

PER4-01

Moradin's Forge

A 1-Round D&D LIVING GREYHAWK[®]
Perrenland Regional Adventure

Version 1.0

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What is Moradin's Forge? Reports from the Yatils speak of powers dark and sinister stirring in the mountains near Exag, bands of Dwarves flying an ancient black banner with a white hammer are converging on the city of Exag chanting as they head into the mountains "Moradin's Farg hur nar karng broon", Moradins Forge will not fall again. A Perrenland regional adventure for characters level 3-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 one-round Regional adventure, set in Perrenland. Characters native to Perrenland 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

The ancient Dwur nation of the Khund (pronounced Coond) is reborn. Thousands of mountain Dwur of the Yatils and surrounds rediscovering that they have a common heritage (in Under the Hills) with the lifting of the ancient kin-sundering curse "The Kun-Astoog" have converged on the Yatils west of Exag. These Khund under the inspired leadership of the true heir of the Khund, Baradon, have reunited to form the Kingdom of Khundholm in the high Yatils west of the city of Exag. This rugged inhospitable country is mostly unknown to Perrenders and only within the national borders on old dusty maps, not in memories.

Exag itself has been revitalised overnight, so it seems, as the thousands of Khund passing through the city have used it as source of supply. Far more significantly for the city, however, the Morganrood clan of Yattenheid, always Dwur friendly, have been able to secure some quick trade agreements with Baradon despite the scandal surrounding one of its powerful Grafts and the kidnapping and murder of Baradon's son (in Under the Hills).

Haigh Righ (High King) Baradon, as he is now called, has issued a proclamation that the Kingdom of Khundholm will stand as a free client state within the concatenation that is Perrenland. Many see this as a bold political move, but general sentiment in Perrenland has been positive. Even in Yattenheid, who stand to lose a great deal of territory. This could be because the embattled canton stands to gain a new ally against the Tiger nomads as well as considerable commercial benefits as the Khundholm rekindles its ancient industries.

An invitation has been extended to all Perrenders to visit the halls of the Khundholm, for Baradon has stated that Khundholm is a Canton of Perrenland and all Perrenders are welcome to the hospitality of his peoples halls. He has also invited the Concatenated council and its Voormann to a meeting to work out the details and implications of the Canton of Khundholm. Baradon being a sworn member of the Hussen clan (he is from the Hussen mountain fastness of Haigh) is not unaware of how a new independent Dwur enclave may fuel hostility or rivalry. He is seeking leave of the council of Grafts to integrate the Khund peacefully into Perrenland as a new clan. How the Grafts or the Voormann feels on this issue is not public knowledge, but representatives from both political institutions have been sent to meet with Baradon.

In the meantime the Khund continue the difficult job of driving the Derro and other underdark denizens out of the ancient halls of Khundholm, and cleaning up after this has been done. Many adventurers of many races have arrived in the re-captured halls of the Khund

as Baradon is offering rich rewards in return for strong arms and quick wits in his ongoing war against these denizens. His goal is to clear the upper-halls from Perrenland to Tusmit to facilitate the reopening the ancient trade route that once made his kingdom so rich. By securing the upper halls the Khund will also secure the gateways to the underdark and consolidate their gains.

This is how the PCs come to be in halls of the Khund. The PCs are present during a great celebration. The fabled hall "Moradin's Forge" has been recaptured from the Derro and the Khund are celebrating this significant victory. The upper halls all the way to the middle of the Kingdom have now been recaptured. The insane clan of Derro who were responsible for the curse of the kin-sundering have driven from the Forge with great loss and have fled to the lower halls.

Adventure Summary

The adventure begins with the assembled revelers learning that the newly captured halls of Moradin's Forge are under sneak attack. The PCs are obliged to rush from the hall after those who have responded rapidly to the call to arms into the Upper Halls.

The PCs race from the hall with the other Khund and find themselves in the war-party of Haigh- Righ Baradon himself.

With this war-party the PCs race through the upper halls towards Moradin's Forge, a distance of eight miles. Some sort of strange magical effect allows them to do so at breakneck speed without becoming fatigued.

Eventually they are tasked with helping some embattle Khund fight some fire giants as Baradon and his warriors race onwards.

After this fight the PCs must find Baradon again and head back down the highway towards Moradin's Forge. Part way they are startled by a Derro driven steal prison wagon. In the resulting combat the wagon is over-turned and the PCs discover a large steal drum. The PCs have a chance of recognizing that this is a bomb and disabling it before it explodes, or escaping from the blast radius.

After the Derro bomb affair the PCs encounter Azer. They have an opportunity to recruit the help of the Azer if they approach them carefully or will have to kill them if they approach them with hostility. If the PCs recruit the Azer's help they learn that once the Azer and the Khund had an alliance. The Azer will show the PCs a secret door into the Forge itself and once inside will attack the Derro snipers who otherwise would have shot that the PCs. If the PCs do not enlist the help of the Azer then they enter the forge through the main entrance and suffer the sniping of the Derro.

Once in the Forge itself the PCs find a battle in full swing, bodies, barricades and debris make this a challenging environment to maneuver in. The PCs see that Baradon is being overwhelmed and must take out a lone Derro sorcerer to save him. If they succeed then the tide of the battle turns and the Derro are driven from the hall.

Introduction

The blazing hall of HaighRigh (High King) Baradon coupled with strong dwarven ale and generous servings of roasted wild boar have quickly driven the cold from your travel weary limbs. The mood of those gathered in the hall is optimistic and almost undwarven like in its joviality. The Khund are celebrating. For they have reclaimed the upper halls of their ancient subterranean kingdom, Khundholm. Their Derro enemies have been driven out from the middle gate, where you now celebrate, and much plunder has been gathered. The great middle gate of "Dunoveer Llith" in which you now stand has been officially added to the eastern gate "Dunoloree Llith" first taken during the blowing of the "Olhupe-Baraknoror".

Of greater significance, the halls under the volcano Moradin's furnace have been captured from the enemy and the great crafting hall Moradin's Forge reclaimed. This is the true cause of the celebrations you find yourselves at. Moradin's Forge now has a strong guard of Khund warriors in place and many feel the Derro have been bled dry and now pose only a minor threat.

Moradin's Forge as you have learned is the main entry way into the true underdark. With it secured the Khund can finally begin to consolidate their gains. These recent victories have given many of the war weary warriors of the kingdom a chance to relax for the first time since they arrived.

Every day more Khund arrive at the Gates of "Dunoloree Llith" to swear allegiance to Haigh Righ Baradon. So far many thousands have taken that oath, most from Perrenland, others from Tusmit and even Ket. An ancient nation is being reborn within the ancient Khund city complexes of the northern Yatil Mountains.

Many non-dwarves are also making the expedition to Khundholm. Some to offer terms of trade, some to see the place for themselves. Many have come to sell their services in the restoration of the kingdom. One group, it is rumored is representing the Concatenated Council of Perrenland on a diplomatic mission. You yourselves have come perhaps for personal reasons, but the promise of rich

rewards from the Haigh-Righ to those of good heart who help restore the Kingdom has been a powerful lure.

Tonight is certainly a good chance to mingle and learn some more about what is afoot.

Let the PCs mingle and role-play, many of the Khund and their guests are seriously drunk, so some information has a touch of exaggeration. As the ale is free, this means the PCs may well consume more than is good for them. If you have time you could run games of skill etc to add to the atmosphere.

Any PC who makes a gather information DC10 check can learn one of the following items. Use a new item for each successful check, one per PC.

INFORMATION ITEMS

1) A silver haired Khund with a blood-stained bandage wrapping an obviously missing ear talking to whoever will listen.

