

History:

Centuries ago when Stonefast was abandoned during the Orc Wars, the lowest levels were sealed on the orders of the Lord of Hearth-Home and all Dwarves & Gnomes were believed to have been evacuated. That belief was WRONG! While the true numbers will never be known, somewhere between 250-500 Dwarves & 300-400 Gnomes were reported missing & presumed to have died during the evacuation.

During the time of Lord Gargin the Mad, a secret operation was undertaken to redicover & reclaim Stonefast...that operation was LIE! Secret writings found centuries later, in Gargin's hidden study, spelled out the truth. In an attempt to get rid of any opposition to his reign, and to be rid of the Gnome leadership, Gargin tricked the Gnome King, leaders of the Gnome Priesthood & Gargin's Dwarven opposition leaders, into entering Stonefast's lower levels to "supposedly" reclaim lost & forgotten relics of great power. One of Gargin's most loyal Generals provided escort for the group, listed as a couple hundred total, and used an ancient medallion to grant them access to the lower levels (via room #28 on the Stonefast map). Once the last of them were down, he resealed the route & returned to report to Gargin, who immediately slew him to keep the deed a secret.

Unbeknownst to anyone, the Dwarves & Gnomes, sealed w/in during the Orc Wars, still lived...after a fashion. Over the centuries of imprisonment, many died & rose as various forms of Undead. Those who survived, degenerated into opportunistic scavengers...living Ghouls that fed on any flesh they could get their claws on.

When the Gnome King & his companions descended into the lower levels, they came under attack by the creatures living there. While they managed to barely clear out an area for themselves, they were never able to escape & so settled into a semblance of life. Between repelling incursions from undead, monsters and the degenerates; the new dwellers have continued the mining operations that Stonefast was originally built to protect.

Getting the PC's involved:

This adventure should be run after the party are first been thru: Zanzer Tem's dungeon, the 1st Level of Stonefast and all of The Goblin's Lair adventures: Red Hand Trail, Trouble Below and Palace of Dread. IF the party has done all of these adventures, they should have the Iron Star of Kleine & the Gnomish Pendants, w/ maybe even a medal from the dwarves too. These two or three items will prove of great help when dealing w/ the dwarves and gnomes below. After Stonefast Level 1 is cleared and the party has dealt w/ the Goblin incursion in Trouble Below, the current Lord of Hearth-Home: Otaras Stoneson, will assign Lord Ragni (from Trouble Below) as the new Lord of Stonefast w/ orders to hire adventurers to investigate the truth behind the "secret writings" found in Gargin's study. Lord Ragni has been entrusted w/ one of two medallions that control the lifts in rooms #27 & #28 of Stonefast Level 1. These medallions

cause the entire room that they're used in to lower down to the next level, some 50 feet below. If used on Level 2, the user can specify whether to go up to Level 1 or down to Level 3, and so forth. There are a total of seven known levels to Stonefast w/ the lowest five are believed to be mines.

As long as the party took part in any or all of the preceeding adventures, paraphrase the following to them: You barely reach town, after your latest adventure, when you're approached by an irritated looking dwarf. "Blood and ashes, took you folks long enough to get here." thunders none other than Lord Ragni, himself. "Get your reporting done to whomever you must and meet me at the Smithy. I'll rent it for a few hours so we can discuss your kind of business." Ragni winks as he utters that last line, then heads for the town's blacksmith shop. (If the party is in Edgewater or Kleine, then the smithy is a recently opened business run by a dwarf out of Hearth-Home. If the party is in Melinir, he rents out Shar's smithy and if they're in Torlynn he rents out that villages smithy.)

Once the party comes in sight of the smithy they'll see two dozen dwarves and gnomes spread around the building: 12 dwarves each of 5th Level and 12 Gnomes also of 5th Level. Lord Ragni will greet the party at the entrance and quickly usher them inside where they'll spot a wizened Gnome poking around the odds and ends of the smiths scrap pile. "Krizzlehif, they're here. Time for fun later." Ragni chuckles. The gnome, Krizzlehif, will stop poking around and quickly cast a spell then nod to Ragni. "A ward against eavesdropping, so what I say stays just between us." Ragni grumbles.

