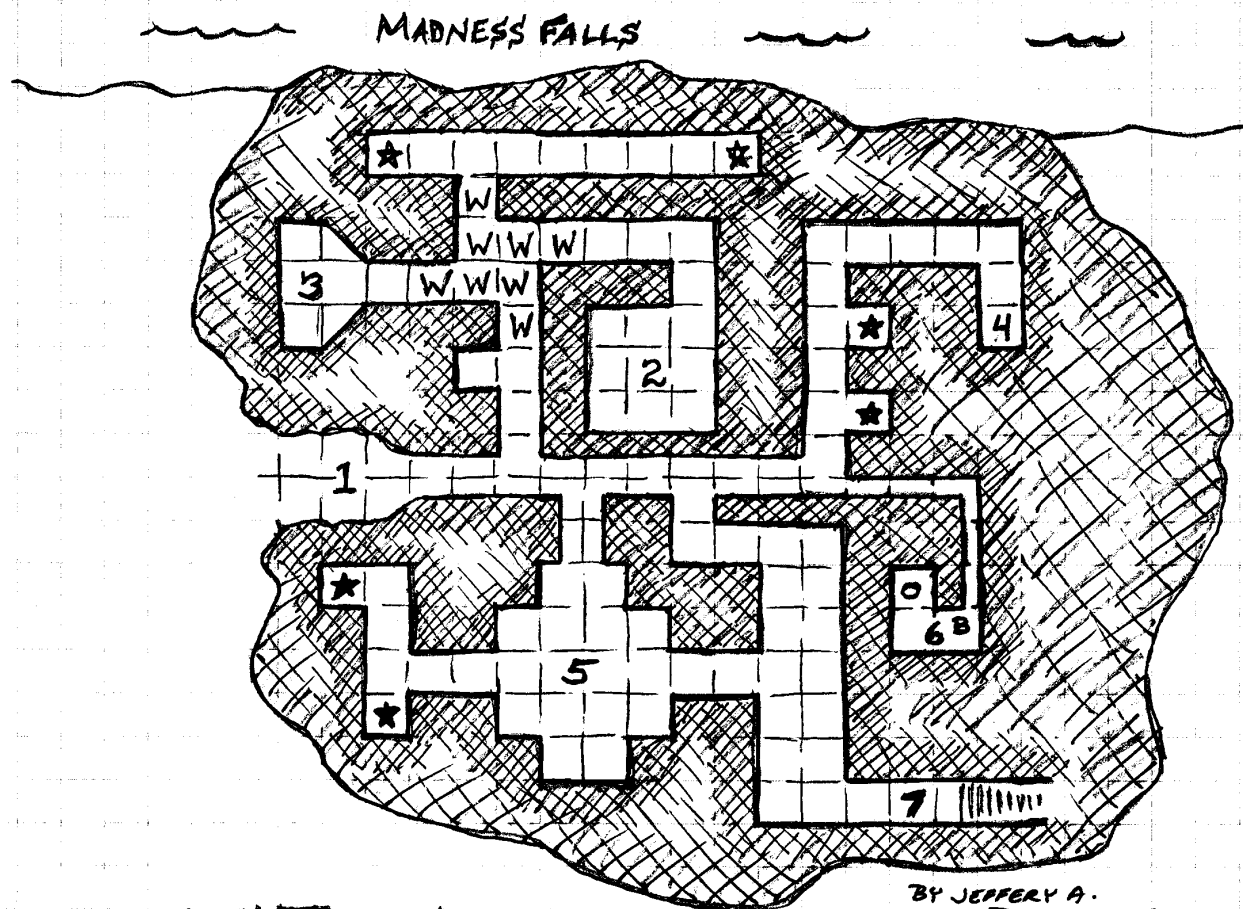
APL	Base damage based on APL	Damage if Fort Save is successful	Fort Save DC
6	9d6	3d6	16
8	12d6	4d6	18
10	15d6	5d6	20
12	18d6	6d6	22
14	21d6	7d6	24

