

Maximum^{1e}HP

The old school zine for a new school world



**Fail Squad
Games**
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NPCs

Memorable dwarven folk
and friends

Lost in the Tunnels

A Dwarfhome Adventure

Issue #001

Dwarfhome Issue

Unusual Mounts

Woollyphants –
The unexpected mount
and fitting them into your
world

Dwarfhome Stones

The ultimate test for clerics
under the mountain

Dwarven Business

Add flavor to your dwarven
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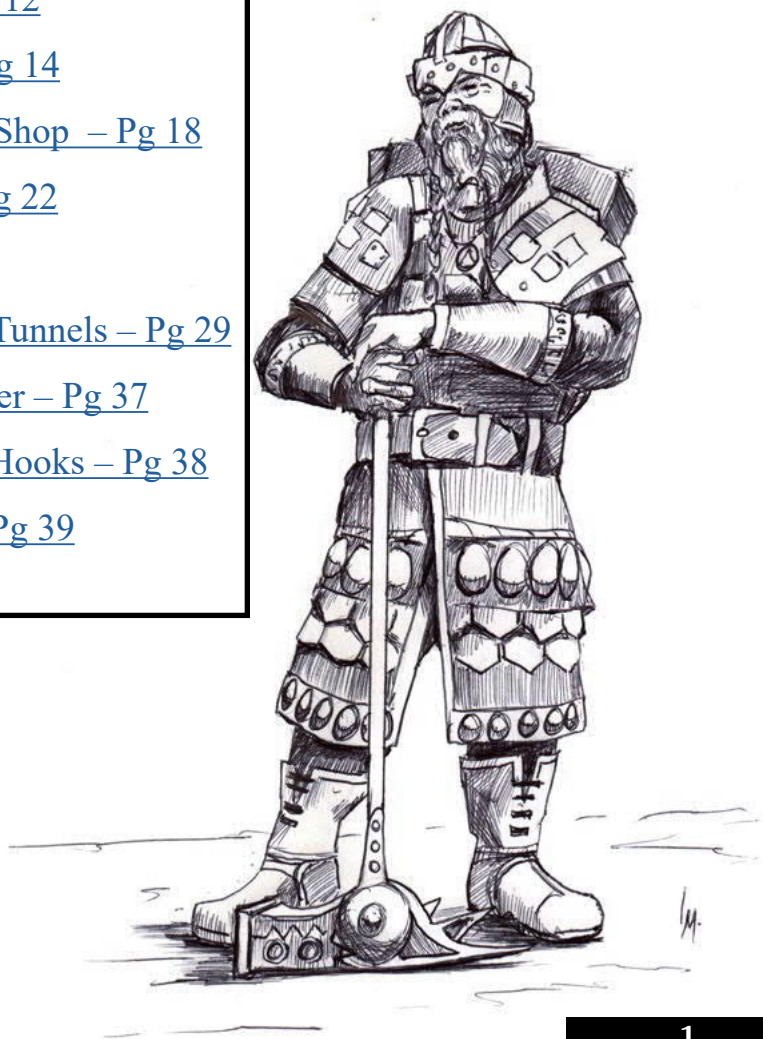
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Welcome to Maximum HP

Welcome to the first issue of Maximum HP, a zine for all the gamers and GMs who play 1E and its clones.

At Fail Squad Games, we offer rousing content for your tabletop roleplaying games, never hard and fast rules. What follows in this and upcoming issues of Maximum HP are articles, notes, tips, tricks, traps, and treasures for your 1E gaming table organized by theme with each issue. To keep the zines fresh and exciting, we have liberated ourselves from a production deadline to allow us to channel maximum creativity into each issue. Content will be nurtured, not rushed, and chosen as inspiration strikes or from where we see a need at our own tables.

The majority of these zines are intended for GMs, but players may also find much of the content interesting and, hopefully, inspiring. We do suggest that players not read the adventure section if their GM intends to run the adventure.

Our intent is to share the Fail Squad Games style with other old school gamers to enrich their gaming experience. The zine format will present small, easy to digest articles firmly rooted in the spirit of the older edition games. Although the content may be informal, we want the physical product and presentation to be the best we can deliver for the cost.

In our inaugural issue, we explore the dwarven community of Dwarfhome mountain in Artera. We chose to focus on dwarves this issue because there are so many possible directions to go with them rather than presenting them as just dour short people with Scottish accents. Though we focus on Dwarfhome, the information and quest provided can be inserted into any dwarven society to bring life to your old school campaigns.

From here we catalyze your creativity with our world of imagination, ideas, and quests. So, grab your dice good adventurer, grab your books good GMs, and get ready for Maximum HP!!

Welcome to Artera, welcome to Fail Squad Games!

~Lloyd Metcalf

Bringing Life to a Dwarven Town

Bringing life to a dwarven settlement is no different than adding flavor to any other town in your world, the differences from human settlements, for example, being the lifestyle and environment of the dwarves. Dwarven life is, of course, fantasy. There is no reason to not add the mundane players and residents to the world when the opportunity presents itself. In fact, leaving out these players can make your fantasy setting seem tired. Dwarves should have lives beyond mining and forging. They shop, they have families, they live their lives.

The major dwarven settlement in Artera is Dwarfhome, a high mountain peak northwest of the city of Hohm. Hill dwarves maintain and protect the rolling hills preceding the mountains, and their mountain dwarf cousins reside within the Dwarfhome mountain halls.

Keeping Notes on Your NPCs

Keeping NPCs, shopkeepers, and even commoners consistent can add a huge sense of continuity and story to your world. Evernote, Scabard, or even a common notebook can help organize where NPCs are, what they do, what they like, and even their voices. This helps you keep your players immersed in your world.

There may be many businesses in a dwarven settlement, and not all of them are of interest to the standard adventuring party, that is, until they find them. The excitement is in the dungeons and wilds of the world, right? Glazing over a populace with just “standard gear available” is a missed roleplaying opportunity. It may also be a missed opportunity to tie in side quests and story hooks. Adding some unusual interests to your world brings it to life and adds something for players to attach themselves to in the stories you all tell around the table.

Drop these dwarven proprietors and NPCs anywhere into your world and see where the stories lead.



The Dwarfhome Business District

The Dwarfhome Guard

The Dwarfhome Guard maintains order and polices the public spaces of the mountain settlement in accordance to the laws set forth by the representative council. They make all attempts to subdue conflict peaceably but have authority to use full force if required. The guards are rigorously trained and highly disciplined. They are never casual or lackadaisical while on patrol. It is forbidden that those who serve recognize or acknowledge friends or family while on duty. All residents of the mountain are recognized as “citizen”, and fellow guards are addressed by rank or simply as “guard”.

Members of the Dwarfhome Guard are nearly impossible to bribe or coerce into illegal activity. Their sense of justice and moral standing is strong and trained. If following a letter of the law compromises their morals, they bring the matter to their superiors or to council.

Members of the watch report to guards. Guards report to elites, and they report to council elders or military commanders.

Dwarf Watch – lvl 1–3 ftr; Str 13, Int 9, Wis 9, Dex 10, Con 13, Chr 10; hp 10–20; AC 4 (chainmail + shield); Thaco 19; dmg mace 1d6+1 / 1d6

Standard Guard – lvl 4 ftr; Str 16, Int 9, Wis 11, Dex 13, Con 16, Chr 10; hp 29; AC 2 (banded + shield + dex); Thaco 15; dmg mace 1d6+2 / 1d6+1

Elite Guard – lvl 6 ftr; Str 16 Int 10, Wis 10, Dex 13, Con 17, Chr 13; hp 40; AC 1 (Fine plate + shield); Thaco 13; dmg warhammer +1 1d6+3 / 1d6+2

Beard Barber

Bjorn Torgenson – lvl 2 th; Str 9, Int 14, Wis 13, Dex 16, Con 11, Chr 8
Bjorn can be blunt and humorless with his customers but is the best beard barber around. He deftly trims, braids, arranges, and styles the beards of most of the men and women in the mountain.

Some of these stylings can take a lot of time and care. Time, that his clients spend talking and sharing news. Bjorn has a deep community

connection and can be a great source of news, rumors, and information, at least for well-tipping customers. Bjorn also pays his dues to the local thieves guild to keep his finger on the pulse of his town. “I’m no judge and jury, just want to know what’s what ’round here.”