"Ooch it was a close thing I tell yer, me against two of the big red buggers. Uuldor had killed the third one but he got skewered on one of their great swords. Found their weakness though, go for the knees if you come across any, they can't defend well against that."

If the PCs ask what sort of creatures?

"Far-Gergar's, Fire Giants as you call them in the common tongue. Watch their reach lads and keep your spell casters well protected if you run across them, as they will simply over-run your front ranks to get to them in a fight."

2) Part of a conversation heard whilst passing a group of Khund warriors:

"...never seen two headed giants before, their women fought just as hard as the men."

3) Two Khund about to have a punch-up

"...if I hear one more story about how single-handed you took out that Derro sorcerers enclave, I'll cleave you in two braggart."

4) A tall well groomed man in Morganrood colours talking to a Khund warrior.

"...so this forge, they say the hall is as hot as a furnace but will burn naught that lives."

5) A pair of drunken Khund composing their own song.

“...we are the champions...hic...my friends...da,da,doom. We'll fight those Derro to the end...da,da,doom. We are the champions, we are the champions...their sounds bursts where pointless, their darkness an annoyance...in the end.”

6) Two intoxicated Morganroods being indiscreet.

“...Ullnor says that there is considerable quantities of fine weapons forged of star metal. Says it is stronger than any steal and better than magic. He said that if we sneak into the lower sections by ourselves we may be able to get some...”

Once the PCs have made all their rolls read the following.

Many in the Hall are now quite drunk. For an excess of ale has been consumed by many. It therefore takes some time for the shouts of alarm to be heard over the roars of laughter and Khund song. Shouts that are now coming with more urgency.

HEED ME, HEED ME, THEY HAVE INVADED THE FORGE.

This news finally imparted has caused uproar within the hall. Many have instantly staggered to their feet bellowing for more information, and others have raced out grabbing their weapons and shields on the way. What do you do?

If the PCs wish to seek more information they are going to have to chase after someone. If they hesitate too long another group of Khund rush through the hall shouting to them to follow. Other wise the PCs are going to miss out.

Encounter One “The Lower Halls”

You join the pack of dwarves running through the Caverns, caves, tunnels, and back corridors of Dunoveer Llith. Hundreds of dwarven boots thundering through the caverns and halls of Dunoveer Llith and the cries of “Moradin’s Farg hur nar karng broon!” spur you on with a courage and endurance you have not felt before. Perhaps this is some sort of magical effect. Soon all sense of time and direction begin to blur. Now you are not really sure which direction you have been running for these past minutes or is it hours. Yet there is something in the cries of the Khund warriors that inspire you to run and save Moradin’s forge.

A puffing dwarf next to you provides you with the following information.

- *Moradin’s Forge is very sacred to the Khund; it is a place where in the past the great god Moradin gifted us with the knowledge of how to smelt Adamantine. This is a superior metal, which makes wondrous weapons. This was the source of our wealth in the ancient days, but also the source of the Derro greed. For a millennia they have been trying to rekindle the forge and now that we have done so they seek it with renewed desperation. They are all mad and driven by this single obsession.*
- *The Derro are an ancient corruption of the Ur-Flanne necromancers who once raged war against all other races and themselves millennia ago, long ago they bred captive Khund citizens with captured Flan Vos (rebels) to produce this crazed and cruel race. If you fight them be sure never to be taken alive for they find more pleasure in torment than in gold and will ransom you not. Beware their poisoned crossbow bolts for they will use these to try and incapacitate you rather than kill you.*

Answer other PC questions as best you can from the background material provided.

DMs note: A Survival check DC 20 will give the PC’s the idea that they are travelling north west towards Moradin’s forge, and have run more than 8 miles.

At any time if the PC’s wish to stop running with the dwarves they will require a Will save DC20, this is a compulsion like effect. If they do they will quickly be left behind by the Khund. Let them wander aimlessly for a bit in endless halls and side caverns then have them find the Khund fighting the fire giants in Encounter 2

PCs who stick with the main group notice the following.

You notice, as you run, that several older Khund seem to be in command. One of them is possibly the Haigh-Righ Barandon himself, but you can’t tell with the full-faced helm he is wearing. Every now and then he snaps an order and a squad of Khund peel off from the main group, slow to a jog and head down a side passages.

More time passes and slowly but surely the main group is being reduced as smaller groups peel off. From the expressions and occasional comments from the Khund you suspect you are approaching Moradin’s forge. The air has become very hot and the smells of sulfur and hot rock sting your nose and water your eyes. The Caverns have a red glow to them

now, and you notice the occasional vent hole in the ground that glows with bright red light and belches noxious fumes. You have to be careful to avoid steam plumes that hiss at you like some evil dragons breath. As you travel down the dimly lit tunnels, the leader of the Khund shouts at your group and points to your right. What he is pointing at is a blood stained Khund warrior who has staggered out of a corridor red glowing corridor. As you look you feel the compulsion to run drain from you and you slow to a walk, as the main body of the Khund war-party continues to run onwards at super-human speed. Now you can clearly hear the sound of battle coming from this corridor. This is confirmed when a Khund comes literally flying down the corridor and smashes into the wall beside you. The side of his chest and head is caved in. The bloodstained Khund looks at the body, looks at you all and screams "Moradin's Farg hur nar karng broon!" and rushes back down the corridor his war axe raised. What do you do?

Well what more incentive can a DM offer?
Proceed to Encounter Two.

Encounter Two

You enter a great cavern, and you see Khund dwarves fighting a gang of squat giants, the giants have red hair and black skin. Over thirty Khund have already fallen but the remaining two dozen appear to have the upper hand and the fire giant's are badly wounded. About 150 ft. away, a giant finishes off a dwarf by trying to toss his impaled body into a nearby pool of flaming liquid. The Khund seeing his doom grabs the blade of the giants great-sword that has passes through his belly and somehow disarms the giant. With a cry of victory the Khund disappears into the flame. The giant obviously perplexed takes a quick look around spies the entrance you have come down and charges. From the gestures of the attacking Khund it appears as though they wish you to stop him!

APL 2 (EL3)

This single Fire Giant has been severely injured by the dwarves. Unlike his comrades, he now carries no great-sword and his armor has been hacked so badly as to offer no real protection. In addition he is dragging himself about, as if under the effect of some great weariness.

👉 Fire Giant (1): HP 18, AC 16 see Appendix one

APL4 (EL4)

This single Fire Giant has been severely injured by the dwarves. Unlike his comrades, he now carries no great-sword and his armor has been hacked so badly as to offer no real protection. In addition he is dragging himself about, as if under the effect of some great weariness.

👉 Fire Giant (1): HP 30, AC 16 Appendix one

APL6 (EL6)

This single Fire Giant has been severely injured by the dwarves. Unlike his comrades, he now carries no great-sword and his armor has been hacked so badly as to offer no real protection. In addition he is dragging himself about, as if under the effect of some great weariness.

👉 Fire Giant (1): HP 60, AC 16 Appendix one

APL8 (EL8)

This single Fire Giant has been severely injured by the dwarves. Unlike his comrades, he now carries no great-sword and his armor has been hacked so badly as to offer no real protection.

👉 Fire Giant (1): HP 109, see Appendix one

APL10 (EL9)

This single Fire Giant does not look like he has been badly injured by the Khund. Unlike his comrades, he now carries no great-sword but his fists are massive.

👉 Fire Giant (1): HP 142, see Appendix one

Tactics: The Giant will make for the entrance to "Anaucaurak a Zharr" that the PC's now find themselves guarding, to get away. The Giant will attempt to make a gap in the PC's line and flee. Except APL 10, where he will fight to the death

Treasure: The PC's find a large sack containing some horrid and smelly dried sausage and other giantish rations. Down the bottom, however, are some interesting item(s).