"You've done Hearth-Home some favors in the past and we need your services again, it seems. After your last "visit" to Hearth-Home, I was appointed as Lord of Stonefast w/ Krizzlehif as my advisor and second-in-command. That appointment wasn't for services rendered, mind you. Going thru Mad Gargin's papers, we learned of a terrible shame he committed against both dwarves and gnomes alike. It seems there's more than one level to Stonefast and he sent a large number of both our people's to explore and reclaim them. That purpose was a lie." At this statement, Lord Ragni spits on the dusty floor and clenches his fists.

Krizzlehif speaks up in a somber voice. "Gargin sent a trusted general along, supposedly as escort; but, in reality, his purpose was to trap those who went on the levels below. Gargin only sent those who he felt threatened his rule, including his own youngest son."

At this, Ragni picks up the talk. "His papers spoke of a couple hundred being sent and this was centuries ago; but, both dwarves and gnomes are longer lived than humans; so we expect some of them to have survived. This is where you come in. Lord Otaras, the leader of Hearth-Home appointed us to Stonefast in order to look into the truth of these papers and, if any of our peoples survived, make contact w/ them and negotiate their return to Hearth-Home." shaking his head in sorrow, he continues. "None of us profess to know what they've gone thru; but, they're dwarves and gnomes. Our biggest worry is how they'll feel knowing they were betrayed

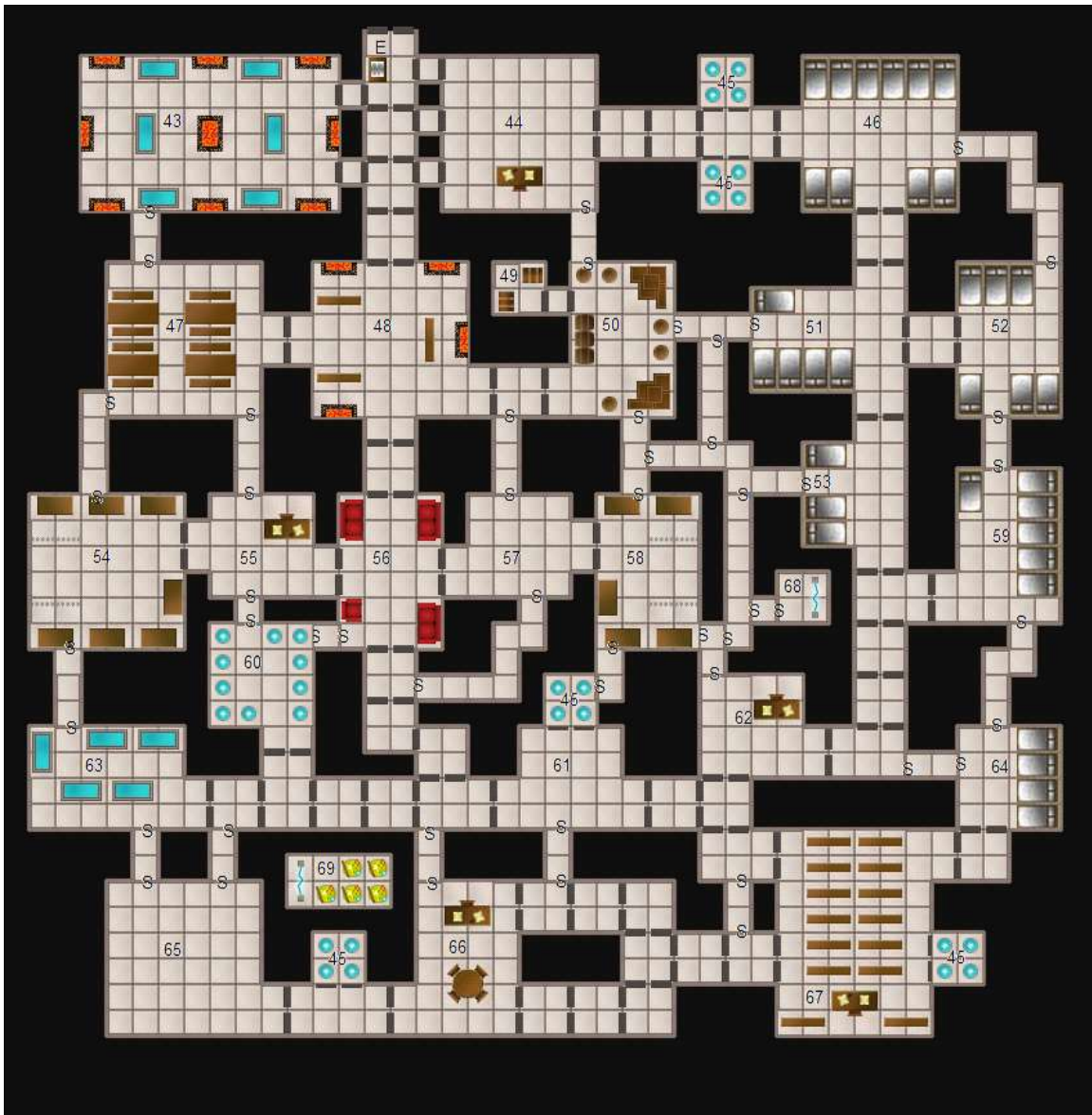
by one of their own and imprisoned all because of one insane dwarfs lust for power."