Bjorn’s own strawberry red beard is cropped short and carefully groomed at all times. He doesn’t take well to flattery or “fancy talk”. He is always interested in talking about braids, weaving, knots, and conditioners. He will carry on at length about personal grooming.

By the Bootstraps

Vanessa Gunnertog – lvl 4 ftr; Str 9, Int 10, Wis 10, Dex 14, Con 15, Chr 13

By the Bootstraps is a cobbling house owned and operated by Venessa Gunnertog, a young dwarven woman who has traveled far and wide but now has her feet firmly planted in the Dwarfhome business district. Vanessa’s prized possession is a pair of mystical dancing shoes. She dons them on special occasions when dance and music are played in celebration. The shoes add to her grace and elegance when she performs her dances (+2 to all dancing or dex related rolls while wearing the shoes).

By the Bootstraps is a complete cobbling and shoe repair shop. Vanessa employs four understudies to help her fill orders and maintain the shop. She is kind, understanding, and patient. Some whispers even insinuate she has elven clientele!

Bartholemew’s Everdark Tours

Bartholemew Quartzen – lvl 1 ftr; Str 9, Int 15, Wis 9, Dex 10, Con 12, Chr 16

“Old Bart” as many know him, is a weathered and jovial semi-retired educator. Curious visitors occasionally come to the mountain and want to see what lies in the mines below. Old Bart makes a humble living catering to the occasional tourist group by guiding them through a series of mines that he owns. The tunnels never yielded any treasure, but he tells an exciting tale of mining potential to visitors.

He frequently subsidizes his income by taking on groups of dwarven children from the school to teach them the subtlety of the earth, stone types, properties, and uses. He is an educated mineralogist and is always

glad to identify stones, gems, and other treasures for a modest fee over a hot cup of mushroom tea.

Jesse's Jam

Jesse Breadlow – lvl 0;
Str 8, Int 14, Wis 15, Dex
9, Con 12, Chr 14

Jesse is a jovial young woman who is boisterous and quick to laugh out loud. She has a passion for sweets and preserves. Her late husband Griffon was a hill dwarf that lost his life in the Great Goblin Wars. She frequents her fruit farming hill dwarven in-laws to supply her production of preserves.

A sweet warm scent is always wafting out the door into the grand trade caverns. She usually sings heartily while working, which brings glares of the more traditional clansfolk. None object publicly, however, for fear they might be denied her sweets when they visit her shop.



Quatell's Potato Processing

Brendel Quatell lvl 0; Str 13, Int 16, Wis 10, Dex 9, Con 15, Chr 11
Frequently called “The QPP”, Quatell’s has been in business for many generations and provides a valuable service for the hungry dwarves under the mountain. The large, carefully crafted warehouse is carved out of the mountain to create the ideal storage and processing space for potatoes, beets, squash, carrots, and other food staples.

Brendel Quatell is the current CEO of the operation. The Quatell family takes great pride in their history of serving the community, and most of the Quatell family work for the QPP in some way. Brendel is a young

dwarf who “is just coming into his beard”. His business decisions are occasionally considered rash, but none of the family can deny that the business has grown under his stewardship.

Brendel has a soft spot for cats and keeps many of them around his office and warehouse. Older family members grumble about this, but Brendel is quick to point out the lack of rodents in the warehouses.

Vesco’s Poultry

Vesco Shedra – lvl 4 ftr; Str 17, Int 9, Wis 13, Dex 15, Con 15, Chr 8

Vesco Shedra has a rather large converted cavern near a side entry of the mountain where he takes in and processes poultry from the hill dwarves. Vesco’s is often the first employer of many young dwarves where they begin as chicken pickers or offal tenders. Once the birds are beheaded and dipped in boiling water briefly, they need to be picked of all their feathers. Offal tenders have the job of shoveling the unusable remains into carts to be taken back to the hill dwarves for fertilizer. They are unpleasant jobs that pay poorly and are rather demanding under Vesco’s stern eye. Hard workers are rewarded by Vesco with better pay and better positions. He doesn’t believe in allowing any dwarf to climb the ladder without trying out each rung along the way.

Vesco employs roughly 15 workers, more before holidays and special occasions. A smaller room at the back of the cavern is a refrigeration chamber carefully crafted to keep ice blocks in sawdust all year long.

NPCs

Memorable Dwarven Folk & Friends

As a GM, sometimes you just need a quick personality on the fly, and who doesn’t love random generation tables?

Rolling through the following tables can help you quickly generate interesting dwarven folk wherever they might live. Following the tables are some more fleshed out NPCs to keep on hand as mercenaries, hirelings, or adversaries as you, the GM, need them.

A Note on Physical and Mental Traits:

Know the players sitting at your table. If you suspect creating an NPC with a particular physical or mental trait, or quirk, may make players at

your table uncomfortable or feel targeted in some way, skip it, reroll, or simply don't do it. Such things should go without saying, but you may save some friendships by thinking about what you are doing in this world when building a fantasy one.

Physical Traits 2d10	
2	Missing or blind in one eye
3	Missing 1 or more fingers (roll 1d10 for which one or ones)
4	Unusually ugly (5 or less CMS)
5	Crooked or large nose
6	Excessive body hair
7	Balding – Head or beard
8	Thin – (roll d4) 1 – Slim, 2 – Bony / very thin, 3 – Slim but wiry, 4 – Extremely thin, possibly sickly
9	Walks with a pronounced limp
10	Unusual dentation – (roll d4) 1 – Underbite, 2 – Overbite, 3 – Missing many teeth, 4 – Extended canines
11	Unusual skin – (roll d4) 1 - Vitiligo, skin discoloration in patches, 2 – Remarkably smooth flawless skin, 3 – Unusual skin coloration due to curse or magical accident, 4 – Uneven or rough skin
12	Heavy – (roll d4) 1 – Portly, 2 – Overweight, 3 – Obese, 4 – Exceptionally obese, trouble with mobility
13	Many battle scars
14	Hair (roll d4) 1 – Shaved head, 2 – Very long hair, 3 – Mohawk or tribal cut hair, 4 – Perfectly coifed or groomed hair
15	Unusual body odor
16	Tends to be flatulent
17	Remarkably beautiful / handsome (16 or more CMS)
18	Club foot
19	Sweats a lot
20	Albino

Mental Traits 2d10	
2	Multiple personalities
3	Trusting of others to a fault
4	Smiles a lot, even when stressed, angry, or in tense situations
5	Speaks with a stammer
6	Fidgets with buttons or coins excessively
7	Hums or sings quietly to self
8	Excessive self-doubt
9	Overconfident
10	Has an addiction (roll d4) 1 – Drinking, 2 – Smoking, 3 – Difficult to find substance or drug, 4 – Magic energy
11	Eats unusual foods
12	Superstitious
13	Quiet / reserved
14	Rowdy or boisterous
15	Easily distracted or quickly bored
16	Painfully truthful
17	Outgoing and extremely friendly
18	Forgetful and scatterbrained
19	Remarkably polite in all situations
20	Gruff and short-tempered



General Quirks 2d20

2	Keeps a lucky coin or small item at all times
3	Loves (d4) 1–2 dogs, 3–4 cats to a nearly obsessive degree
4	Always straightening or coming beard
5	Secretly has a love of nature and dislikes living underground
6	Spends a lot of time thinking of creative ways to slander and insult elves (can also be orcs, humans, gnomes, goblins)
7	Secretly wishes they could be a wizard
8	Keeps a pet mouse in pocket or in pack
9	Often touches people when talking
10	Believes humans are cursed
11	Only speaks an Elder Dwarven dialect (no other languages)
12	Frequently spits when talking
13	Fascinated by cattle. Dreams of being a farmer in the hills.
14	Is a woollyphont master whose animal went mad (see woollyphonts – this issue)
15	Is an elder council member but also a nose-picker (or other odious social habit)
16	“Sees” music as colors and can play many instruments extremely well (synesthesia)
17	Was once captured by orcs and made a slave for 5 years. Can speak Orcish and learned a strange respect for their religion.
18	Finds chewing on clay to be comforting and a way to commune with the dwarven gods
19	Survived a drow raid as a child. Suspects drow infected their mind with spider-demons.
20	Loves children. Volunteers at orphanage, buys children gifts whenever possible, teaches games.
21	Is an accomplished fungiculturist. Raises and harvests many types of fungi for food, medicine, and other uses.
22	Agoraphobic – avoids wide open spaces at all costs. Prefers to stay deep within the mountain.
23	Used to be an adventurer, until taking an arrow to the knee