APL 2–*magic*- Vial of Silversheen (20gp).

APL 4–*magic*- Vial of Silversheen (20gp), Potion of Bless weapon (oil) (50gp).

APL 6–*magic*- Vial of Silversheen (20gp), Potion of Bless weapon (oil) (50gp), Wand of color spray (4 charges) (30gp).

APL 8–*magic*- Vial of Silversheen (20gp), Potion of Bless weapon (oil) (50gp), Wand of color spray (4 charges) (30gp).

APL 10– *magic* Vial of Silversheen (20gp), Potion of Bless weapon (oil) (50gp), Wand of color spray (4 charges) (30gp), Scroll of identify (77gp), Scroll of sound burst (100gp).

Once the PC have finished this fight read the following.

The remaining dozen or so Khund finish looting the bodies of the other four dead fire giants. One of them, an elder by the looks of him waddles over and says the following to you.

“Well, that was a fight and no doubt about it. Lost some good lads though.”

If the PCs giant got away

“I see yours bolted, oh well never mind I am sure you’ll get him later eh? Anyway we have orders to hold here, but we need some runners to tell Young Baradon (you all know Baradon is an old Khund so this guy must be ancient) that we have his right flank covered and I need my lads here. So if it is not too much trouble can I ask yea all to head back up the Anau-caurak a Zharr... sorry the northern highway (points back out where the PCs came from) and link up with his war-party, you were just with it where you not? Anyway good luck and Moradin’s blessing to you all.

If the PCs killed their giant

“Ooch well done, that was a big-in, well good riddance to rubbish I say? Anyway we have orders to hold here, but we need some runners to tell Young Baradon (you all know Baradon is an old Khund so this guy must be ancient)... we have his right flank covered and I need my lads here. So if it is not too much trouble can I ask yea all to head back up the Anau-caurak a Zharr... sorry the northern highway (points back out where the PCs came from) and link up with his war-party, you were just with it where you not? Anyway good luck and Moradin’s blessing to you all.

Once the PC leave to find Baradon move to **Encounter Three**.

Encounter Three

The Anau-caurak a Zharr or northern highway is dark and seemingly without end as you progress along it. Its surface is remarkably smooth as if worked or paved with great skill. In places the ceiling is vaulted and has high windows cut to allow sunlight through.

You have no idea of how far away Moradin’s forge is, or even if Baradon and his war-party have arrived there yet, but you have little choice and continue forwards. Please make a Listen check.

Let the PCs make a DC15 Listen check. For every five with which they beat the DC they get an additional round of preparation to a maximum of 4. If they fail the DC they only have one round of preparation. Once they have succeeded or failed read the following.

Of all the things to hear in Dunoveer Llith on the Anau-caurak a Zharr, you hear the approaching sounds of a horse and wagon from around a nearby corner behind you. You should have <number of rounds> to prepare before its arrival.

At APL 2, read the following:

Around the corner comes a steel prison cart with Derro driver cackling like idiot as if some terrible secret is at hand.

At all other APLs, read the following:

Other Derro sit atop or on the sides <number according to APL> in total.

Continue to read aloud

The Prison wagon is fully enclosed. It has seats for 2 drivers at the front and 2 places for guards on the rear of the wagon. Several more guards can take places on the roof, or on running boards on the side of the wagon. Two horses draw the wagon. These two large horses are covered in lather and have obviously been driven very hard. This seems like a strange cargo to be taking into a battle.

As the insane driver spots you he lets out a whoop and flicks the reins to drive the horses faster and the wagon hurtles towards you. What do you do?

Creatures:

APL 2 (EL3)

☛ Derro (1): hp 16 see *Monster Manual 3.5* page 49.

☛ Heavy Horse (2) hp 19, 19 see *Monster Manual 3.5* page 273.

APL 4 (EL4)

☛ Derro (2): hp 16,16 see *Monster Manual 3.5* page 49.

☛ Heavy Horse (2) hp 19, 19 see *Monster Manual 3.5* page 273.

APL 6 (EL6)

👉 **Derro (4):** hp 16, 16, 16 see *Monster Manual 3.5* page 49.

👉 **Heavy Horse (2)** hp 19, 19 see *Monster Manual 3.5* page 273.

APL 8 (EL9)

👉 **Derro (8):** hp 16,16,16,16,16,16 see *Monster Manual 3.5* page 49.

👉 **Derro Savant (1):** hp 28 see *Appendix One*

👉 **Heavy Horse (2)** hp 19, 19 see *Monster Manual 3.5* page 273.

APL 10 (EL11)

👉 **Derro Warrior (8):** hp 16, 16,16,16,16,16 see *Monster Manual 3.5* page 49.

👉 **Derro Savant (3):** hp 28 see *Appendix One*

👉 **Heavy Horse (2)** hp 19, 19 see *Monster Manual 3.5* page 273.

Tactics: The insane Derro driver of the wagon will simply try and run the PCs over, it is moving 80ft per round. This will be an overrun effect, and will draw an attack of opportunity from anyone directly within the line of the cart's 10ft wide forward movement. PCs can opt instead to simply avoid the overrun but do not get an attack of opportunity if they do so. If a PC is silly enough to attempt a block then the 2 horses combined with the wagon have a +18 bonus to the opposed strength roll. A PC who fails either blocking attempt or simply does not get out of the way will suffer 1d6 trample damage per APL for being so stupid.

If the PCs kill a horse then the dead horse pulls the other horse down with it and this has the effect of a 30ft cone effect centred from the intersection between the front two squares the horses occupy, pointing forwards. Any creature caught within the cone effect must make a Reflex save DC13 or take 1d6 points of damage per point of APL, as the horses, wagon and occupants flip over, crash and other wise slide to a messy halt after 30ft of forward momentum. All the Derro will have to make the same save to avoid taking the damage as well. A save means they have been thrown clear and only take 1d6 points of damage, but start the next round prone. Both horses will be dead.

A PC can decide to do a movie stunt and jump either onto the wagon or the horses from the side. This will require a successful jump check DC15 and climb check DC15. A failure in either resulting in 1d6 damage + 1d6 per 5 points the check is failed by.

A PC who climbs onto the horse, can attempt to pull the horses up with an handle animal check DC15 or

opposed strength check with the horses (who have a +3). This will halt the wagon within 80ft.

A PC who has managed to climb onto the horses can attempt to unhitch the horses with a disable device DC15. This will save the horses and cause the wagon to run to a halt within 50ft after it bumps into a wall. This will cause any creatures on the wagon to make a Reflex save DC20 or be thrown clear for 1d6 points of falling damage.

At higher APLs the other Derro will first use *sound burst* to weaken the PC's, then use their crossbow bolts as much as possible to weaken the PC's.

All the Derro are using the following poison on all their crossbow bolts.

☠ **Medium Monstrous Spider Venom**, Injury DC14, Initial 1d4 points of Strength, secondary 1d4 points of Strength.

They will attack anyone who climbs onto the wagon in hand to hand in priority to shooting someone off the wagon.

The Savant will attempt to use his offensive spells to best effect.

If the PCs fail to come up with some way to stop the wagon, don't panic read the follow to the PCs.

As the speeding wagon rounds the next corner getting away from you see/hear as it and slams into the wall and turns over with great violence killing the horses.

In this situation all its occupants are flung clear for 1d6 points of falling damage.

Clever parties will come up with other tactics, play the effect for their effort as you see fit. The idea here is for the wagon to be investigated by the PCs. Once the wagon has come to a halt, regardless of orientation, allow the PCs to see what is inside.