Krizzlehif speaks w/ a slight touch of anger in his words. "Our King and all the leaders of our Gnomish priesthood were among those imprisoned. It is our feeble hope that atleast one of his line might yet still live and can return to lead us."

Ragni speaks w/ the barest hint of a smile. "We're offering 1,000 gold each upfront, w/ a further 5,000 gold each once you've fully explored ALL the lower levels. According to records, there should be six more levels beneath the one you're already cleared. I've the means to get you down, and bring you back up. Plus Krizzlehif has a set of crystal balls we'll be using to keep in touch w/ you." At this point, both Ragni and Krizzlehif look the party over. "Well? Are you all game for a bit of mine-crawling?"

How long it takes the party to reach Stonefast, depends on where they are when Lord Ragni finds them. Once they agree to help explore below Stonefast, all 26 dwarves and gnomes accompany them on the ride. During this trip there are no wandering monster encounters. Upon reaching Stonefast the party is led to room #28 while Ragni explains that "something" is keeping room #27 from functioning. (What noone realizes is that one medallion controls room # 28 and the other medallion controls room #27. Should a PC suggest this, both Ragni & Krizzelhif will look at each other in slight shock before mentioning that they'll send to Hearth-Home to test the theory. Award the PC 500 XP; but, only if they think of it themself. It'll take 1 week for that idea to be proven true.) Krizzelhif will hand a Crystal Ball to either an Elf of Magic-User and tell them the command word: Krizzelhif. As each PC enters the room, Ragni will hand them a small 1,000 gp diamond from a small sack; actually a small Bag of Holding w/ five more small diamonds per PC.

Level 2: Hold of Delversfast: (at a depth of 50' below Stonefast's 1st level)



Delversfast is made of granite mixed w/ Blood Salt so the walls, floors and ceiling are all blood-red in color. All ceilings are 15' high w/ Continual Light torches every 10' on the walls. The community of Delversfast currently houses 264 dwarves and 137 gnomes, as such it's clearly over-crowded. There are 156 dwarven children, 108 dwarven adults, 81 gnome children and 56 gnome adults. The children range in ages from newborns to "almost" young adults. On average there are 3 children per 2 adults, a ratio unheard of among dwarves and gnomes outside of Delversfast. The secret lies in the dust that comes up from the mines and coats everything. When the dwarves and gnomes restarted mining operations, they discovered a strange, unknown vein of crystal mixed in w/ the Iron deposits. Their alchemists and sages quickly discovered that the crystal had a similar structure to salt and could be used to season their foods. They quickly named the crystal Blood Salt, due its blood-red coloring. (DM's Special note

on Blood Salt: in large quantities, such as found on the fourth level, Blood Salt acts as a repellent to Undead. Delversfast, the Iron Mine and the fourth level are currently the only levels w/o any undead.) The procreation side-effect of Blood Salt only affects demi-humans: dwarves, elves, gnomes and halfling and requires 50 years of daily ingestion to start producing the side-effect.

In order to provide more room for everyone, armories were stripped bare and passed around. By law everyone must keep their weapons and armor w/in an arms length at all times. In addition, to combat monster incursions, all methods of entering Delversfast are protected by permanent Protection from Evil 10' radius spells. The interior is always lit by permanent Continual Light spells cast on torches to combat Shadow infiltration. The inhabitants get around this by wearing thick masks over their eyes when they sleep. Life in the Hold is broken up into three eight hour shifts and everyone strongly adheres to this schedule.