24	Accomplished artist. Travels with art supplies everywhere.
25	Very uncomfortable talking about emotions
26	Mentions inappropriate thoughts, events, or embarrassing topics during conversation. A decreased sense of social propriety.
27	Outgoing and remarkably likeable. Recognized everywhere by friends and acquaintances.
28	Has a personal quest to find and taste the world's best bacon. Makes their own bacon and is also interested in pampered hogs for harvest.
29	Experiences a slight hallucinogenic effect from eating cheese
30	Hates horses. All horses have a -2 reaction to this dwarf.
31	Openly admires others' beards to the point where it becomes socially awkward or marginally inappropriate in public
32	Meticulously clean and tidy. Enjoys order.
33	Has a beloved childhood friend who was captured by hobgoblins. Believes the friend is still alive and seeks clues to rescue them.
34	Has a remarkable cooking ability. Works as a personal chef for fun when possible.
35	Collects and is fascinated by hats
36	Has spent many years studying the elves. Knows many secrets about them that make most elves uncomfortable. Speaks many Elven dialects.
37	Loves exotic oils and perfumes. Is always experimenting with new personal scents and combinations.
38	Is incapable of growing hair anywhere
39	Has an acute sense of subtle social signals. Is more likely to recognize when someone is lying, cheating, in love, scared by watching their body language and face.
40	Natural "knack" with magic. Can get a general feel for what a magic item does by touching it. Bonus +2 on save if it's cursed.

Dwarfhome NPCs

Gertrude Hammerfell

Gertrude has served the church of Dumothain for a number of years. While creating a Dwarfhome Stone during her quest to priesthood, she was stricken by a magical trap that left her skin and hair a bluish hue. On this quest, she was distracted by a small mouse that she says saved her from the cockatrice’s gaze. The mouse that she keeps with her now is the third generation of the original creature.

Gertrude is steadfast, loyal, and honorable in all her interactions with those she meets. She is firm, but fair, and works diligently to serve the mountain, Dumothain, and the people of Dwarfhome.

Many have come to know her as “The Blue Angel of the Mountain”. Being too humble for the title, she doesn’t use it herself.



NameGertrude HammerfellRaceDwarfClassClericLevel3

Bonus Spells: 2 1st, 2 2nd, 1 3rd. Total spells available: 4 1st, 3 2nd.

1st: bless, cure lt. wounds, sanctuary 2nd: hold person, silence 15' radius, speak with animal

General equipment: Chainmail, shield, backpack (with general adventuring gear), silver holy symbol Dumothain, potion of healing x 2

STR	14												Align	LG
INT	9	1	Weapon	Adj	Damage	6	5	4	3	2	1	0		
WIS	17	+3	Footman's Mace +1		1d6+2 / 1d6+1	13	14	15	16	17	18	19		
DEX	10													
CON	16	+2	Death / Para	Petri										
			Poison	Poly	RSW	Breath	Spell	AC	HP	Move				
CHR	12	5	10	13	14	16	15	4	20	9				

Name Fael Metter Race Dwarf Class Thief Level 5

Fael is a "Tunnel Tender". These dwarves are given the task of clearing small mining tunnels of vermin. He walks with a limp from an old injury and is rather shy in large social situations. Leather armor +1, Thieves tools, standard adventuring gear.

STR	13		PP55, OL62, Trp55, MV45, Hide36, HN20, Clm80, RL20								Align	N
INT	9	1	Weapon Adj Damage 6 5 4 3 2 1 0									
WIS	10		S.Sword +2	+2	d6 / d8	11	12	13	14	15	16	17
DEX	17	+2/-3	Darts	+1	d3 / d2	12	13	14	15	16	17	18
CON	16	+2	Death / Para Petri Poison Poly RSW Breath Spell AC HP Move									
CHR	14	6	12	11	12	15	13	3	28	9		



Name Grek Race Dwarf Class Fighter Level 2

Grek tried serving on the watch, but simply didn't understand the training. A huge, hulking brute, he unloads grain when he can't find pay for "Hitting stuff". He has a soft spot for dogs and will stop everything to play with or feed a pup.

Banded mail, Backpack, standard adventuring gear, dog biscuits

STR	18(77)	+2/+4									Align	CG
INT	5		Weapon Adj Damage 6 5 4 3 2 1 0									
WIS	9		2hd Warhammer	+2/+4	2d4+4/d10+4	12	13	14	15	16	17	18
DEX	15	0/-1	Lt xbow		d4	14	15	16	17	18	19	20
CON	17	+3	Death / Para Petri Poison Poly RSW Breath Spell AC HP Move									
CHR	11	4	14	15	16	17	17	3	18	9		

Dwarfhome Villains

Skikte

Skikte takes any opportunity to roll on the assassination table. She is found in the adventure contained in this issue, and GMs for the adventure should handle her carefully. She may be quite deadly for players on that quest. In the adventure, she is desperate to escape to the Everdark and has no love or compassion for anyone in the mines.

Name	Skikte		Race	Kobold		Class	Assassin		Level	4		
<p>Skikte is one of the most dangerous kobolds in the lower tunnels. She makes her living at the outskirts of Dwarfhome. She's a bit superstitious and blind in one eye, but silent and frighteningly deadly!</p> <p>Dagger +2/+3 vs. Good, ring of protection +1, standard adventuring gear, 4oz paralytic poison</p>												
STR	12		PP55, OL62, Trp55, MV45, Hide36,HN20,CIm80, RL20							Align	LE	
INT	15	4	Weapon	Adj	Damage	6	5	4	3	2	1	0
WIS	12		Dag +2/+3		d4+2/+3	13	14	15	16	17	18	19
DEX	18	+3/-4	Darts	+3	d3/d2	12	13	14	15	16	17	18
CON	13		Death / Para Petri									
CHR	7	3	Poison	Poly	RSW	Breath	Spell	AC	HP	Move		
			13	12	14	16	15	2	18	9		

Daggonweld

Daggonweld began his career as a cleric of Dumothain. The temple sent him to deal with a possible undead problem near the southern mountains. He returned a cruel and hateful dwarf. He detested life in the mountain after his return and became obsessed with death and the undead. He was discovered performing unpermitted autopsies and meddling with sacred burial grounds. After standing trial, he was exiled from Dwarfhome and forbidden to return.

What no one in the mountain knew was that, on his quest, Daggonweld donned what he thought was a magical helmet. It was a cursed helmet of opposing alignment. He never again would be the same.

After his exile and rejection of his god, Daggonweld began to embrace

his new obsession. He found a place to study and pray to his new dark gods in a forgotten ancient keep. Here he has animated many undead and recruited dark followers to his service.

Name Daggonweld Race Dwarf Class Cleric Level 8

Daggonweld was exiled, forced from Dwarfhome 10 years ago. He found and expanded a secret hold in the base of the mountains to the west. He cast aside all worship to dwarven gods and began worshipping darker powers of death and necrotic gods. The Council would like to forget he exists, but it seems revenge doesn't sleep these days.

STR	11		Spells 5 1st, 5 2nd, 3 3rd, 2 4th								Align	NE
INT	15	4	Weapon	Adj	Damage	6	5	4	3	2	1	0
WIS	17	+3	Mace +3		1d6+3/1d4+3	7	8	9	10	11	12	13
DEX	9		Hammer +1		1d4+2/1d4+1	9	10	11	12	13	14	15
CON	16	+2	Death / Para	Petri								
CHR	9	4	Poison	Poly	RSW	Breath	Spell	AC	HP	Move		
			7	10	11	13	12	4	58	9		

Shiv Forgehand

Shiv managed to extend her natural dexterous ability early in her career when she “acquired” a ring from a trade gone bad in the city of Hohm. The ring granted her a wish, and her unnatural dexterity is the result. Shiv remains pleasant and charming, even amid extortion, murder, or tense negotiations. She is a master of deception and charm no matter how dirty the job at hand is.

Among the guild masters, she is highly respected and feared. The Council of Dwarfhome only allows her in the mountain because she has information on most of the council members.



She exchanges her name for something more appealing among aristocrats when working the upper-crust of society. She usually opts for “Shiveala”. It is unclear what her first name actually is, even among her own guild members.

Shiv maintains a small set of heavily trapped and guarded secret tunnels in Dwarfhome and an “Accounting House” in the city of Hohm. The accounting house is her preferred home, and it is connected to many sub-city passages and tunnels.