There is a large padlock on the rear doors of the wagon it has two small viewing holes but the interior is dark. The wagon itself has taken little damage and seems of very solid construction. Its narrow door is quite reinforced.

To unlock the padlock will require a successful open lock roll DC25. Attacking the wagon door is also an option.

☠ **Average Lock:** Open lock DC25, hardness 15, hit points 30.

☠ **Wagon Door:** Hardness 8, hit points 60, break DC 28 (locked).

Of course PCs could also simply recover the key from Vinnox and open the door.

PCs with darkvision or a cleverly used light source can see into the wagon, without opening the door.

You see that it contains a large oval drum of some strange design.

The oval drum is actually a magical sonic bomb. The Derro have decided that if they can't have Moradin's Forge no one will. The sonic bomb if it explodes (for 20d6 sonic damage in a 120 ft radius burst) will collapse a very large section of tunnel. The resulting cave in would cause an additional 10d6 damage to anyone within a 120ft radius of the explosion (reflex save DC20 for half). The bomb is fairly crude, and has been prepared in a hurry by the insane Derro. If the PCs manage to get into the wagon to examine the drum read the following.

The drum is made of steel and has been sealed with very crude forge welding. It is approximately 4ft high with a 2-ft diameter. On the top are strange magical writings as you watch they flicker and change in regular beats.

PCs can make either a Decipher Script DC15, Spellcraft DC15 or Knowledge (Arcana) DC15 to determine this is a magical counter, read the following upon a success.

This is obviously a magical counter. It is counting backwards in seconds and has just reached 2 minutes and 30 seconds, 29...28...27...26...

If the PCs do not disable the bomb it will explode with dire consequences when the counter reaches zero. The bomb will collapse the ceiling above this section of the highway, blocking it for 120ft except for a narrow passage right at the top (climb DC15, ¼ speed). PCs within the blast area take the appropriate damage as stated above. It will require a Disable Device check DC 10 to stop the magical timer. A targeted Dispel Magic (target DC16) will suppress the counter for 1d4 rounds. More powerful dispelling magic's if they overcome this DC destroy the bomb.

If the PCs fail to identify that this is a bomb, or fail to disable the bomb, read the following.

"The drum is starting to make a high pitched whistling noise and beginning to vibrate. The volume of the noise and the violence of the vibrating are worsening. You can see the sides of the drum beginning to expand as if it is ready to burst."

Give the PCs 3 rounds to get way and then explode the device.

All APLs (EL 3)

Sonic Bomb Trap: CR 4; magical device; magical timer (20d6 in 120ft radius); DC 15 Reflex save for half damage; Search (DC 5); Disable Device (DC 10).

Treasure:

APL 2: loot-23gp, 4 does of medium monstrous spider venom (50gp), magic- potion of cure light wounds (25gp).

APL 4: loot-46gp, 4 does of medium monstrous spider venom (50gp), magic- potion of Cure light wounds (25gp), and a potion of Magic fang (25gp).

APL 6: loot-92gp, 4 does of medium monstrous spider venom (50gp), magic-potion of Cure light wounds (25gp), a potion of Magic fang (25gp), a potion of Mage armor (25gp), and a potion of Eagles Splendor (25gp).

APL 8: loot-139gp, 4 does of medium monstrous spider venom (50gp), magic-potion of Cure light wounds (25gp), a potion of Magic fang (25gp), a potion of Mage armor (25gp), a potion of Eagles Splendor (25gp), and a potion of Keen edge (oil) (62gp).

APL 10: loot-162gp, 4 does of medium monstrous spider venom (50gp), magic-potion of Cure light wounds (25gp), a potion of Magic fang (25gp), a potion of Mage armor (25gp), a potion of Eagles Splendor (25gp), a potion of Keen edge (oil) (62gp), and potion of Barkskin +4 (75gp), Wand of Magic Missiles 3d4+3 (4 charges when found) (25gp).

Development: Once the PCs have finished this encounter they can here coming from further up the highway the clear booming of the Khund war cry

"Moradin's Farg hur nar karng broon!"

As if it has been shouted simultaneously by a hundred voices. The PCs should at this stage proceed forwards and onto **Encounter Four**.

Encounter Four

Pushing onwards, you soon hear the sounds of battle. About 200ft ahead is the red glow of fire. <APL> figures have just rounded the corner 200ft ahead and have drawn to a sudden stop as if considering you, it seems as if they are highlighted by the fire behind them. What do you do?

Tactics: These Azer are spectators to the events unfolding in the forge. The natural magic of the volcanic caverns of Moradin's Forge is very attractive to these creatures and the site is holy for them as well. These Azer

have come simply to see the Forge, a pilgrimage many of them make. These Azer are no different, only their timing is bad, as a battle is raging in the forge.

Long ago the clan these Azer belong to had an agreement with the Khund to work the forge, but the Khund have forgotten that agreement. The PCs have an opportunity to interact with the Azer and perhaps convince them that perhaps the ancient agreement still stands. If the PCs decide to attack then that opportunity is lost as the Azer will respond in kind.

Approaching the Azer

As the PCs get closer give them the following description

These creatures resemble dwarves with hair of fire and beards of flame. They have brass-colored skin and appear to have been forged from fire and metal. Behind them you can clearly see the occasional flame flick around the corner. The heat is almost unbearable.

DMs note: At APLs 8 and 10 the flicking flame is actually the Azer's fire elemental pet(s) hiding around the corner. The elementals will emerge to attack anyone who attacks the Azer.

If the PCs act cautiously but non-aggressively

As you draw near, you can see that they have weapons but have not raised them aggressively.

If the PCs act aggressively but have not get cast an offensive spell, fired a missile weapon or caused any damage.

As you draw near, you can see that they have weapons and are holding them ready for your attack.

If the PCs attack, then the Azer will retaliate without quarter.

With a shout of surprised rage they begin to defend themselves.

It will take very convincing actions and roll playing or a Diplomacy DC25 check to stop the Azer from fighting if the PC realize their mistake.

Talking to the Azer

If the PC hail the creatures or otherwise make greeting signs to the Azer.

One of the creatures raises it hand, palm outwards, and say in passable common "greetings fellow

pilgrims may the fire of Moradin heat warm your hearts".

If the PCs ask the Azer what they are doing/why they are here etc.

"For many, many years, beyond count we the Khoondazer have make pilgrimage here. Once we worked with our cousins, but long ago they left these halls and the agreement was broken. Now we come simply to remember and revere the beauty of this place.

If the PCs ask the Azer what is happening around the corner.

"Two sides of our estranged kin fight for possession of that which is no ones to possess. This is an old fight and neither side has learned with the passage of time. Only Lord Moradin has claim to these halls, all others are simply houseguests. Some have better manner than others, and once things were different, but now sadly lust and revenge are the main courses at the banquet table."

If the PCs ask how thing were different

Once the Khund and the Khundazer where seekers of the same things, beauty in the making of things. Then the Khund grew greedy and in exchange for gift from the surface dwellers gave away the sacred gift of Moradin, Adumaztum, the sacred steal. Then the Vurz priest kings sought to steal the secrets of the gift for themselves. They captured many of the Khund and bred them with Vurz in unholy rituals to produce unnatural children. The results were the Khundder, half-breeds, at first they were few and the Khund accepted them in their halls and taught them many things. Yet always the Khund refused them the secrets of how to forge the gift. This the Khunddero could not accept and it drove them to madness, until one day the betrayed the Khund, the Vurz priest-kings and in the end themselves."

DMs note: Adumaztum is Adamantine, and a magical vein flows within the lava of Moradin's forge and can be extracted by those with Moradin's blessing and great skill.

