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SUBTERRANEAN ENCLAVE: MITH'VARAL



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SUBTERRANEAN ENCLAVE: MITH'VARAL

The smithies of Mith'Varal once rung with the sounds of dwarven craftsmen working the precious mithral extracted from the nearby mines into arms and armour of incredible beauty. Now all but one smithy lies dusty and abandoned. The mines once guaranteeing the village's wealth and power are all but exhausted and now give up only scraps of Mith'Varal's silvery lifes-blood. Discontent and anger simmers among the populace – anger that the gods have abandoned the village and thegn Thorak Arnirsson does not stir himself from his bleak fortress to save his people. For now, the Faceless Guard guarantee the thegn's rule, but their ruthlessness and the acts of a rebel group of miners delving deep in the closed mines, threaten to bring rebellion to Mith'Varal's streets.

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MITH'VARAL AT A GLANCE

Four centuries ago, the first survey expedition from the dwarven kingdom of Thandrur finally reached the Endless Sea. Amid ancient ruins they discovered rich veins of mithral on the peninsula south of the fortress that would later become known as Sorrowhall. To secure the mithral they founded a village for the miners working in the nearby mines and named it Mith'Varal after the dwarven words for mithral and mine.

The Black Stream, an underground river, flows through Mith'Varal and makes the site perfect for a settlement. Mith'Varal prospered for nearly four centuries, with caravans leaving the village each week with arms, armour and raw ore; taking their goods back to the bigger forge towns of Thandrur.

Two decades ago the veins of mithral ran out. Over the next few years Mith'Varal went from being an important place, to a backwater village barely worth a mention in the annals of Thandrur. The thegn keeps his subjects mining in the hopes of regaining the glory of the past, but regardless no new mithral veins have been uncovered for twenty years.

DEMOGRAPHICS

Ruler **Thegn Thorak Arnirsson**

Government Overlord

Population 182 (180 dwarves, 2 cloaklers)

Alignments NG, N, NE

Languages Dwarven, Undercommon

Corruption +1; **Crime** -8; **Economy** -1; **Law** +4; **Lore** -1; **Society** -1

Qualities Insular, superstitious

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking miners. A few, however, are of interest to adventurers:

Astor Helmarson (location 8; N male dwarf expert 3) The last dwarven engineer in Mith'Varal, he guides the official effort to rediscover the mithral veins in Varal Tarak. He works for the thegn, but secretly helps Lila.

Bergda Yngradottir (location 4; NG female dwarf expert 4) Bergda, with her husband Sweirik, runs the Mead and Meats.

Captain Gunar Hammerblow (location 2; NE male dwarf fighter 8) Gunar Hammerblow is the captain of the Faceless Guard. He is the only member of the guard to reveal his face, and his scarred visage is a common sight throughout Mith'Varal.

Half-face Thorsson (location 8; NE male dwarf barbarian 6) The overseer of the Varal Tarak mine, he is unquestionably loyal to the thegn and the Faceless Guard.

Lila Steindottir (location 6; NG female dwarf adept 6) Lila is the village's only divine healer, as the temple is abandoned; she practises from her home, but secretly dreams of opening the temple again. She also leads rogue miners in Varal Tarak.

Nirls "Anvil" Gundersen (location 3; N male dwarf expert 4) Nirls runs the only operational smithy in the village; he is also one

of the remaining few that knows the secret of forging mithral arms and armours.

Thegn Thorak Arnirsson (location 1; NE male dwarf aristocrat 4/fighter 7) The ruler of Mith'Varal lairs in his castle. He has not been seen publicly in over a decade, and has not given audiences for almost as long.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Mith'Varal Castle:** The castle sits on a pillar of rock protruding from a deep natural pit in the middle of the village. Only one bridge leads across the pit; it is riddled with traps and heavily guarded.
2. **Garrison:** This fortified building, once an inn, is now the headquarters of the Faceless Guard.
3. **Nirls' Mithralworks:** The only smithy in Mith'Varal, it is located amid several abandoned and ruined smithies.
4. **Mead and Meats:** This two-storey building is in good condition. The inn caters both for the locals and any travellers come to explore the ruins west of Mith'Varal.
5. **The Old Temple:** As mines played out, the villagers turned to their gods for help, but no divine aid was forthcoming. Today, the temple is in disrepair and empty.
6. **Lila's private home:** This small nondescript house is where Lila is when not in the temple.
7. **The Black Stream:** This river supplies Mith'Varal with fresh water and once powered the village's many smithies.
8. **Varal Tarak:** Literally Tarak's Mine, this is the only working mine near Mith'Varal and the village's last hope. The mine is a maze of shafts and caverns, where several groups dig in the hopes of finding mithral or any other kind of metal.
9. **Ancient Ruins:** These mysterious ruins lie to the west of Mith'Varal.