Appendix D
Maps

A REGIONAL MAP OF THE LAKE QUAG NORTHEASTERN REACHES







EACH □ = 10'

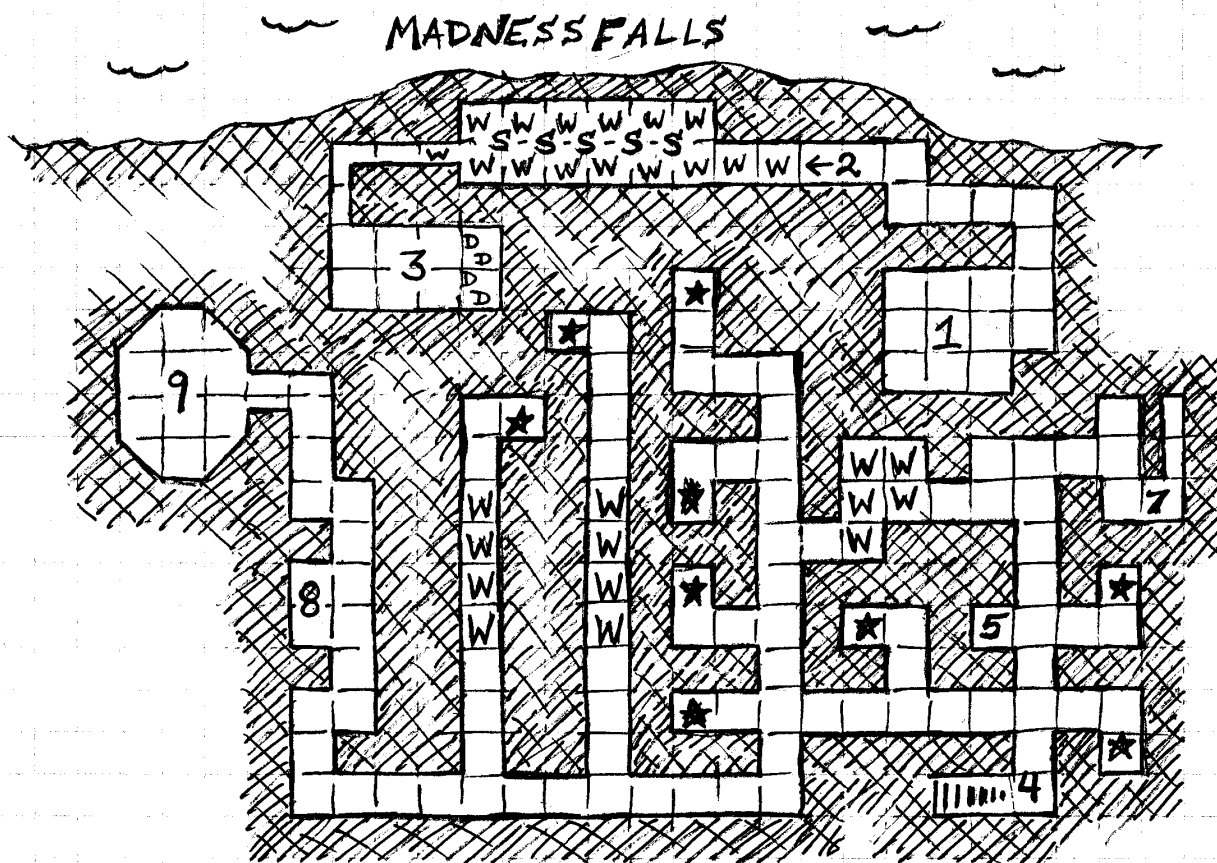
THE OLD MINES -
-THE UPPER DIG

★ = ROOM 8

W = WEAK

B = BROWN MOLD

O = OOZE - SEE ROOM 6.



EACH = 10'

THE OLD MINES - - THE LOWER DIG

- ★ = ROOM 6.
- W = WEAK
- S = GREEN SLIME (SEE ROOM 2)
- D = DWARF MINERS