The PCs can at any stage try and convince the Azer that helping the Khund may be in their best interest. This will require either a very convincing speech or plea by a player or a diplomacy check DC20. A PC can attempt to Bluff the Azer into helping the Khund or in defending the forge from the Derro who want to destroy

it. The Azer get +4 to their sense motive opposed roll. Magical compulsion effects have to overcome the Azer SR and they will attack any PC who resorts to this measure and fails.

If the PCs succeed in recruiting the aid of the Azer then the Azer will show the PCs a hidden way into the Forge and the PC arrive at location 1 on the forge map and have a surprise round on the Derro. Moreover the Azer will keep the Derro at location 3 from firing their crossbow bolts at the PCs as they rush to engage them, whilst the PC take on the Sorcerer.

If the PCs don't succeed in convincing the Azer, then they are wished the best of luck and told that around the corner many Khundder are trying to kill the Khund king and his war-party.

Either way proceed to **Encounter Five**.

APL 2 (EL4)

➤ Azer (2): hp 11, see *Monster Manual* 3.5 page 21.

APL 4 (EL5)

➤ Azer (3): hp 11, see *Monster Manual* 3.5 page 21.

APL 6 (EL6)

➤ Azer (4): hp 11, see *Monster Manual* 3.5 page 21.

APL 8 (EL8)

➤ Azer (6): hp 11, see *Monster Manual* 3.5 page 21.

➤ Large Fire Elemental (1): hp 60, see *Monster Manual* 3.5 page 99.

APL 10 (EL9)

➤ Azer (6): hp 11, see *Monster Manual* 3.5 page 21.

➤ Large Fire Elemental (2): hp 60, see *Monster Manual* 3.5 page 99.

Treasure:

APL 2—loot 56gp.

APL 4—loot 98gp.

APL 6—loot 160gp.

APL 8—loot 160gp.

APL 10—loot 160gp.

Encounter Five: Moradins Forge

DMs Note: Use the map in Appendix 3 to conduct this encounter. PCs with the Azer enter at location 1, PCs without the Azer enter at location 2. The description for each is different.

Location 1:

You are somewhat surprised when the Azer open a hidden door in the face of the cavern wall, immediately a blast of hot air hits you all. The Azer beckon you all to follow and step inside. The scene inside is quite amazing. A deep trench full of flowing and heaving lava gouges the floor of this large cavern, dominating the dynamics of the place. The lava roars and heaves as it flows along in a semi-circle disappearing into the stone beneath the wall on either side behind you. The noise is so loud that it is vibrating the floor you stand upon. The Azer point to your immediate right and shout at the top of his lungs "Moradins forge". Where he is pointing you can see a large sinkhole in the cavern floor the lava within which is slowly bubbling. It is almost white it is so hot. A ruined crane, anvils and other items of a once proud factory are scattered all over the place. You can just barley hear the cries of ongoing battle. It appears that the Derro and several fire giant allies have tried to barricade entrance to the forge area using the huge smelting kettles and other items from the factory. The many bodies from both sides of the confrontation litter the cavern floor, testimony to a fierce battle. Strangely some of them still seem to be trying to move. All the others are on fire, the Azer nod at this and shouts again pointing at them "Lord Moradin will not burn you whilst you live but he claims all who fall in here and returns them to the great fire to be reformed."

Two bridges cross the great gorge of lava. One, the larger of the two, is directly in front of you, the other is to your left. There are many Derro on the other side of the bridge on the left. They are defending a long barricade and shooting at the Khund who are trying to cross the large bridge. They have a caltrop field scattered to the front of their barricade.

The main battle seems to be raging on the large bridge. You can clearly see the Haigh-Righ Barandon, his helmet dislodged, fighting over the body of a fallen Khund. Many of his household have fallen around him, and few now stand with him. The Derro who hold the bridge against him are all on your side of the gorge, and are actually pulling down their own barricade to get to Barandon. The tide seems to have turned against the Khund and the Derro are reacting to this with improved Elan. About 30ft away from you, near the ruined crane, three Derro dressed in the same long black robes raise their arms in unison and nearly a dozen magic missiles fly forth. They strike Barandon in the chest. He staggers at the impact and goes to one knee, yet still his axe continues to swing

catching an opportunistic Derro in the neck and ruining it for him. How long he can continue to fight is another matter. What do you do?

The PCs have a surprise round. The Derro are unaware of the secret door and unaware that the Azer have shown up and led the PCs to this point. The primary motive of the PCs at this point should be to dispatch the Sorcerer.

Location 2:

The scene inside is quite amazing. A deep trench full of flowing and heaving lava gouges the floor of this large cavern, dominating the dynamics of the place. The lava roars and heaves as it flows along in a semi-circle disappearing into the stone beneath the wall on either side at the back of the cavern. The noise is so loud that it is vibrating the floor you stand upon. A ruined crane, anvils and other items of a once proud factory are scattered all over the place. You can just barely hear the cries of ongoing battle. It appears that the Derro and several fire giant allies have tried to barricade the entrance to the forge area using the huge smelting kettles and other items from the factory. The many bodies from both sides of the confrontation litter the cavern floor, testimony to a fierce battle. Strangely some of them still seem to be trying to move. All the others are on fire. Two bridges cross the great gorge of lava. One the larger of the two is directly in front of you, the other to your left. There are many Derro on the other side of the bridge on the left, they are holding a long barricade and shooting at the Khund who are trying to cross the large bridge. They have a caltrop field scattered to the front of their barricade. The main battle seems to be raging on the large bridge and you can clearly see the Haigh-Righ Barandon, his helmet dislodged, fighting over the body of a fallen Khund. Many of his household have fallen around him, and few now stand with him. The Derro who hold the bridge against him are all on your side of the gorge. About 60ft away from you, across the barricade that protects the small bridge, three Derro dressed in the same long black robes raise their arms in unison and nearly a dozen magic missiles fly forth. They strike Barandon in the chest. He staggers at the impact and goes to one knee, yet still his axe continues to swing catching an opportunistic Derro in the neck and ruining it for him. How long he can continue to fight is another matter. What do you do?

The PCs have a surprise round. The Derro are unaware of the PCs as they are intent upon destroying the remains of the Khund war-party trying to cross the main bridge.

Environmental consideration:

The heat: The heat is massive yet the PCs take no damage as they are protected by the magic of the caverns.

The noise: The noise is so great that it is difficult to hear companions and communicating and is not a free action in here but takes a move equivalent action to convey any message, table talk cannot be reacted to by other PCs. Arcane spells with verbal components have a 10% chance of failure. This is added to any other spell failure chance that a PC may already possess.

Bodies, blood and general junk: The place is a mess, burning bodies some of them fire giants, pools of blood, Khund with strength damage who can't move, tools, rocks and large debris from the factory make movement in this environment quite tricky. As a result any action that involves a charge or run must be accompanied with a reflex save DC10 to avoid tripping or slipping. A failure means that the creature falls prone within the first 5ft square they progressed into. All other movement is at half speed for creatures of medium size or larger. Any creature of small size or smaller gets a +4 cover bonus in the forge, this applies to AC and reflex saves.

Visibility: Strong red light dominates the entire cavern so visibility is normal.

APL 2 (EL5)

➤ Verrox, male Derro, Sor2 (1): hp 21, see Appendix 1.

APL 4 (EL8)

➤ Verrox, male Derro, Sor 5 (1): hp 31, see Appendix 1.

APL 6 (EL10)

➤ Verrox, male Derro, Sor 7 (1): hp 37, see Appendix 1.

APL 8 (EL11)

➤ Verrox, male Derro, Sor 8(1): hp 40, see Appendix 1.