MARKETPLACE

Resources & Industry Hunting and mining

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Mith'Varal, the following items are for sale:

- **Potions & Oils** *jump* (50 gp) *mirror image* (300 gp)
- **Scrolls (Arcane)** *detect secret doors* (25 gp)
- **Scroll (Divine)** *remove fear* (25 gp), *bull's strength* (150 gp)

MITH VARAL LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Mith'Varal. A successful check reveals all the information revealed by a lesser check.

DC 10: Mith'Varal means "mithral mine" in Dwarven, and it is the name of the village which marks the dwarven kingdom of Thandrur's eastern border.

DC 15: Mith'Varal was founded atop rich mithral veins and prospered as a result. Twenty years ago the veins ran dry and Mith'Varal has been in a steady decline ever since.

DC 25: The current thegn of Mith'Varal, Thorak Arnirsson, has not been seen in almost two decades. Today the village is led by the Faceless Guard, masked dwarven men and women who bring edicts to the villagers from the thegn lurking in his castle.

VILLAGERS

Appearance The villagers often wear worn clothes; miners appear covered with dirt and grime.

Dress The dress style of Mith'Varal favors grey shades. The miners break the grey monotony with vibrant colors such as yellow or red, to be seen in case of a cave ins.

Nomenclature *male* Gorak, Larog, Thomir; *female* Deera, Herdig, Yrsa; *family* Annildottir, Jernsson, Thunderspear.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Mith'Varal and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Astor Helmerson is the oldest dwarf in Mith'Varal. He knows everything there is to know about the village and everything that happens below Mith'Varal.
2*	The thegn is dead and Captain Hammerblow is the real ruler of Mith'Varal.
3	There is a secret route from the Black Stream to the hidden caverns beneath the ancient ruins.
4	There are some groups of miners digging in Varal Tarak, that even the Half-face does not know about.
5	Nirls' Mithralworks is the place to go for anything mithral related, if you can pay the price.
6	The Faceless Guards do not only count dwarves in their ranks.

*False rumour



NOTABLE LOCATIONS

1: MITH'VARAL CASTLE

This large castle of typical dwarven workmanship has three towers rising from its massive walls, and a gatehouse guarding its approaches. The Mith'Varal Bridge is an architectural wonder, spanning a hundred feet and the only entrance to the castle which stands on a stone pillar rising from a bottomless pit (if one believes the legends). The bridge is heavily guarded by two patrols of Faceless Guards and mechanical and magical traps.

Inside the castle, works of art depicting scenes from Mith'Varal's golden years collect dust in rarely used hallways and chambers, along with invaluable treasures. In the darkened grand hall sits Thegn Thorak Arnirsson (NE male dwarf aristocrat 4/fighter 7) on his obsidian throne dreaming of the long gone glory days of Mith'Varal. Captain Hammerblow of the Faceless Guards brings him news from the village on a daily basis, but recently not even these reports have pulled the thegn from his self-chosen reverie. This has made Gunar Hammerblow (NE male dwarf fighter 8) begin to consider if the time for a change of leadership is at hand. So far Hammerblow's loyalty has kept these musings as nothing more than an occasional thought.

2: GARRISON

From here, Captain Gunar Hammerblow (NE male dwarf fighter 8) commands the Faceless Guard. The Garrison was previously the Mithral Gauntlet Inn, but Captain Hammerblow used a ducal decree to turn it into the garrison, as it is the closest building to the Mith'Varal Bridge.