Name 'Shiv' ForgehandRace DwarfClass ThiefLevel 15

Shiv has an ability to find her way around social gatherings and aristocrats as easily as she navigates back alleys and underdark tunnels. She manages to keep an uneasy "welcome" in Dwarfhome because she has information on each of the council members, and they'd prefer to keep quiet. She controls a small thieves guild in the city of Hohm in the business district.

STR	9		PP125, OL112, Trp110, MV109, Hide109,HN50,CIm89, RL70								Align	LE
INT	15	4	Weapon	Adj	Damage	6	5	4	3	2	1	0
WIS	13		S.Sword defender	+4	1d6+4/1d8+4	4	5	6	7	8	9	10
DEX	18*	+3/-4	Hand Crossbow +1	+4	1d6+1	4	5	6	7	8	9	10
CON	11		Death / Para	Petri								
CHR	16	8	Poison	Poly	RSW	Breath	Spell	AC	HP	Move		
			10	9	8	13	9	3	49	9		

Yomm Lletvor

While perhaps not a proper “Villain”, Yomm Lletvor’s raids on the hill dwarven community have become increasingly brutal. His followers have taken to setting barns and resources on fire, destroying fences, and, even on occasion, dwarf-napping when possible.

He uses any means at his disposal to liberate the woollyphonts and boars from control of the dwarves. This even includes training hobgoblins and bugbears to operate as his followers. He doesn’t out-right raid the dwarven community but engages in guerilla tactics to wear them down.

Name	Yomm Lletvor		Race	Human	Class	Barbarian	Level	6																															
<p>Yomm Lletvor is a native of the far north tundra and considers the hill dwarven use of the woollyphonts to be blasphemous, unnatural, and an offense to his ancestry. He and his small clan seek to liberate the woollyphonts and boars from the dwarves and stop them from future use of the animals (by ANY means).</p>																																							
STR	18/34	+1/+3							Align	N																													
INT	9		<table border="1"> <tr> <th>Weapon</th> <th>Adj</th> <th>Damage</th> <th>6</th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> <th>0</th> </tr> <tr> <td>2-hand sword +2</td> <td></td> <td>1d10+5/3d6+5</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>11</td> <td>12</td> <td>13</td> </tr> <tr> <td>Comp Longbow</td> <td></td> <td>1d6+3</td> <td>9</td> <td>10</td> <td>11</td> <td>12</td> <td>13</td> <td>14</td> <td>15</td> </tr> </table>							Weapon	Adj	Damage	6	5	4	3	2	1	0	2-hand sword +2		1d10+5/3d6+5	7	8	9	10	11	12	13	Comp Longbow		1d6+3	9	10	11	12	13	14	15
Weapon	Adj	Damage	6	5	4	3	2	1	0																														
2-hand sword +2		1d10+5/3d6+5	7	8	9	10	11	12	13																														
Comp Longbow		1d6+3	9	10	11	12	13	14	15																														
WIS	12																																						
DEX	15	0/-1																																					
CON	16	+2																																					
CHR	11	4																																					
			Death/Para	Petri	RSW	Breath	Spell	AC	HP	Move																													
			Poison	Poly																																			
			11	12	13	13	14	4	70	12																													

Dvenbar Gren

Dvenbar doesn't much care for deep elves or their kin, but he would be a fool to not recognize their power, order, and the benefits of rising through their ranks. He is aware that he is dispensable in the eyes of Nendra. Still, he serves her loyally enough, until a better opportunity presents itself. He holds a definite respect for the order and discipline demanded in his service. He likewise is ruthless in his expectation of subordinates to follow his orders.

If the raiding party separated from the kobold scouts finds their way to the surface (See adventure section of this issue), it is Dvenbar who leads the way through the tunnels.



NameDvenbar GrenRaceDeep DwarfClassFtrLevel5

Dvenbar joined the original raiding party behind the collapse to serve Mistress Nendra. He is a ruthless warrior among even his people. He sees the mountain dwarves as a twisted people ruined by the upper levels. Dvenbar is relentless and clever in battle tactics. Nendra has created deep-elven chain armor and equipment for the dwarf.

STR	17	+1/+1											Align	LE
INT	15	4	Weapon	Adj	Damage	6	5	4	3	2	1	0		
WIS	10		Longsword +2	+3	1d8+3/1d12+3	7	8	9	10	11	12	13		
DEX	9		Lt. crossbow		1d6	10	11	12	13	14	15	16		
CON	17	+3	Death / Para	Petri										
CHR	13		Poison	Poly	RSW	Breath	Spell	AC	HP	Move				
			11	12	13	13	14	-1	55	9				

The Magic Shop

Aristocrat’s Comb

This small ivory comb is carefully crafted from the tusk of a large boar. It is then imbued with permanent magic and often given as a grant gift to aristocrats, dignitaries, or other dwarven nobility.

One’s beard or hair becomes instantly cleaned and conditioned when gently stroked with the comb. After this, the user only needs to imagine the style and color of beard or hair they wish to have, and the comb creates the results as best it can. It cannot grow new hair, but it can cut, trim, and style.

Bjorn Torgenson, the beard barber, secretly desires one of the combs but doesn’t want any of them within the mountain to come into anyone else’s hands. Such a device floating around in public would ruin his booming business. However, he would pay handsomely to be the only place to have one.

Boots of Human Stride

These boots fit themselves to any dwarf that dons them and allow the wearer to move at the same rate as a human. Standard encumbrance rules apply. These boots do not impart any other bonus or penalty of rapid movement (as would Boots of Speed or a *Haste* spell).

Dwarfhome Stones

These stones created by the high priests of Dwarfhome Mountain call to the followers and dwarves of Dumothain.

Dumothain is the dwarven god known as The Keeper of Dwarven Secrets Under the Mountain.

The creation of the stones is a very dangerous task given to acolytes who need to prove themselves to the church. The nest of a fertile bantam cockatrice must be robbed of an egg. The magic of the egg is then captured and the chicks held in stasis the day before they hatch. Three or more priests then cast a powerful blessing of The Keeper of Dwarven Secrets Under the Mountain to combine the egg with the essence of the Dwarfhome earth. They etch the rune for Dumothain into the eggs, locking the magic into place. Thereafter, any native dwarf holding the egg can feel the heart of the mountain in their thoughts and will instinctively know in which direction the mountain lies.

Holding the stone while calling to Dumothain and speaking the words ‘Gunud Gathol’ will activate the stone. Gunud Gathol means “to tunnel to the fortress” in Old Mountain Dwarf dialect.

Fellow dwarves approaching another with the stone activated gain a +1 bonus to Reaction, Loyalty, and Charisma rolls for 2 turns.



The acolyte of Dumothain who retrieved the stone may use the stone egg as a holy symbol. At level 3, the symbol grants the cleric an additional *cure light wounds* spell once per day if they are within 100 miles of Dwarfhome.

For some dwarves, the stones may lift mental curses inflicted upon them. Holding the stone to one's heart grants a +2 bonus to saves vs. the effects of insanity or creatures that draw upon sanity.

1% of Dwarfhome Stones have a 1% chance of hatching while under the care of a level 5 or greater cleric. The bantam cockatrice hatched is loyal to the stone's owner as a pet would be to a master. The creature immediately takes on the alignment of its master as soon as it hatches. The owner becomes immune to that single cockatrice's powers as long as their bond holds. At the GM's discretion, the hatched bantam cockatrice may be a lesser-powered version of a standard cockatrice. If a Dwarfhome Stone is placed in the mouth of a level 6 or higher cleric after a hail to Dumothain is whispered, the stone grants +1 bonus to all saving throws for one turn (power available once per day).

Hammer of the Radiant

This warhammer radiates an aura of good, protection, and life. In the hands of most, it is a Warhammer +1/+2 vs. undead. When wielded by a lawful good dwarf, it becomes a Warhammer +2/+3 vs. undead and grants the following powers to the wielder:

- Cast Bless 1x/day
- Detect Evil 1x/day (As spell)
- Cast Light 2x/day (As spell)
- Cure Light Wounds 1x/day

The wielder need not be a cleric to produce the above effects from the hammer. The hammer has a particular "personality" about it that compels the wielder to always try to keep it clean, polished, and repaired. It is not intelligent, but it certainly prefers to not be ignored, bloodied, or tarnished and scarred.

Master Jeweler's Tools

This remarkably sharp and precise set of jeweler's tools is forged from

magically imbued steel. The tools translate the skills of a true master jeweler to the user. Spending one full hour on any piece of jewelry (previously unaltered with the kit) improves the value of the piece by 1d4 x 10 percent.