There are various checkpoints w/in Delversfast for people to check-in w/ at the beginning, middle and end of their shifts. By law whatever check point you check-in w/ at the beginning of your shift is the same one you check-in w/ at the middle and end of shift. For those who work the mines it's slightly different. You check-in at the desk in either area #55 or #62. During your mid-shift break you check-in w/ your Foreman who then goes and checks-in w/ the Shift Supervisor, and he in turn gives a check-in list to the On-duty Guard Captain who then carries it upstairs to the nearest check-in desk. In this way, they're able to identify missing miners w/in four hours, sometimes less if the disappearance is noted during any of the hourly sweeps: read as water breaks and general discussion on activity. As much as the inhabitants don't want to admit it, the Iron Mine on Level 3 is played out and plans are under way to turn that level into more housing. On average disappearances are noted w/in half an hour. (General note: Room # 54's elevator goes to the 3rd level of Stonefast, the Iron mine; while Room #58's elevator goes to the 4th level of Stonefast, the Blood Salt mine.)

Population by Level and Age:

0th Level: Children (Dwarf: 100 ages newborn to 20 years old)(Gnome: 50 ages newborn to 20)

1st Level: Common guard rank (Dwarf: 30 ages 21-49)(Gnome: 20 ages 21-49)

2nd Level: Common guard rank (Dwarf: 26 ages 21-49)(Gnome: 11 ages 21-49)

3rd Level: Common guard rank (Dwarf: 20 ages 50-99)(Gnome: 10 ages 50-99)

4th Level: Common guard rank (Dwarf: 15 ages 50-99)(Gnome: 5 ages 50-99)

5th Level: Corporal rank (Dwarf: 10 ages 50-99)(Gnome: 5 ages 50-99)

6th Level: Corporal rank (Dwarf: 10 ages 50-99)(Gnome: 5 ages 50-99)

7th Level: Sergeant rank (Dwarf: 5 ages 50-99)(Gnome: 5 ages 50-99)

8th Level: Sergeant rank (Dwarf: 10 ages 100-149)(Gnome: 10 ages 100-149)

9th Level: Lieutenant rank (Dwarf: 10 ages 100-149)(Gnome: 5 ages 100-149)

10th Level: Lieutenant rank (Dwarf: 10 ages 100-149)(Gnome: 5 ages 100-149)

11th Level: Gnome High Shaman 11/10 - 73 years old(1); Captain Rank Officials (Dwarf: 9 ages 100-149)(Gnome: 0)

12th Level: Captain rank (Dwarf: 4 ages 150+)(Gnome: 2 ages 150+)

13th Level: Captain rank (Dwarf: 4 ages 150+)(Gnome: 2 ages 150+)

14th Level: Dwarf-Cleric and Leader of the Dwarves - 148 years old(1); Gnome Queen - 73 years old(1)

Standing Army: 164 Dwarves (Level 1-14) & 87 Gnomes (Level 1-14)

Standard Gear: (gear is always kept w/in arms length at all times by law & everyone aged 21 and older is a part of the standing army)

Dwarf: Chain Mail, Shield, Helmet, Battle Axe, War Hammer, Hand Axe, Cross Bow (Lieutenant may have magical versions +1 - +2, Captains will have magical versions +2 and higher)

Gnome: Leather Armor, Shield, Short Sword, War Hammer, Hand Axe, Cross Bow (Lieutenants may have magical versions +1 - +2, Captains will have magical versions +2 and higher)

Main NPC Leadership:

The Gnomes are currently led by the great-great-great-granddaughter of the Gnome King. The Gnomish Priesthood is led by her twin brother. The Dwarves are currently led by the great-great-grandson of Gargin's youngest son, and most outspoken critic at the time, who is also the leader of the Dwarven Church.

Hilreashi Spiderbane (Gnome Queen): Female Gnome 14, AC: 7/0, HP: 46, Str: 13, Int: 14, Wis: 13, Dex: 17, Con: 11, Cha: 17; AL: Lawful. Gear: Leather Armor +3, Shield +1/ Cure Light Wounds 3/day (weilder only), Short Sword +2/+4 vs Arachnids.

Hilreashi is a soft-spoken, hard-as-nails Gnome who places the welfare of her people above and beyond all else. While a fair ruler, she is unhappy as Queen and only took the throne after her twin brother refused to be named as heir. At 73 and unmarried, she has ruled for last 50 years and isn't looking to wed any time soon. Hilreashi admires & gets along great w/ Korgalxaf, the Dwarf Lord. and veivs him as something of an older brother.