The Faceless Guard are so named after the featureless full-facemask they all wear, the only exception is Captain Hammerblow. The masks are made of mithral and of the highest quality. The smithies once competed to produce the finest masks, but then the masks were perfect replicas of the wearer's face in minute detail. After the mithral veins ran dry, the populace rose in revolt, and the guard intervened. After the clashes between rebellious citizens and the heavily armed guards the masks were changed to hide each guard's identity. The villagers say it is a blank mask to imitate the cold emotionless bastards hiding behind them, although this is always said behind the guards' back. Today Nirls Mithralworks is the sole supplier of masks, helmets and armour to the Faceless Guard.

All the guards have their own room at the garrison, although the captain's quarters are larger and more opulent. It is also here the captain's newest addition to the Faceless guard, Trrizt and Lxxukt (both CN male cloaker rogue 3), reside. The cloakers have been tasked with

finding the leader of the rebellious miners digging in the mines around Mith'Varal. So far, they have been unsuccessful in their endeavour.

3: NIRLS' MITHRALWORKS

Once the street where Nirls "Anvil" Gundersson (N male dwarf expert 4) has his smithy was full of the sounds of hammers striking anvils. The sweltering heat from the furnaces and the stench of sweaty apprentices working the bellows filled the air.

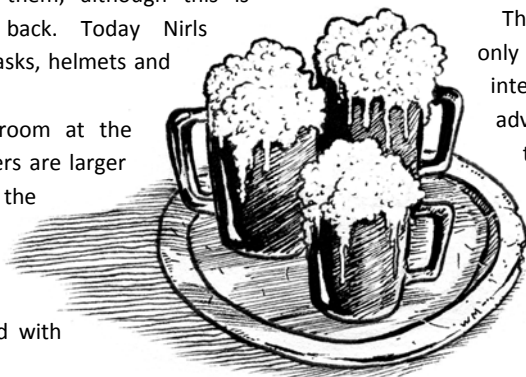
Today, the street is all but silent and derelict smithies stand empty. Only at Nirls' Mithralworks can the hammer still be heard. Nirls is a typical dwarven smith: warm brown eyes under brushy eyebrows, which match his greying beard in colour while his muscled sinewy arms speak of decades (if not centuries) working at the anvil.

Nirls is the only smith in the village and every meagre scrap of mithral ends up on his anvil. Nirls enjoy a special position in Mith'Varal: he is the only supplier of metal tools in the village, and as such it is logical he must be selling the tools to the rebel miners digging secretly in the mines. The Faceless Guard have yet to determine if he does so knowingly and they are not in such a hurry to figuring it out, as Nirls also supplies them with weapons and their masks. They would rather turn a blind eye to him than lose their source of mithral arms and armour.

4: MEAD AND MEATS

Bergda Yngradottir (NG female dwarf expert 4) owns the Mead and Meats, Mith'Varal's only inn. Named for the two most famous things on the menu, the inn is known to locals and travellers alike as the finest meadhall in the Ebon Realm. Bergda and her husband, Sweirik, brew 47 different meads. Furthermore Sweirik is a magnificent chef and his cloaker steak with assorted fungi, is well known. Bergda pays handsomely for any supply of honey she can get her hands on, but especially honey from the surface world, or even better honey from the subterranean cities of faraway Thandrur. Homeland Mead and Forgemaster's Favourite are brewed with honey from Thandrur; their price reflects their expense of their ingredients.

The inn has twenty rooms, most of them are only in use when a rumour sparks renewed interest in the nearby ancient ruins. Then adventurers visit Mith'Varal to seek glory and treasure. The villagers call these hopeful fools "deathseekers" because most likely death is the only thing they will find.



5: THE OLD TEMPLE

This derelict temple, fronted by granite pillars, was the scene of tumultuous revolt when the mithral veins ran dry. The enraged populace cried out to their gods for help and when nothing happened, the fear turned to rage directed at the priests. This was one of the events that lead to the altering of the guards' masks, as they moved in and heavy-handedly stopped the acts of vandalism against the temple. When it was over several statues lay smashed on the ground and seven dwarves lay dead. This incident was never talked about again and even today the villagers find this chapter a painful conversation topic. The clerical staff left Mith'Varal shortly thereafter as they were blamed for the hardship suffered by the village.