New magical items involving jewelry created with the master tools require 30% fewer resources and 25% less time to complete. These tool sets are highly sought after by gnomish tinkers, who are willing to pay well above normal rates for such a collection of tools.

Palto's Portable Boulders

Palto is a miner from dwarven folklore who drowned in a mine when he refused to seal off a flooding passage. Typically, 1d6 of these nondescript-looking 1" pebbles are found together in a small burlap satchel. When removed from the satchel and tapped three times, the stones immediately grow into 400 lb. boulders.

If used as sling bullets, the pebbles act as +2 projectiles. However, they become normal pebbles three rounds after being removed from the satchel.

The Tender's Monocle

This silver-rimmed monocle was made as a gift for Gutnald Tender, the first tunnel tender of Dwarfhome. The Tunnel Tenders are a long line of rogues in the mountains that monitor mine shafts and tunnels for vermin. Because of his roguish duties in the tunnels around the mines, he had thwarted more than a few attacks and saved the miners many times.

When placed over the owner's eye, the monocle allows the user to see in utter darkness to 30' as if a torch were lit. The monocle does not disrupt infravision and does not radiate any light. It allows the user to read writing and operate in utter darkness as if a torch were lit in the vicinity.

Only one of these monocles is known to exist. A wizard from the city of Hohm has approached the elder council a number of times to ask permission for access to the item in an attempt to duplicate it. Only one member of the council knows the current owner of the monocle, however, and the rest of the council considers the item lost.

Woollyphonts

What exactly is a Woollyphont?

A woollyphont is a hybrid of the tremendous oliphonts of distant lands and woolly mammoths of the arctic tundra. The creatures were originally the result of an unnatural experiment conducted by a sect of cultists many generations past. Grandfather Thuinor, a would-be hill dwarven king, disbanded the cult. Before leaving, he managed to tame three of the beasts and guided them back to Dwarfhome through the arctic wastes. The creatures were volatile, however, and would never accept riders or harnesses. In the years that followed, Thuinor sent his dwarves back into the tundra to return with mammoths to continue breeding a kinder and gentler version of the woollyphont. The result was a somewhat smaller creature, but more manageable to handle and train.

As time and generations passed, the Northwind Clan of hill dwarves became breeders and masters of the great woollyphonts. Eventually, they became an integral part of Dwarfhome's defense. Now the woollyphont masters are feared and respected. The presence of the beasts on any battlefield is enough to scatter most armies before a single arrow is fired.

Fitting the Woollyphont into Your World

Logically fitting a breeding population of large creatures into your world takes some thought. Woollyphonts require a lot of resources to raise, patience to breed, and skill to train. A typical elephant has a gestation period of 22 months. It could be assumed an oliphont might require two or three times this amount of time. Short-lived races might struggle with the breeding and time investment of rearing such creatures.

The hill dwarves, with their interest in livestock and protecting the dwarven lands, fit the requirements perfectly. Woollyphonts should remain very rare, only occurring in one or two distant lands in a campaign world. Dwarves covet and love them and will never part with one willingly.

A gold piece value on the animals for sale should be extremely, or nearly prohibitively, high in relation to regular livestock in your world. In Artera, a Northwind dwarf won't even open negotiations on his livestock outside of the mountain until 20,000 gold is brought to just begin negotiations.

Furthermore, it requires 5 full years of training and time living with the creature to bond with it and effectively handle the animal in all situations. Druids may cut this time in half.

As a GM, the power of one of these animals falling into the hands of your players may be a game-changing event. Cost to feed the animal, time grooming, and training should be stressed. A single dungeon adventure makes having one as a mount problematic. The cost and time investment should also give players pause when letting the woollyphont out of their sight.

When a GM dangles an apple out for their players, however, they will rise to the challenge. So, the in-game mechanics of these creatures are shown below. Some players make it a life quest. The hill dwarves are always glad to string adventurers along to serve the mountain before burying the reward in law and tradition.

Woollyphont	
Frequency	Very Rare
#Encountered	Herd 4d4
Size	Large
Move	15"
Armor Class	6 (3 when barded)
Hit Dice	16
Attacks	5 (great tusks x 2, trunk, stomp x 2)
Damage	4d4+2, 4d4+2, 2d10, 2d8, 2d8
Special Att	Charge
Special Def	None
Magic Res	Standard
% In Lair	70% likely to be in herds or in hill dwarf pastures
Intelligence	Semi
Level / XP	2,800 + 20/hp

All woollyphonts make two attacks with their great tusks for 4d4+2 damage each. They may also attempt to crush their foes with their two forelegs, which can each inflict 2d8 damage. Their trunks can be used to attack creatures up to medium size for 2d10 damage. However, no

single opponent may be subject to more than two attacks at one time. Woollyphonts can simultaneously combat as many enemies as it has attacks.

An angered woollyphont with 40 or more feet of charging space may charge an opponent once every third round. Charging grants the woollyphont a +2 bonus to hit. A single hit on a charge results in tusk damage of the target being hit by both tusks at once. The charge also knocks the opponent prone if they are smaller than the woollyphont. This requires a save vs. death to avoid being trampled for an additional 6d4 points of crushing damage. A few true masters can coordinate efforts



and work their mounts into a herd battle frenzy, causing a number of woollyphonts to charge into battle enraged and trample through the front lines.

The Northwind dwarves are also known to keep good relations with gnomes and builders who are keen to create war machines powered by the great beasts. Few enemies stand to fight on the field when woollyphonts and the great machines are present. Many tinkering gnomes are disgruntled to discover their wondrous war machines have sat idle for many years without use, but when the machines are used, they are imposing and frequently very deadly on the battlefield.

Some machines are pushed by the beasts from the rear. Gears and cogs cause numerous whirring blades and thrusting spears to slice riders or soft-armored troops. Others are made to part and divide armies like a plow as they clash.

One truly monstrous machine was once planned by a past king of great wealth. It was conceived that ten woollyphonts within the contraption could power a devastating war device. The plans for the machine were kept secret and required powerful magic. It was said that the king could never find honorable wizards willing to cooperate in such a machine of utter destruction. The plans were lost to time.

Woolly Masters

Woollyphont masters are typically hardy warriors or battle-hardened cleric/warriors with an extensive knowledge of woollyphonts and tending livestock. To become a woolly master, Thuinor descendants (Northwind Clan) subject initiates to a number of rituals and trials. At least one trial consists of a survival quest into the tundra far to the north. Often, this may be in the form of returning with a yeti pelt or some similar creature known only to reside deep in the tundra.

The goal of the quest is not for the profit of the clan, but to test the master's ability to survive the harsh tundra where the woollyphonts originate. Typically, the returned quest item is taken by craftsfolk of the clan and fashioned into a highly-prized and high-quality gift when the master completes their trials.

Rituals can last for days or weeks as the clan calls to **Boreas**, the God of

the North Wind, to respond with a sign to accept the new woolly master.

Once the rituals and quest are completed, the master carries a purple banner of acceptance into the woollyphont grazing lands. The woollyphonts seem to know and accept this sign. Some say they counsel one another and come to a decision as a herd. One of the herd is chosen to accept bond to the woolly master.

Should a master consciously mistreat or willfully neglect their woollyphont, the creature rejects the master and never allows them to ride again. If the master was forced to reject or mistreat their mount through magic or manipulation, the GM may allow a ritual of penance to regain the acceptance of the woollyphont. The penance should be difficult and take time to regain the animal's trust. The penance is not possible for a master who freely mistreated their mount.

Additional Mounts

While the North Wind Clan specialize in Woollyphonts, other members of the mountain clans have taken to raising other fearsome mounts for their dwarven brethren.

Dire Boar

The Lowground Clan is well known for its large swine and fat hogs when it comes time for feasting, but when it comes time for battle, its dire boar mounts are highly prized creatures for leading the charge.

The dire boar stands approximately 12 hands high (the size of a large pony). They are easily two or three times the girth of a pony and can be quite temperamental when in adolescence.

It is important to note that the dire boars of the Lowground Clan are NOT simply giant boars (Elothere). The dire boar is more intelligent, more predictable, and certainly easier to domesticate into dwarven society.

Those trained in animal handling can ride and issue basic commands to the beasts, but it requires a year of training and working with the creatures for a rider to be truly proficient in handling a boar in battle.