Giflurd Shadowsbane (High Priest of Terra): Male Gnome 11/ Shaman 10; AC: 9/5; HP: 40; Str: 11, Int: 12, Wis: 18, Dex: 9, Con: 12, Cha: 15; AL: Lawful. Gear: Leather Armor +2, War Hammer +1/+3 vs Shadows, Staff of Healing. Spells: 4/4/3/3/2. Spells memorized: 1st Level: Purify Food & Water x2, Remove Fear x2; 2nd Level: Bless x4; 3rd Level: Cure Blindness x1, Cure Disease x1, Remove Curse x1; 4th Level: Neutralize Poison x1, Protection from Evil 10' Radius x2; 5th Level: Dispel Evil x1, Raise Dead x1.

Giflurd, in contrast to his sister, is a loud & outgoing Gnome w/ an absolute hatred of shadows who believes in the old saying: "Actions speak louder than words." Even though he's the High Priest, all it takes is for even the hint of a whisper that Shadows have been seen, for him to suit up and lead bands of Shadow-slayers into action. 50 years ago, when their father tried to name Giflurd as his heir, Giflurd refused stating that his purpose was to Terra first, slaying Shadows second and their people third. Knowing that his twin sister despised the thought of ruling, he nominated her in his place. His theory was that if she despised ruling so bad, she would avoid become consumed w/ power-lust.....and so far he's been proven right. Giflurd respects Korgalxaf, the Dwarf Lord and the two are known to spend hours together getting drunk & discussing religion.

Korgalxaf Twinbasher (Dwarf Lord, Cleric of Ixion): Male Dwarf-Cleric 14, AC: 6/-3; Str: 16; Int: 12; Wis: 13; Dex: 18; Con: 16; Cha: 13; AL: Lawful. Gear: War Hammer +2, Hand Axe +3, Dwarven Plate Mail + 3, Amulet of Undead Protection 10' Radius (see below). Spells (at 12th Level): 4/4/3/3/2/1. Spells memorized: 1st Level: Cure Light Wounds x4; 2nd Level: Bless x4; 3rd Level: Cure Disease x2, Speak w/ Dead x1; 4th Level: Cure Serious Wounds x2, Neutralize Poison x1; 5th Level: Dispel Evil x1, Raise Dead x1; 6th Level: Cureall x1. Korgalxaf's Amulet of Undead Protection 10' Radius operates similiar to the spell: Protection from Evil 10' Radius; but, only affects Undead. The Amulet also acts as a constant Turn Undead effect at Korgalxaf's level. Korgalxaf's name of Twinbasher comes from dual-wielding his War Hammer +2 and his Hand Axe +3 whenever he enters battle. Due to being raised, from birth, in a place filled w/ undead; Korgalxaf turned to the following of Ixion early in his youth & has since spread Ixion's faith amongst the rest of the dwarves.

Korgalxaf is a 148 year old Dwarf-Cleric and a staunch follower of Ixion. After seeing his childhood sweetheart torn apart by Ghouls when they were only in their 20's, Korgalxaf turned to the following of Ixion for the power to battle the undead. At the time of her death, Korgalxaf & Fizdygel were on guard duty when they were attacked by four score undead, mostly skeletons & zombies; but, lead by a pack of ghouls. The two were seperated during the battle and as Korgalxaf fell beneath waves of undead, he saw Fiz being eaten alive by the ghouls even as she attacked them w/ tooth and claw. Reinforcements arrived too late to save her; but, just in time to save him. When they buried her remains, Korgalxaf swore to slay all undead in atonement for failing to save her. W/ that oath, Ixion himself appeared before all in the chamber & offered his

power IF Korgalxaf could prove himself worth.

Barely rested and w/o proper time to mourn, Korgalxaf suited up and left the dwarven area alone, spending the next 5 months slaying undead...and anything else that crossed the blade of his axe. It was during these months that he literally ripped his current weapons from undead hands. While noone knows how many he killed in this time, Korgalxaf never bothered to keep count, what is known is that he slew two vampires (1 dwarf & 1 gnome), three mummies (2 dwarf & 1 gnome) and countless lesser undead. When he returned to his people, he learned his father had recently passed away from a wasting sickness & that his siblings were fighting amongst themselves to take the throne.