In its heyday, the temple was renown in Thandrur for its dark galleries. These rooms and passages below the temple are decorated with large religious and mythical paintings. The use of special paints extracted from rare fluorescent fungi growing amid the ruins west of the village have made these beautiful paintings viewable only with darkvision. The dark galleries in Mith'Varal were required a pilgrimage for the most devout dwarves of Thandrur, but after the temple's destruction the flow of pilgrims slowly halted and with them another source of trade died out.

6: LILA'S PRIVATE HOME

The home of Mith'Varal's herbalist is a small stone house on the edge of the village. Lila (NG female dwarf adept 6) offers healing from her home and with the pressure on the miners for finding a new vein of mithral injuries are frequent. While she treats the miners she uses her empathy to determine if a miner would be willing to join her cause. Lila is the leader of the renegade miners digging in other mines as well as Varal Tarak. She wants to find a new vein so she can reopen the temple and repair the dark galleries, which awed her as a child. If she did discover a new vein she would have the population behind her and the thegn and the Faceless Guard would be powerless to stop her; they could only hope she would be satisfied with the reopening of the temple and leave the thegn and the captain alone. It is doubtful the thegn and the Faceless Guard would be allowed to continue their rule after the atrocities they visited upon the villagers. All this is purely speculative and it is paramount her secret identity as the rebel leader remains a secret.

7: THE BLACK STREAM

This fast flowing river runs most of its course through cramped tunnels, but it also runs through open caves and such is the case at Mith'Varal. The Black Stream has its origin somewhere under Thandrur. No one has yet determined its source but what is

known is the place where it falls into the Endless Sea. West of Mith'Varal beyond the ruins, the river falls more than 300 ft. from the Black Cliffs into the Endless Sea; this waterfall is known as the Black Falls. Rumours tell of secret passageways from the underground riverbed to the ruins and the caverns beneath them, but these rumours have never been verified. Many adventurers have tried finding the path; their bodies are often found floating beneath the Black Falls (or not found at all).

8: VARAL TARAK

Out of the three mines around Mith'Varal, Varal Tarak is the only one still being worked (officially). Both Varal Gothar and Varal Diamth are both closed and empty, although Lila's miners still send small crews into them in the hope of finding what others have missed.

These secret mining operations are guided by Astor Helmarson (N male dwarf expert 3). He directs the operation in Varal Tarak, and his calculations have shown there should be a rich mithral deposit somewhere under Mith'Varal. Five years ago, Astor's only son was exiled by Gunar Hammerblow on grounds of sedition. Since that day, Astor has been an important member of Lila's small rebel group.

In Varal Tarak, Half-face Thorsson (NE male dwarf barbarian 6) oversees the running of the mine. A decade ago, some miners accidentally breached an acidic gas pocket and Thorsson was horribly disfigured in the resulting explosion, hence his nickname Half-face. He is a brutal, evil dwarf who punishes the miners harshly for the slightest infraction of his rules. There is always a patrol of Faceless Guards at the mine in case someone tries to disrupt the production. Today, the mine yields only scraps of mithral but a very fine iron ore has also been discovered. In Thandrur, however, a very fine iron ore is not worth mining, only the highest quality ore is worth transporting the distance from Mith'Varal to Thandrur. Therefore, the iron ore does nothing for Mith'Varal's fortunes.

9: ANCIENT RUINS

These mysterious ruins were abandoned when the survey expedition reached the area four hundred years ago. Scholars determined them to have been abandoned at least a millennia before that. The ruins have inverted triangular doorways and windows. The reason to their abandonment continues to baffle scholars today; the damage to the ruins are from neglect and ageing, no signs of war or catastrophe have been found so far, so whoever left the site seem to have done so voluntarily, but why and where did they go? These basic questions remain unanswered to this day.

LIFE IN MITH'VARAL

The dwarves of Mith'Varal are torn between pride for the accomplishments of old, and regret for what the village has become. Fear of the Faceless Guard is evident, and the lack of a temple makes them suspicious towards any clerics. Most folk are fatalistic about the village and the chances of finding more mithral in the mines.