APL 10 (EL13)

➤ Verrox, male Derro, Sor 10(1): hp 46, see Appendix 1.

Tactics: Verrox will have whatever defensive spells he has in his arsenal already active, such as *mage armor* and *displacement* (with the exception of any invisibility type spells), he will try and stay in the fight as long as possible. The duration of these spells and any spell effects from used items is half over when the combat begins. At higher APLs he will go invisible and relocate before attacking next round. Note Verrox is used to the noise of the forge and does not suffer the 10% arcane spell failure chance. Verrox will use the rubble of the forge to gain a +4 cover bonus as such will not draw attacks of

opportunity for moving. If attacked directly he will flee to the wreckage of the crane and whilst within this structure he gets a +8 cover bonus due to the protection the twisted metal provides him. This cover from the crane effectively applies to his reflex saves as well and gives him the equivalent of improved evasion.

PCs without the Azer

PCs without the Azer suffer the following penalty. Every round roll 1d4 to determine randomly the number of crossbow bolts that are fired at the party by Derro elsewhere in the fight.

All APLs (EL2)

↗ **Crossbow bolt:** +5 to hit, 1d6+1 damage, 19-20x2. All the bolts are coated in:

☛ **Medium Monstrous Spider Venom**, Injury DC14, Initial 1d4 points of Strength, secondary 1d4 points of Strength.

Killing the Sorcerer

Once PCs kill the Sorcerer the fight begin to swing back in favor of the Khund and within a few rounds the remaining Derro have been either cut down or routed. PCs may attack fleeing Derro but they are putting up no fight and there is no XP. Use the stats for APL2 Derro. PCs can also attempt to help the injured Khund, especially Barandon. This aid will be gratefully accepted.

Treasure

APL 2—loot 25gp, magic—Ring of Protection +1 (83gp), Wand of *Magic Missile* 1d4+1 (4 charges) (35gp).

All other APLs—loot 25gp, magic—Ring of Protection +1 (83gp), Wand of *Magic Missile* 1d4+1 (4 charges) (35gp), *Brooch of Shielding* (101 points) (125gp).

With the battle over move to the conclusion and wrap things up.

Conclusion

With the forge secure and a strong guard back in place you have retired back to the feast halls of the Khund. The gratitude of the Khund over the next few days has left you all a bit giddy with the praise and honors that have been heaped upon you all. The Haigh-Righ Barandon has declared you all to be heroes of the Khund nation (although he visibly hesitated when he had to praise any elven PCs). The Kingdom is looking more secure than ever.

If PCs convinced the Azer into the fight.

The Azer are also treated with great honor and you suspect that the ancient agreement between them has been remade. As Barandon has promised you access in the future to items made from the gift of Moradin, a high honor indeed.

The Azer themselves seem well pleased with you and you have made some definite extra-planar allies. They very formally present your party with an Adamantine warhammer.

Treasure

All APLs—loot 502gp (adamantine warhammer)

Special

Gift of the Khund: PCs may at any stage in the future purchase 1 item (weapon or armor) made of adamantine due to the high favor they have earned with the Khund and Khoond-Azer. The PC must pay full price for this item unless it is light armor or a weapon, see pg 283 of the DMG for the adamantine price increase that is added to the base price of the item. If the PC purchases a weapon or light armor, the PC must only pay three quarters of the adamantine cost (3,750gp for light armor or 2,250 for a weapon). This item may be purchased as a +1 item if the PC desires, adding the normal cost for a +1 item.

Azer Calling: Any PC with the ability to cast Summon Monster III or higher, can when using one of these spells, summon Azer instead of Elemental, small (any). Moreover if using a higher level Summon Monster spell, to summon multiple Azers, the caster receives a +1 bonus to the roll (but cannot get more than the maximum number allowed). In addition to this, whenever a Summon Monster spell is used to summon an Azer, one of the Azers summoned has maximum hit points (18 hp) and refers to the caster by name and in a friendly manner. If a wizard or Sorcerer wishes to gain the spell Summon Monster III they are given access to learn that spell at anytime in the future.

The End

Experience Point Summary

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

Encounter Two

Stopping the fleeing Fire Giant

APL2 120 xp; APL4 120 xp; APL6 180 xp;

APL8 240 xp; APL10 270 xp;

Encounter Three

Defeating the Derro wagon.

APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 270 xp; APL10 330 xp;

Identifying and escaping the Sonic Bomb.

APL2 90 xp; APL4 90 xp; APL6 90 xp;
APL8 90 xp; APL10 90 xp;

Disabling the Sonic Bomb

APL2 90 xp; APL4 90 xp; APL6 90 xp;
APL8 90 xp; APL10 90 xp;

Encounter Four

Killing the Azer

APL2 120 xp; APL4 150 xp; APL6 180 xp;
APL8 240 xp; APL10 270 xp;

Convincing the Azer to help

APL2 90 xp; APL4 120 xp; APL6 150 xp;
APL8 180 xp; APL10 210 xp;

Encounter Five

Defeating Verrox

APL2 150 xp; APL4 240 xp; APL6 300 xp;
APL8 330 xp; APL10 390 xp;

Total possible experience:

APL2 420 xp; APL4 675 xp; APL6 900 xp;
APL8 1,125 xp; APL10 1,350 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 2: L: 0 gp; C: 0 gp; M: 20 gp

APL 4: L: 0 gp; C: 0 gp; M: 70 gp

APL 6: L: 0 gp; C: 0 gp; M: 100 gp

APL 8: L: 0 gp; C: 0 gp; M: 100 gp

APL 10: L: 0 gp; C: 0 gp; M: 277 gp

Encounter Three:

APL 2: L: 83 gp; C: 0 gp; M: 25 gp

APL 4: L: 96 gp; C: 0 gp; M: 50 gp

APL 6: L: 142 gp; C: 0 gp; M: 100 gp

APL 8: L: 189 gp; C: 0 gp; M: 162 gp

APL 10: L: 212 gp; C: 0 gp; M: 262 gp

Encounter Four:

APL 2: L: 56 gp; C: 0 gp; M: 0 gp

APL 4: L: 98 gp; C: 0 gp; M: 0 gp

APL 6: L: 160 gp; C: 0 gp; M: 0 gp

APL 8: L: 160 gp; C: 0 gp; M: 0 gp

APL 10: L: 160 gp; C: 0 gp; M: 0 gp

Encounter Five:

APL 2: L: 25 gp; C: 0 gp; M: 118 gp
APL 4: L: 25 gp; C: 0 gp; M: 243 gp
APL 6: L: 25 gp; C: 0 gp; M: 243 gp
APL 8: L: 25 gp; C: 0 gp; M: 243 gp
APL 10: L: 25 gp; C: 0 gp; M: 243 gp

Conclusion:

All APLs: L: 500 gp; C: 0 gp; M: 20 gp

Total Possible Treasure

APL 2: L: 664 gp; C: 0 gp; M: 163 gp - Total: 827 gp
APL 4: L: 713 gp; C: 0 gp; M: 363 gp - Total: 1076 gp
APL 6: L: 823 gp; C: 0 gp; M: 443 gp - Total: 1266 gp
APL 8: L: 870 gp; C: 0 gp; M: 505 gp - Total: 1375 gp
APL 10: L: 883 gp; C: 0 gp; M: 782 gp - Total: 1675 gp

Wand of Magic Missile (Adventure, 1st level caster, DMG)

APL 4:

Brooch of Shielding (Adventure, DMG)

Wand of Magic Missile (Adventure, 3rd level caster, DMG)

APL 6:

Wand of color spray (Adventure, 1st level caster, DMG)

APL 8:

Oil of Keen Edge (Adventure, DMG)

APL 10:

Potion of Barkskin +4 (Adventure, DMG)

Items for the Adventure

Record

Gift of the Khund: PCs may at any stage in the future purchase 1 item (weapon or armor) made of adamantine due to the high favor they have earned with the Khund and Khoond-Azer. The PC must pay full price for this item unless it is light armor or a weapon, see pg 283 of the DMG for the adamantine price increase that is added to the base price of the item. If the PC purchases a weapon or light armor, the PC must only pay three quarters of the adamantine cost (3,750gp for light armor or 2,250 for a weapon). This item may be purchased as a +1 item if the PC desires, adding the normal cost for a +1 item to the base cost above. Write "Used" across this text when the item is purchased.