In anger, Korgalxaf shattered the throne w/ a strike from his magical war hammer & order his siblings to gather the pieces stating: "This is the only way you'll ever hold the throne so long as I live." He then commanded that a normal chair be brought forth to replace the throne his siblings had shamed w/ their in-fighting. He has used that same chair every since. During his rule, he has proven to be both fair & open-minded; though he can sometimes be a little harsh w/ his siblings for shaming their father throne. As both Lord & High Priest, he places the well-being of the community over anything else...even his hatred of the undead. In the years since taking over leadership, he has displayed bravery in battle that is both awe-inspiring and terrifying. Though he generally directs battle from a distance, always where he can observe the entire battlefield, he has been known to blindly charge into the thickest of combat whenever he sees dwarven undead.

The mystery surrounding his amulet is one that Korgalxaf has sworn to take w/ him to the grave. The true story of the amulet dates back to the 5 months he spent alone hunting undead. From a dream Ixion granted him, he gathered fragments of each undead he slew & carried them to a forge on the lowest level. There he spent a solid month praying and forging the fragments into an amulet, during which time Ixion bestowed it w/ a fragment of his power. This Amulet not only radiates a Protection from Undead in a 10' Radius; but, also generates a Turn Undead effect in the same radius at a level equal to Korgalxaf's current level.

Korgalxaf respects both Hilreashi, Queen of the Gnomes, and Giflurd, her twin brother and spiritual leader of the Gnomes. It's a well-known fact that all three are recognized as blood-kin, by ancient tradition. 40 years ago, during a battle that almost over-ran their combined land, the three were forced to stand back-to-back and battle hordes of undead and degenerates for fifty-three hours straight, after their various honor-guards had fallen. By the time re-inforcements reached them, all three were barely concious and laying atop a mound of three hundred and seventeen corpses. It is jokingly stating (the incident did in fact happen) that when the re-inforcements arrived, all three turned on their bellies ready to claw and bite what they thought were more enemies.

Due to the ongoing, and seemingly unending, undead problem all dwarven & gnome dead are

ceremonially burned in the foundry's forges. Those who had been previously interred, have been dis-interred & given a new ceremony as they too were burn. This action, while initially upsetting, has kept their dead from rising as undead. It also frees up space for the living and ensures their dead won't become food for ghouls or degenerates.

Reaction to PC's: When the party first arrives in Room #58, they will be facing 11 locked & loaded crossbows even as they see or hear re-inforcements arriving. W/in 5 rounds the party will be facing roughly a force of roughly 50 dwarves and gnomes. All 3 leaders will arrive on the 5th round ready for battle. However, as they arrive alarms will begin sounding and both Korgalxaf and Hilreashi will rush out to investigate taking 30 of the guards w/ them, leaving Giflurd and 20 guards to deal w/ the party.

Giflurd will order the party to literally strip one by one and then move away from their belongings. Each PC will then be lead by 2 guards into room #56 to be questioned by Giflurd. Once all PC's are in the room, Giflurd will send the original guardforce back to keep watching the elevator and the party's gear. At this point each PC will be "loaned" a non-magical dwarf-sexed cloak to cover up in. Noone will pick thru the PC's gear w/o express orders by Giflurd. If any PC mentions the medals, Giflurd will order 2 guards to escort a random PC back to their gear to retrieve the medals. He will also send for an elder dwarf and gnome of atleast 150+ years in age to come and inspect the medals.

Giflurd, and all of Delversfast's inhabitants, will be suspicious of the party, especially any dwarves or gnomes. If a PC mentions the Crystal Ball, that too will be ordered brought before Giflurd. During the questioning, magical means will be used to determine truth; even so it'll take 2d3 turns to satisfy their suspicions. During this time, Giflurd will recieve reports of battles w/in Delversfast. On the roll of 1 on a d6, PC's will hear mention of "degens breaching the gates". By mere bad luck, the PC's have arrived as a force of some 300 degenerate dwarves and gnomes have attacked and breached the main gate. Unbeknownst to anyone yet is the fact that 50-100 undead are mixed into the invading force also.