LAW & ORDER

The Faceless Guard defends Mith'Varal from outside threats as they have done for centuries. Today they are also busy watching for acts of treason against the thegn. They usually find some whether they be real or perceived; punishment ranges from fines to hard labour in the mine, and in rare cases exile or death. Actual crime is rare in Mith'Varal, but as the villagers grow more desperate, this could change.

GUNAR HAMMERBLOW

CR 7 (XP 3,200)

A dwarf clad in perfectly polished mithral full plate, he wears no helmet and his brown hair and beard displays specks of gray. Beneath the grey eyes, several scars bear witness to hard-fought battles.

Male dwarf fighter 8

NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +8 (+10 vs. unusual stonework; stonecunning), Sense Motive +8

Speed 20 ft.; **ACP** -1; **Acrobatics** -2 (-6 jumping)

AC 20, touch 10, flat-footed 20; **CMD** 19 (23 vs. bull rush and trip); +4 dodge vs. giant subtype foes (+9 armour [mithral full plate], +1 deflection [*ring of protection* +1], -1 Dex, +1 shield [light steel])

Fort +11 (+13 vs. poison), **Ref** +1, **Will** +6 (+8 vs. fear); +2 vs. spells and spell-like abilities

hp 60 (8 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +11

Melee dwarven waraxe (Power Attack [-3/+6]) +13/+8 (1d10+5 19-20/x3)

Atk Options +1 to hit vs. goblinoids and orcs

Combat Gear *brooch of shielding* (71 points), *potions of cure moderate wounds* (3)

Abilities Str 16, Dex 8, Con 16, Int 10, Wis 14, Cha 12

SQ armour training (2), bravery (+2), weapon familiarity, weapon training (axes [+1])

Feats Alertness, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (dwarven waraxe), Weapon Specialization

Skills as above plus Appraise +0 (+2 vs. metal or gems), Diplomacy +5, Intimidate +8, Knowledge (dungeoneering) +7

Languages Dwarven, Undercommon

Gear as above plus 164 gp, small hammer shaped stone

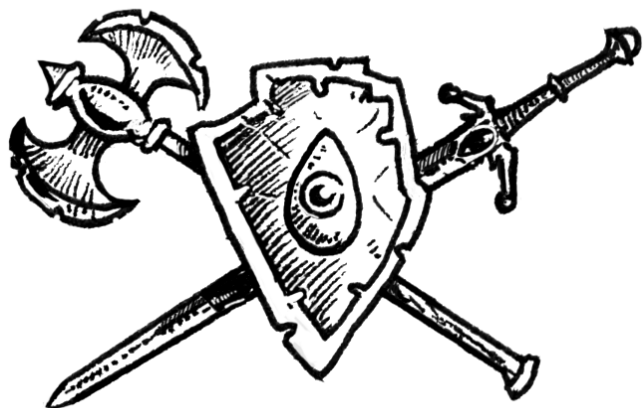
TRADE & INDUSTRY

Mining is still the biggest business in Mith'Varal as the village struggles to regain its past glory. High quality iron and steel tools and weapons are being exported on a small scale. The villagers have also taken up hunting and as a result Mith'Varal is home to a small trade in furs and hides of Ebon Realm beasts.

EVENTS

While the PCs are in Mith'Varal, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A rumour has rekindled interest in the ancient ruins and the Mead and Meats is fully booked with adventurers, their henchfolk and hirelings.
2	The Faceless Guard are conducting a thorough door-to-door search for any malcontents; two dwarves are being dragged in chains behind the patrol. The families of the unfortunates trail along behind, loudly begging for mercy.
3	Nirls' bellow has broken down and he needs replacement parts from Thandrur. He is offering a handsome payment to any who secure the necessary parts. Swift delivery is paramount.
4	Three miners are being publicly whipped by Half-face Thorsson for a slight infraction. A few of their fellows sullenly look on – their expressions unreadable.
5	A merchant has brought honey from Thandrur. The villagers, especially Bergda, are ecstatic.
6	Another granite pillar has fallen in front of temple. There is talk of the temple being too unstable, and that it should be torn down. Lila loudly defends the temple, with tears in her eyes.



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