Boar tusks are razor sharp, and the creatures are very intelligent, making them able to learn many commands and be trained for many strategies on

the field. Their lower center of gravity makes them excellent dwarven-sized mounts for lancers or close-quarter battles.

Bringing a boar to a charge requires at least 25’ of straight, open ground to build up speed. Attacks listed for boars are in addition to rider attacks that can take place on the same round as the mount.

Dire Boar	
Frequency	Rare
#Encountered	Individual 1d4, Drift 3d4
Size	Large
Move	12”
Armor Class	6 (3 when barded)
Hit Dice	5
Attacks	1 (tusks)
Damage	2d6+1
Special Att	Charge for additional 1d6 damage
Special Def	None
Magic Res	Standard
% In Lair	90%
Intelligence	Semi
Level / XP	4 / 155+ 4/hp



Dwarfhome Ponies

The hill dwarves of Dwarfhome are also well known for their sturdy war ponies or, more properly named, dwarfhorses. The dwarfhorses are the size of larger ponies (10– 12 hands) but sturdier and broader. Treat them as medium horses in all respects except for size and weight.

Dwarfhorses tend to have a grayish coat and long, shaggy hair to cope with the cooler temps of the mountain ranges. They are very surefooted, gaining a +1 to any Dexterity-based checks. Dwarfhorses accept any race as a rider. They are very friendly and personable animals. They prefer dwarves over others and frequently attach themselves, preferring select individuals as objects of their affection.

Dwarfhorses don't mind being underground or in tight spaces and are often used to pull carts in and out of the mines of Dwarfhome.



Lost in the Tunnels

A short adventure for 4 – 5 level 3 characters

You have been summoned before the dwarven elder council in short order by the Dwarfhome Guard. Whether you live in the mountain or came as a visitor didn't seem to matter to the guards who were seeking out "adventuring types" within the mountain. You were identified as such and your presence requested. Of course, when 15 or so armed dwarves of the guard "request" something, most folks tend to agree.

You've been gathered in a waiting room outside the council chambers. Workers offer you tea or water while you wait but look a little uncomfortable around the guards and a room full of weapons.

Before long, Elder Hammerforge comes into the chamber through a pair of heavy oak doors. His presence carries the scent of earth and heavy incense. He is an aged dwarf but still strong with a noble bearing, "Thank you for coming so promptly. The council has decided to call on adventurers to be retained to investigate the disappearance of some of our best mining engineers. The wilds of the Everdark were opened three years past, and we've contained the problem, until recently.

Master Hildengard, Mistress Vandelharn, and Master Barrellfend, along with a few of the mining staff, have all been lost working in the mines. The council would be in your debt if you could investigate, return our engineers, and resolve this issue quietly. We don't wish for the general citizenry to be aware that there is an opening to the Everdark below. I am trusting in your discretion.

As a GM, it is up to you to decide the appropriate reward for your players to go sort out the problem in the wilds below the mountain. The dwarves of Dwarfhome always have a lot of resources and wealth but remain frugal and practical. Dwarves are not keen on their tax gold leaving the mountain unless it is necessary. The council prefers not sending guard members on quests as their training is more urban or battlefield in nature.

A Note On the Everdark

The Everdark, as it is known to many, is an extensive interconnected wildland of tunnels, caverns, and even cities, that exist underground. The Everdark can be extremely expansive, covering many miles both vertically and horizontally and sprawling throughout Artera. Entire civilizations exist underground that have never seen the light of the sun. Pick up issue #002 for more on the Everdark.

Synopsis

A large kobold scouting party was sent from the Everdark to investigate the mining activity from Dwarfhome. The kobolds only know their commander as Mistress Nendra. The kobolds describe a frightfully deadly but beautiful drow mistress in service to a spider goddess.

Command and control of the mission was given to Skikte (See NPCs). Soon after the scouting party passed into the caverns near the mining operation, the tunnels to the Everdark collapsed behind them, separating the kobolds from the full raiding party. Skikte has been trying to steal mining supplies to open the tunnel back to the Everdark.

She is holding the dwarven engineers and will negotiate with their lives if cornered, or if undetected, the captives will make great gifts as slaves to Mistress Nendra.

All kobolds in this tribe are exceptionally good climbers (Climb Walls 70%) and frequently stand watch unseen from hidden shelves in the caverns.

Skitte is as shown in the NPC listing, but we've added a scroll of *sleep* and a Potion of Healing to her inventory.

Heading into the Wilds

The general citizens of Dwarfhome know nothing of the opening in the mines to the wilds of the Everdark. If PCs have questions about the mines, they are directed toward the lower reaches of Dwarfhome to speak with the miners and engineers there.

They may inquire at Bartholemew's (See Business District of Dwarfhome), and he will certainly acknowledge that the Everdark is a

real and dangerous place. He is unaware that the mines below have been opened to it but does have some information on the kinds of denizens that may live in the extensive miles and miles of passages below the earth.

Once near the mines, there is a lot of talk about the disappearance of the engineers. A contingent of the guard (10) has been placed on duty at the very edge of the mining tunnels and ordered not to enter. All mining in the area has ceased, and no citizens are allowed within 500 yards of the passage. The heroes sent to deal with the issue, of course, are allowed entry. The passage is guarded around the clock, and the guards on duty report several skirmishes with kobolds.

The bodies of 20 of the creatures were deposited in a pit nearby and buried. Most bear a tribal symbol on their armor of a black sun on a red field.

After a quarter-mile journey through a winding, sloping roughhewn exploratory tunnel, the PCs enter area 1 on the map. (Areas on the map are natural caverns.) The unventilated air is moist, slightly cool (average 58° F), and difficult to breathe. Extended activity in the area is taxing. Fighting more than 5 rounds imposes a -1 penalty on to hit and damage rolls.

Random Encounters *(1 in 6 chance every 30 minutes or GM discretion)*

1. Giant Centipede (2d6)
2. Kobold patrol (2d6) – slings & short swords
3. Stirges (2d4)
4. Piercer (1d4) – small
5. Yellow mold (1)
6. Kobold poison dart trap, 1d4 damage (save vs. poison or additional 1d6 damage and sickness for 1 hour)
7. Small ceiling collapse – Save vs. death or take 1d6 damage
8. Kobold net trap – 50% include 1–2 giant centipedes. Save vs. breath weapon or become entangled for 2d4 rounds.

Giant Centipede – AC 9; Mv 15; HD 1d2 hp; #Att 1; Dmg poison; Align N; Size S; Treasure Nil

Kobold – AC 7; Mv 6; HD 1d4 hp; #Att 1; Dmg by weapon; Align LE; Size S; Treasure 2 sp each

Stirge – AC 8; Mv 3/18; HD 1+1 (attack as 4hd); #Att 1; Dmg 1d3; Align N; Size S; Treasure Nil

Piercer (small) – AC 3; Mv 1; HD 1; #Att 1 (95% surprise); Dmg 1d6; Align N; Size S; Treasure Nil

Mold (Yellow) – AC 9; Mv 0; HD nil; #Att 1 (poison spores); Dmg 1d8; Align N; Size M; Treasure Nil (See favorite manual of monsters for details)