Should the party offer to help, they'll be allowed to only grab weapons and armor before being escorted to the nearest battle - in this case the kitchen. If by some chance the PC's can convince Giflurd of their friendliness w/in 20 minutes, they will have the chance of containing the enemy to w/in the hallway stretching from the entrance to the kitchen. After 20 minutes the enemy will have pushed in as far as halfway into #43, the forge room; halfway into #44, the main checkpoint and guard room; and halfway into #48, the kitchen. The Head Chef will be in a state of pure berserk fury, attacking anyone w/in reach. As the party closes for battle, Giflurd will be told that Korgalxaf was pushed back into the Forge room and Hilreashi was last seen near a doorway leading to #44. (In order to break the attack and force the enemy to withdraw, atleast half the attackers must be slain.)

Degenerate Dwarf/Gnome (300): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite;

Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

Dwarf/Gnome Ghouls (50-100): AC: 6; HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d3 + special; Save: F3; Morale: 9; AL: Chaotic; XP: 50 ea. Slightly stronger normal ghouls.

After the battle, Giflurd will be called to help heal those injured & tend to those diseased. If the PC's took part in the battle, they'll be looked favorably upon by the inhabitants. If they help afterwards, healing and the like, they'll receive a +2 to future Reaction checks. Hilreashi will be found, after the battle, buried under the corpses of a couple dozen degenerates and ghouls blocking the middle door leading into room #44. Although alive, she'll have numerous chunks of flesh missing. Should a PC have a Ring of Regeneration, and offer it's use, word will quickly spread and that PC will receive a +4 Reaction when dealing w/ any of the inhabitants. For their aid in the battle, the party will receive an electrum bar worth 5,000 gp. (The PC that loaned the use of a Ring of Regeneration will receive a silver bar worth 1,000 gp, after Hilreashi is fully recovered. It'll take that long for them to forge the bar and give it time to cool.) For helping w/ the battle the party should receive 1,000 XP story award each.

Once the battle is over, whether the party took part or not, they will be questioned again, at greater length. Depending on party actions during the battle, the inhabitants may request the party act as mediators between them and Hearth-Home's representative. Should the people of Delversfast learn of Lord Ragni's family connection to Lord Gargin, they'll order he be kept "as far away as is inhumanly possible." Lord Ragni will offer 2 options to redeem his family's blood: #1. Public shaving of his beard and menial service to Delversfast for the rest of his life. OR #2. Public shaving of his beard and to be entombed alive. Quick thinking PC's might offer a third option: #3. Assist the party as it explores and secures each of the lower levels. Should a PC think to offer this option, the 3 leaders will discuss it & after 30-40 minutes, agree to #3 AND Lord Ragni's beard being shaved. At this point Lord Ragni will join the party as a helpful, and experienced, NPC.

Lord Ragni (Dwarf 9): AC 2; HD: 9; HP: 36; MV: 60'(20'); Att: 1; Dmg: 1d8 +4/+5(axe); THACO: 15(11/10); Save: D9; Morale: 10; AL: Lawful. Gear: Dwarven Plate Mail +1, Battle Axe +2/+3 vs Orcs, Crossbow w/ 40 bolts, Ring of Spell Storing: Remove Fear x1, Cure Blindness x1, Cure Disease x1, Remove Curse x1, Cure Serious Wounds x1, Neutralize Poison x1. Str: 16, Int: 13,

Wis: 10, Dex: 9, Con: 12; Cha: 9. In addition to normal dwarven abilities, Lord Ragni knows the following seven(7) skills: Profession: Miner (Str), Knowledge: Orc Tactics (Int), Danger Sense (Wis), Detect Deception (Wis +2), Alertness (Dex).

While Lord Ragni is an old campaigner, he was never the kind to hold his tongue. After too many incidents of angering his superiors, he was forced into a low-administrator role. Lord Otaras, however, liked that Ragni would "tell it like it is" and so picked him to be his voice whenever Otaras couldn't be available. While Lord Ragni isn't the smartest, or wisest, he has a knack for smelling lies and half-truths, a mile away.

Once the elevators in rooms #27 and #28 are activated; the make-shift elevators, that have been used to date, will be dismantled and they'll start using the primary elevators from now on.