Azer Calling: Any PC with the ability to cast Summon Monster III or higher, can when using one of these spells, summon Azer instead of Elemental, small (any). Moreover if using a higher level Summon Monster spell, to summon multiple Azers, the caster receives a +1 bonus to the roll (but cannot get more than the maximum number allowed). In addition to this, whenever a Summon Monster spell is used to summon an Azer, one of the Azers summoned has maximum hit points (18 hp) and refers to the caster by name and in a friendly manner. If a wizard or Sorcerer wishes to gain the spell Summon Monster III they are given access to learn that spell at anytime in the future.

Item Access

APL 2:

Medium Monstrous spider venom (Adventure, 150gp, DMG)

Silversheen (Adventure, DMG)

Appendix One

Encounter Two

APL 2

👉 **Fleeing Giant:** Male Fire Giant; CR 10; Large Giant (Fire) HD 15d8+75, hp 142 (currently 18); Init -1; Spd 40 ft; AC 16 (touch 8, flat-footed 16), (-1 size, -1 Dex, +8 natural); BA/G +6/+20, Atk +15 melee (1d4+5, slam) Full Atk +15/+15 melee (1d4+5, two slams); SA rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, AL CE, SV Fort +14, Ref +4, Will +9; Str 20, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (blacksmith) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Special Ability: See 3.5 *Monster Manual* page 121.

Possessions: Large sack (see individual treasure section at appropriate APL).

APL 4

👉 **Fleeing Giant:** Male Fire Giant; CR 10; Large Giant (Fire) HD 15d8+75, hp 142 (currently 30); Init -1; Spd 40 ft; AC 16 (touch 8, flat-footed 16), (-1 size, -1 Dex, +8 natural); BA/G +7/+21, Atk +16 melee (1d4+6, slam) Full Atk +16/+16 melee (1d4+6, two slams); SA rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, AL CE, SV Fort +14, Ref +4, Will +9; Str 22, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +4, Craft (blacksmith) +6, Intimidate +6, Jump +4, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Special Ability: See 3.5 *Monster Manual* page 121.

Possessions: Large sack (see individual treasure section at appropriate APL).

APL 6

👉 **Fleeing Giant:** Male Fire Giant; CR 10; Large Giant (Fire) HD 15d8+75, hp 142 (currently 60); Init -1; Spd 40 ft; AC 16 (touch 8, flat-footed 16), (-1 size, -1 Dex, +8 natural); BA/G +8/+22, Atk +17 melee (1d4+7, slam) Full Atk +17/+17 melee (1d4+7, two slams); SA rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, AL CE, SV Fort +14, Ref +4, Will +9; Str 24, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +6, Craft (blacksmith) +6, Intimidate +6, Jump +6, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Special Ability: See 3.5 *Monster Manual* page 121.

Possessions: Large sack (see individual treasure section at appropriate APL).

APL 8

👉 **Fleeing Giant:** Male Fire Giant; CR 10; Large Giant (Fire) HD 15d8+75, hp 142 (currently 109); Init -1; Spd 40 ft; AC 16 (touch 8, flat-footed 16), (-1 size, -1 Dex, +8 natural); BA/G +11/+25, Atk +20 melee (1d4+10, slam) Full Atk +20/+20 melee (1d4+10, two slams); SA rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, AL CE, SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (blacksmith) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Special Ability: See 3.5 *Monster Manual* page 121.

Possessions: Large sack (see individual treasure section at appropriate APL).

APL 10

👉 **Fleeing Giant:** Male Fire Giant; CR 10; Large Giant (Fire) HD 15d8+75, hp 142; Init -1; Spd 40 ft; AC 16 (touch 8, flat-footed 16), (-1 size, -1 Dex, +8 natural); BA/G +11/+25, Atk +20 melee (1d4+10, slam) Full Atk +20/+20 melee (1d4+10, two slams); SA rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, AL CE, SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (blacksmith) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Special Ability: See 3.5 *Monster Manual* page 121.

Possessions: Large sack (see individual treasure section at appropriate APL).

Encounter Three

APL 10

👉 **Derro Savant:** Male Derro Sor4; CR 7; Medium humanoid HD 3d8+3 (Derro) + 4d4+4 (Sorcerer), hp 28; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2 Natural, +4 mage armor, +1 ring of protection +1); BA/G +5/+5, Atk +5 melee (1d3 19-20x2, small dagger) or +7 ranged (1d6 19-20, plus poison, small repeating light crossbow), Full Atk +5 melee (1d3, 19-20, small dagger) or +7 ranged (1d6, 19-20x2 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +6, Ref +6, Will +11; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 18.

Skills and Feats: Bluff +6, Concentration +7, Hide +10, Listen +1, Move Silently +8, Spellcraft +2; Blind Fight, Improved Initiative, Combat Casting.

Special Ability name or Special Quality name (Ex/Su/Sp): See *3.5 Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of magic missiles 3d4+3 (8 charges).

Spells Per Day (6,6,3,)

Spells Known (6,3,1); base DC = 14 + spell level): 0—*Acid Splash, Detect Magic, Light, Mage Hand, Message, Read Magic*; 1st—*Charm Person, Mage Armor, Magic Missile*; 2nd—*Scorching Ray*.

Encounter Five

APL 2

☛ **Verrox:** Male Derro Sor2; CR 5; Medium humanoid HD 3d8+3 (Derro) + 2d4+2 (Sorcerer), hp 22; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2 Natural, +4 mage armor, +1 ring of protection +1); BA/G +4/+4, Atk +4 melee (1d3 19-20, small dagger) or +6 ranged (1d6 19-20 plus poison, small repeating light crossbow), Full Atk +4 melee (1d3 19-20, small dagger) or +6 ranged (1d6 19-20 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +6, Ref +6, Will +11; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 17.

Skills and Feats: Bluff +6, Concentration +3, Hide +10, Listen +1, Move Silently +8, Spellcraft +2; Blind Fight, Improved Initiative, Combat Casting.

Special Ability name or Special Quality name (Ex/Su/Sp): See *3.5 Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of magic missiles 1d4+1 (8 charges).

Spells Per Day (6,5)

Spells Known (5,2); base DC = 13 + spell level): 0—*Detect Magic, Light, Mage Hand, Message, Read Magic*; 1st—*Mage Armor, Magic Missile*.

APL 4

☛ **Verrox:** Male Derro Sor5; CR 8; Medium humanoid HD 3d8+3 (Derro) + 5d4+5 (Sorcerer), hp 31; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2 Natural, +4 mage armor, +1 ring of protection +1); BA/G +5/+5, Atk +5 melee (1d3, 19-20x2, small dagger), Atk +7 ranged (1d6, 19-20x2 plus poison, small repeating light crossbow), Full Atk +5 melee (1d3 19-20, small dagger) or +7 ranged (1d6 19-20 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +6, Ref +6, Will +12; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 19.

Skills and Feats: Bluff +6, Concentration +8, Hide +10, Listen +1, Move Silently +8, Spellcraft +3; Blind Fight, Improved Initiative, Combat Casting.