1 – The Ledge

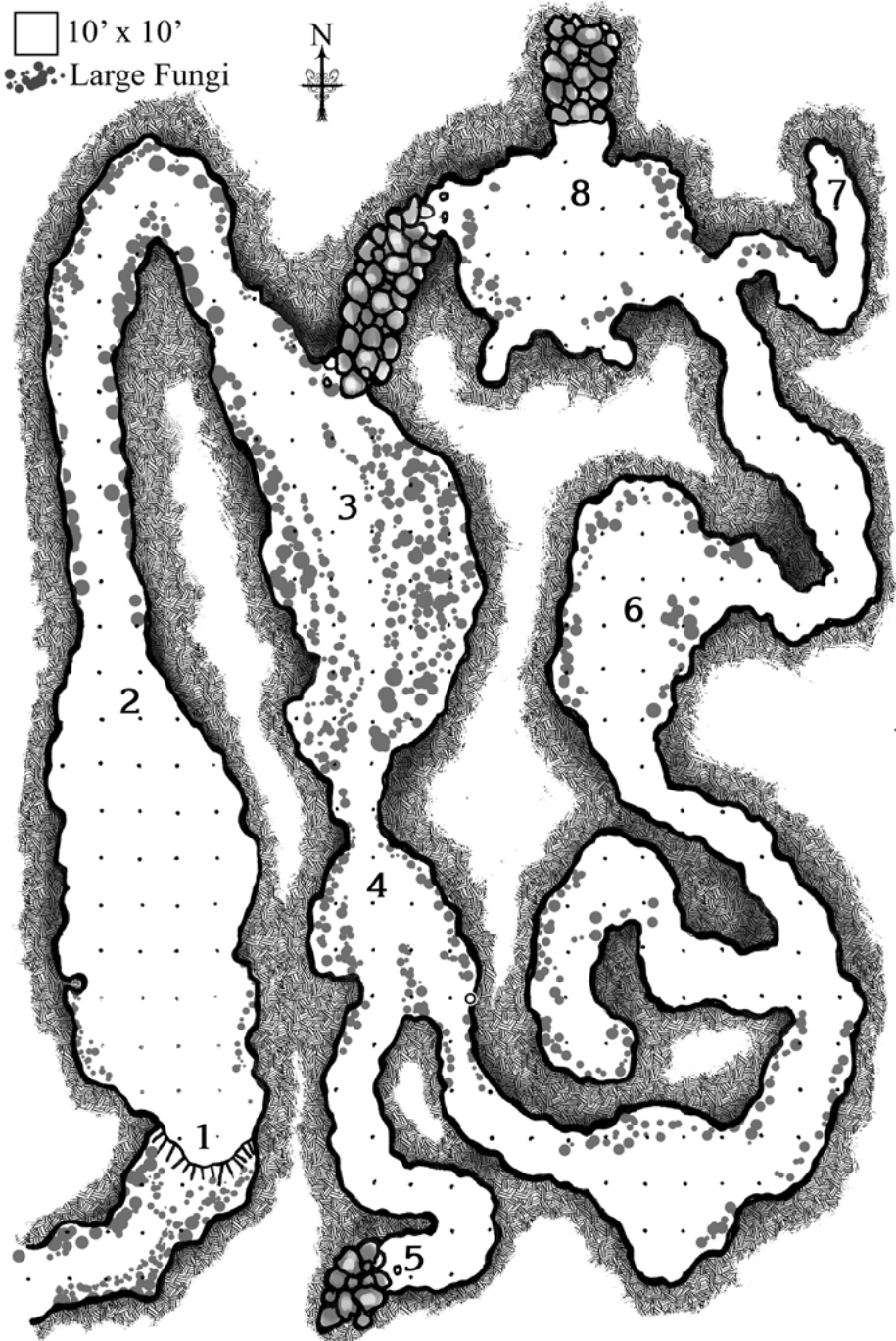
Kobolds 3

AC 7; Mv 6; HD 1d4 hp; #Att 1; Dmg activate shrieker or javelin/short sword 1d6; Align LE; Size S; Treasure 2 sp each

The mining tunnel gives way, and clearly, the dwarves hit a natural cavernous vein. The passage widens and the ceiling opens to 30 or more feet above you. Around the bend to the north, a large room opens up and the ceiling sweeps into darkness. A sheer cliff face lies before you, rising from the floor approximately 20' high. You can't see anything beyond the cliff. Large 1–2 foot mushrooms grow scattered about the cavern floor.

Three very bored kobolds stand guard at the top of the cliff, unable to be seen from the vantage of the cavern floor. The mushrooms are large plain fungi. Each kobold is armed with a light crossbow with a padded-tipped bolt. At the first sign of intrusion, they shoot up toward a rock shelf on the wall that holds 2 shrieker mushrooms. If these are activated, it is impossible for PCs to gain surprise in areas 1–5. The shrieker fungi are easy targets for the kobolds atop the cliff (AC 9). Any noise will unify and mobilize the kobolds in area 2.

These kobolds each carry 6 oz. of dried ground red pepper powder. If they discover anyone climbing the ledge, they empty the pepper sacks over the cliff after activating the shrieker fungi. Those climbing must make a save vs. paralyze/poison to avoid getting the powder in their eyes and inhaling it. This causes blindness and a painful uncontrolled burning cough for 2d4 rounds. Dex check is required to not fall. Those at the bottom of the cliff save with a +2 bonus as the powder dissipates.



2 – Sparse Supplies

Kobolds 16

AC 7; **Mv** 6; **HD** 1d4 hp; **#Att** 1; **Dmg** short sword 1d6, Sling 1d4; **Align** LE; **Size** S; **Treasure** 1 sp each

The fungi glows a soft blue in the north passage beyond the cavern. Near the exit, a group of kobolds are gathered, quietly arguing over a leather pack. Much of their language is supplemented with hand gestures and posturing.

The kobolds speak a deep version of Kobold mixed with drow sign language. Anyone able to speak Drow or Kobold can understand them in a broken way. There are two groups involved in a heated debate over which group should keep the clearly dwarven backpack. All kobolds share the same tribal symbol as the victims of the skirmishers at the gate.

Backpack contents: 8 gp, 2 sp, 1 week iron rations, waterskin, 50' silk rope, climbing spikes, small hammer, drafting tools, paper and ink. The inside of the pack is marked with the name Vandelharn.

3 – Glowing Cavern

Ochre Jelly

AC 8; **Mv** 3; **HD** 6; **#Att** 1; **Dmg** 3d4; **Align** N; **Size** M; **Treasure** 1,100 cp, 120 sp, 8 gp, 1 pp, 2 Darts +1

This large cavern is bathed in a soft blue glow from the phosphorescent fungi that covers the floor, walls, and even ceiling 30' above. Tunnels exit the north and south, and a collapsed tunnel is in the northeast.

The collapsed tunnel has plenty of small holes and passages. A kobold or diminutive race can crawl through the rubble at half movement rate. Midway through the tunnel, however, is an ochre jelly. The jelly has already captured and devoured a number of kobolds and attacks anything that enters more than the first 5 feet of the rubble.

4 – Skikte (See Villains section)

This roughly 20 x 20 cavern glows with the same soft blue glow from the fungi that the cavern to the north does. You notice the edge of a small wooden box poorly hidden under a large mushroom.

The wooden box is roughly 6" long x 4" wide and 3" tall. It is unlocked and left on the floor on purpose by Skiktek. She is aware that the PCs are in the caverns. The box, if hastily opened, releases a sleeping gas that fills a 10' x10' volume. Save vs. petrification/polymorph to avoid effects.

Skiktek is camouflaged on a ledge 15 feet above the southeast exit. It is her plan to immobilize any magic-using members of the party without being seen. If the PCs disarm the box, she throws 3 darts with paralytic poison that lasts an hour at any obvious magic-using types. She immediately flees toward area 6 after her surprise attack, if possible. If the entire party is immobilized, she assassinates all except any dwarves and takes all their supplies. The dwarves, as mentioned, will be used as bargaining tools or slave gifts to the mistress if they return to the Everdark.

5 – The Captive

At this dead-end passage, a lady dwarf (Mistress Vandelharn) and 4 miners are tied, gagged, and very weak from hunger and dehydration. Once freed and recovered, they tell a tale of being knocked out by an unsettlingly clever and vicious kobold named Skiktek. They were stripped and left here for days. She would check on them, retie any loose bonds and leave again.

Mistress Vandelharn shares that she heard the name Nendra Dhun'nyl and thought it sounded a lot like a drow name, which terrified her. She also notes that the kobolds she saw used a form of deep speech and sign language, which confirmed some of her fears.

Vandelharn and the miners are too weak from their ordeal to fight or be of much service.

6 – The Trap

Skiktek (see NPCs), Kobolds x 10, Kobold Brutes (x2)

Kobolds – AC 7; Mv 6; HD 1d4 hp; #Att 1; Dmg short sword or javelin x2 1d6; Align LE; Size S; Treasure 3 sp each

Kobold Brute - AC 6; Mv 15; HD 4; #Att 2; Dmg 1d4+1 / 1d8+1; Align LE; Size M; Treasure 3 gp each (See monsters pg. 27)

This 15' x 25' room is completely dark and quiet, even if Skiktek has fled here. If the PCs bypass the box and Skiktek doesn't attack, she trails or

leads them in some way to this room for what she hopes is their doom. Unless the PCs take some precaution, there is a 4 in 6 chance they will be surprised when they enter this area.

Skikteck prepares her scroll of *sleep* and uses her healing potion if she is injured. She then waits for the PCs to follow her into the room before releasing the *sleep* spell. Five kobold brutes are poised to burst from the fungi and shadows in the north. Meanwhile, a ring of kobolds are ready to rise up to throw javelins ahead of the brutes before they close.

If the PCs are being clever and cautious in how they approach this area, their cleverness should be rewarded in removing some surprise possibility or allow some situational advantage based on their actions.

7 – Captives

The passage halts at a dead end where 2 miners and Master Hilledgard are found stripped, bound, and gagged. With them is the corpse of Master Barrellfend, who died of a grievous and infected wound to his belly. The three survivors are weak and delirious from hunger and thirst, but they all swear that the kobolds are agents of the drow, and if something isn't done to secure these tunnels, Dwarfhome will be the victim of a drow raid.

Once freed, Master Hilledgard directs the PCs to a cache Skikteck had hidden among the rocks. There is a wire trap rigged to collapse a boulder on the cavity, but with the master engineer's assistance, a thief has a +30% chance to disarm the trap.

1,400 cp, 500 sp, 250 gp, 10 pp, 3 gems (10 gp, 30 gp, 80 gp)

8 – The Collapse

The north and west passages of this chamber have collapsed. Among the rubble of the northernmost collapse are 4 kobold brute corpses who were crushed beneath falling rock and earth. The passage to the east hides an ochre jelly (See area 3 description).

While the stone and rubble to the north blocks almost all airflow, a very subtle current of deep earth and damp passages can be smelled when the tunnel is approached.

Your players may clear the rubble and hunt in the potentially unlimited Everdark for Nendra Dhun'nyl's house, or they may complete the collapse

and seal the caverns, hoping it's enough to deter the evil that lies below.

Either way, the council considers the matter complete with the return of the engineers.

Monsters

Kobold Brute

The deep kobolds of the Everdark have found a way to breed great warriors. Some suspect a crossbreeding of orcs or bugbears, others suspect magic. The truth lies in a very secretive tending of a specialized egg-laying technique. The brutes are not as clever as regular kobolds, but they are four times the size and can enter a blind rage once per day in battle. The brutes can run on all fours for extended periods when needed. They howl and hunt like wolves and, as a pack, enter a bloodlust when hunting. While in a rage, the brutes gain an additional +2 to hit. When no enemies are available or they wish to stop attacking, they must make a save vs. paralyzation /poison or continue attacking the nearest living thing.



Kobold Brute	
Frequency	Rare
#Encountered	2d6
Size	Medium
Move	15", Run 20"
Armor Class	6
Hit Dice	4
Attacks	2 weapons or claw + bite
Damage	By weapon or 1d4+1 / 1d8+1
Special Att	Rage
Special Def	None
Magic Res	Standard
% In Lair	10%
Intelligence	Low
Level / XP	85 + 4/hp

Other Adventure Hooks

- The hill dwarves need to replenish the breeding stock for woollyphonts. You’re hired to go into the tundra and return with at least 2 mammoths.
- The drow raiding party found another way to the surface nearby. Hunt them down and end this problem once and for all.
- Quatell’s needs to get an important shipment of top-quality red potatoes and butternut squash to the (mostly) human city of Hohm to the southeast. The road has been plagued by hobgoblin bandits. Some important nobles have promised this delivery; you’re to make sure it gets there.
- A young cleric seeks out your help in finding a bantam cockatrice to complete his rite of passage and create a Dwarfhome Stone.
- An embarrassing disease has stricken some dwarves in the mountain—their chins are balding! The elves are rumored to have a cure, but respectable dwarves can’t just saunter into the elven wood asking for help!

- A dwarven scout returned from a hike near the peak of Dwarfhome. He returned with a half-dozen scales that the council believes belong to a white dragon. What business does such an evil creature have atop Dwarfhome?

Editorial

Resurrection Insurrection

~By Lloyd Metcalf (Fail Squad Games)

You died... again, and the GM says, “Nope, your resurrection doesn’t work!”

In old school games, death is part of life, so to speak. Let’s take a quick stroll down the road to approaching death in 1E. For newer edition players coming to 1E (and the clones), dying might not sit comfortably. Let’s talk about it.

Number of Times You Can Die

The rules are clear on how many times you can raise your hero from the dead. Resurrection in 1E is far more common than it is in the newer editions. PHB pg. 12 states that a character may only be resurrected as many times as their initial Constitution score.

If you have a CON of 12 and are approaching your resurrection limit, let’s not look at the GM, maybe look at how you are playing your character. A GM isn’t required to drop in only creatures you can defeat in battle or traps that you can survive. Running is also a tactic when it comes to playing wisely.

Are you having the thief carefully check for traps? Is the dwarf following up trying to detect stonework construction? Are you sending out a scout ahead? Are you listening at the door before opening it? Cautious play can frequently negate some save or die situations. Smart play can also soften a GM’s decided result when simple bad dice rolls come up.

New School to Old

Yes, new editions allow for death saves and quick healing, but 1E has a lot of healing potions, magic items, and resurrections built into the game.

I'm rather disturbed when players say to new edition players sitting at the 1E table, "Your character can actually die in THIS game!". I don't think this helps to introduce new players to old school gaming. We want to expand our hobby in any edition. We want it to be fun to play the game. we want new players to come back to the 1E table next session.

When a new player is curious about how the original games were played, let's celebrate that. There have been changes, but the game is still about social roleplaying. So, let's be social and roleplay together.

5E players coming to 1E might not think about supplying a wizard with darts, bags of marbles, sacks of flour, oil flasks, and other things that are useful when the last spell has been cast. Help them find these supplies and point out how they might be used instead of letting them charge in with a dagger or hide in the corner to die.

Paying for Resurrection

Resurrection is expensive, even when the local clerics send you on a quest. Carting about thousands of gold pieces in case you have a need or leaving it at home is also a problem.

Some clever players visit the temple before they leave on a dangerous adventure. "Friar, here are 3,000 gp for the church. My friends here may bring me back from this or another dangerous quest dead. I'd like you to resurrect me if you can. If there is simply no way, consider this my funerary donation."

This way the thieves raiding your home while you're away don't ruin your resurrection, and smart heroes keep clerics in their corner. When you return from the adventure a level or so higher, "Friar, it may be a little more difficult to resurrect me should I need it these days, here's another 1,000 gp."

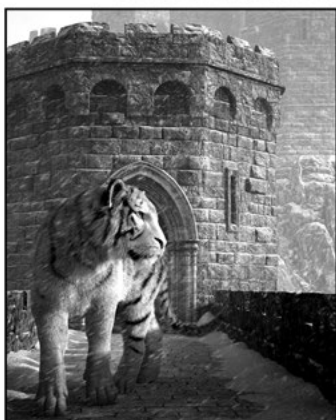
Spend it before you lose it on something you KNOW you're going to need.

If you never need the resurrection or decide to shift priorities, it's likely that the church will be happy to identify magic items, heal, and remove curses for you. A running credit balance keeps your gold safe, the coffers low, and makes for some fun roleplay with the locals.



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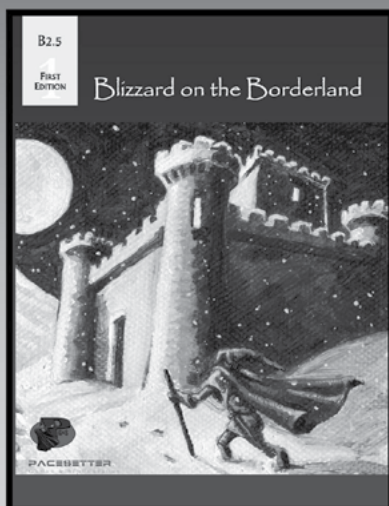
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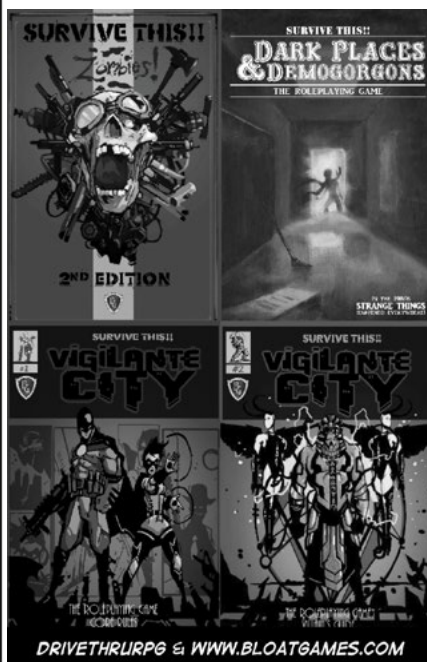
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