Special Ability name or Special Quality name (Ex/Su/Sp): See *3.5 Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points).

Spells Per Day (6,7,5,)

Spells Known (6,4,2); base DC = 14 + spell level): 0—*Acid Splash, Detect Magic, Light, Mage Hand, Message, Read Magic*; 1st—*Charm Person, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement* 2nd—*Scorching Ray, Touch of Idiocy*.

APL 6

☛ **Verrox:** Male Derro Sor7; CR 10; Medium humanoid HD 3d8+3 (Derro) + 7d4+7 (Sorcerer), hp 37; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2 Natural, +4 mage armor, +1 ring of protection +1); BA/G +6/+6, Atk +6 melee (1d3 19-20, small dagger), or +8 ranged (1d6 19-20 plus poison, small repeating light crossbow), Full Atk +6/+1 melee (1d3 19-20, small dagger) or +8/+2 ranged (1d6 19-20 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +7, Ref +7, Will +13; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 19.

Skills and Feats: Bluff +6, Concentration +8, Hide +10, Listen +1, Move Silently +8, Spellcraft +7; Blind Fight, Improved Initiative, Combat Casting, Dodge.

Special Ability name or Special Quality name (Ex/Su/Sp): See *3.5 Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points).

Spells Per Day (6,7,7,5,)

Spells Known (7,5,3,2); base DC = 14 + spell level): 0—*Acid Splash, Daze, Detect Magic, Light, Mage Hand, Message, Read Magic*; 1st—*Charm Person, Color Spray, Mage Armor, Magic Missile, Ray of Enfeeblement* 2nd—*Spectral Hand, Scorching Ray, Touch of Idiocy*, 3rd—*Displacement, Lightning Bolt*.

APL 8

☛ **Verrox:** Male Derro Sor8; CR 11; Medium humanoid HD 3d8+3 (Derro) + 8d4+8 (Sorcerer), hp 40; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2

Natural, +4 mage armor, +1 ring of protection +1); BA/G +7/+7, Atk +7 melee (1d3 19-20, small dagger), Atk +9 ranged (1d6 19-20 plus poison, small repeating light crossbow), Full Atk +7/+2 melee (1d3 19-20, small dagger) or +9/+4 ranged (1d6 19-20 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +7, Ref +7, Will +14; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 19.

Skills and Feats: Bluff +6, Concentration +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +8; Blind Fight, Improved Initiative, Combat Casting, Dodge.

Special Ability name or Special Quality name (Ex/Su/Sp): See 3.5 *Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of *magic missiles* 3d4+3 (8 charges), *Brooch of Shielding* (101 points), ~~scroll of *stoneskin*~~,

Spells Per Day (6,7,7,6,4)

Spells Known (8,5,3,2,1); base DC = 14 + spell level): 0—*Acid Splash, Daze, Detect Magic, Light, Mage Hand, Mending, Message, Read Magic*; 1st—*Charm Person, Color Spray, Mage Armor, Magic Missile, Ray of Enfeeblement*; 2nd—*Spectral Hand, Scorching Ray, Touch of Idiocy*; 3rd—*Displacement, Lightning Bolt*; 4th—*Shout*.

APL 10

☛ **Verrox:** Male Derro Sor10; CR 13; Medium humanoid HD 3d8+3 (Derro) + 10d4+10 (Sorcerer), hp 46; Init +6; Spd 20 ft; AC 21 (touch 18, flat-footed 18), (+1 size, +2 Dex, +2 Natural, +4 mage armor, +1 ring of protection +1); BA/G +8/+8, Atk +8/+3 melee (1d3 19-20, small dagger) or +9 ranged (1d6 19-20 plus poison, small repeating light crossbow), Full Atk +8/+3 melee (1d3 19-20, small dagger) or +9 ranged (1d6 19-20 plus poison, small repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6 SQ Madness, Darkvision 60ft, vulnerability to sunlight, SR 15 AL CE, SV Fort +8, Ref +8, Will +16; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 20.

Skills and Feats: Bluff +6, Concentration +11, Hide +10, Listen +1, Move Silently +8, Spellcraft +10; Blind Fight, Improved Initiative, Combat Casting, Dodge, Mobility.

Special Ability name or Special Quality name (Ex/Su/Sp): See 3.5 *Monster Manual* page 49.

Possessions: +1 Ring of Protection, small dagger, small repeating light crossbow, repeating crossbow bolts (10), vial of medium monstrous spider venom, wand of

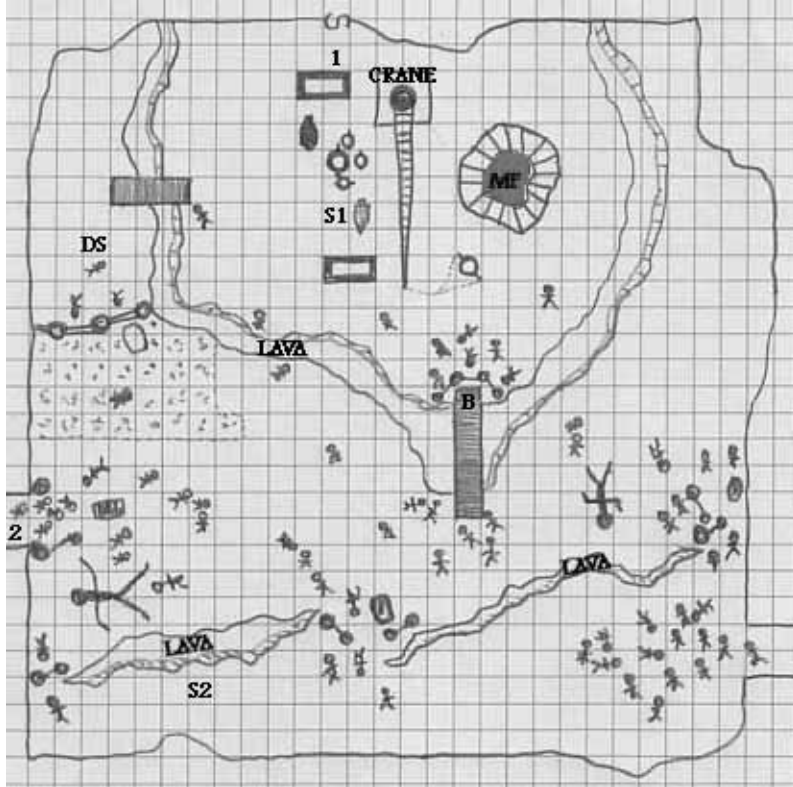
magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points), ~~scroll of *stoneskin*, potion of *Nondetection*~~.

Spells Per Day (6,7,7,7,6,4)

Spells Known (9,5,4,3,2,1); base DC = 14 + spell level): 0—*Acid Splash, Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Mending, Message, Read Magic*; 1st—*Charm Person, Color Spray, Mage Armor, Magic Missile, Ray of Enfeeblement*; 2nd—*Spectral Hand, Scorching Ray, Touch of Idiocy, Invisibility*; 3rd—*Dispel Magic, Displacement, Lightning Bolt*; 4th—*Enervation, Shout*; 5th—*Hold Monster*.

Note: Items or spells with strikethrough are active and running and have half their duration left if applicable on the first round the PC attack Verrox.

Appendix Three: Map of Moradin's Forge



1SQ=5FT

1 = PCs entrance with the Azer.

2 = PCs entrance without the Azer.

S1 = Location of Verrox if PCs enter with the Azer.

S2 = Location of Verrox if PCs enter without the Azer.

B = Location of Baradon on the Main Bridge.

DS = Derro snipers.

MF = Moradin's Forge itself.