Delversfast Layout: (all Secret Doors are 6' high by 4' wide and can only be found on the roll of a 1 on the d6, even for other dwarves. Secret Doors opening into closets, water troughs or other seemingly immovable objects are designed so that one has to get on hands and knees to pass thru the hollow area.) All normal doors are kept open at all times except for: Rooms #45, 49, 60 & 63 as these are all communal bathrooms/latrines. Air flow is managed by permanent Control Weather: Gentle breeze spells. In case Delversfast is ever breached all double doors are sealed, both by triple drop bars and by magic & can only be opened w/ a special, & very secret, command word.. The doors, like the rest of Delversfast, is made up of a special mixture of iron, granite and Blood Salt; making them immune to any magic short of a Wish spell or Immortal magics. This special mixture gives the doors, walls, floors and ceilings; all the following stats: AC: -10(-4), HP: 50 per 10'.

Scattered thru-out Delversfast are variously sized statues, Golems, that only animate in defense of Delversfast. (Treat as Amber Golems w/ immunity to all magics and requiring a +3 or better magical weapon to damage.) Due to the severe overcrowding, there are no traps thru-out the Hold, except for all secret doors. When any of them are touched, w/o speaking the proper passcode, they discharge an electrical attack doing 5d6 damage: save for half plus a chance to paralyze: save to avoid. All passcodes are changed at the beginning of each month or right after any attacks that breach the main gate.

All latrines and bathrooms discharge into pits where various oozes, jellies and slimes are encouraged to live and feed on the wastes produced. Due to the inherent magical nature, and immunity, of the materials used to construct Delversfast; the various creatures can't affect the surrounding structure in order to escape their pits.

Special Note: All forges and fireplaces don't use normal fuel. The fires burning w/in are actually free-willed and friendly Fire Elementals. Similarly, water troughs, washbasins and toilets are filled w/ water as needed by a specially designed system that uses a Decanter of Endless Water

as its source.

Entrance: On both the outside and inside of the entrance doors stand specially crafted Golems. Forged of the same mixture as the rest of the complex, these golems stand 10' tall and are immune to all magic short of a Wish spell or Immortal magics. There is also a standing guard of 2 Captains, 11+ level; 2 Lieutenants, 9th-10th level; 4 Sergeants, 7th-8th level; and 8 Corporals, 5th-6th level. All of these guards are evenly split between dwarf and gnome and ALL are spellcasters: Dwarf-Clerics, Gnome Magic-Users and Gnome Shamans.

Special Amber Golems (4): AC: 2; HD: 10*; HP: 60; Move: 180'(60'); ATT: 2 claws/1 bite; Dmg: 2d6/2d6/2d10; Save: F7; Morale: 12; AL: Neutral. These Golems are immune to all magic short of a Wish spell or Immortal magics.

The inhabitants of the Hold, have actively encouraged the growth of Shriekers outside the main gates. By feeding them a special food, that includes Blood Salt, they've trained the Shriekers to react to the presense of anyone NOT tossing out their favorite meal. When a presense is detected they have 1 round to feed the shriekers before they start sounding off. There are roughly 20-30 various sized shriekers outside the main gate.

Room #43: Forge (60' x 100' x 15')

There are typically 10 -20 dwarves and gnomes in this room at any given time. Here they forge the iron for various purposes, as well as burn the bodies of their fallen. While normally the heart of dwarven strongholds, this forge room only sees true use when they need to make replacement items.

Room #44: Checkpoint Command and Entrance Guardroom (60' x 60' x 15')

This chamber is always staffed by 1 Sergeant (7th level dwarf or gnome) and 20 guards (10 dwarves, 10 gnomes each of 2-3rd level). Besides guarding the only gate into Delversfast, this room also serves as the main checkpoint where reports from the other checkpoints are gather and quadrupled checked before being sent to room #57 for filing.

Room #45: Latrine (20' x 20' x 15')

These toilets are scattered thru-out the Hold and their doors are kept shut at all times. Less to do w/ smell and more about privacy. Male and female alike, young and old, all use the latrines at the same time. These rooms almost always have someone using them.

Room #46: Bunkroom (60' x 60' x 15')

This bunkroom is filled w/ double stacked bunks capable of sleeping 40 dwarves or gnomes at any one time. In dire emergencies people will also just toss a bedroll down wherever there's room and sleep. There are no personal belongings kept in this room. Weapons, armor and

personal belongings are kept w/in arms length of each individual at all times. People are always in here sleeping after a hard 8 hour shift.

Room #47: Dining Hall (60' x 60' x 15')

Most inhabitants eat at their workstation; but, this room is kept mostly for meetings. This room is rare active; but, there's a 2 in 6 chance of someone wandering thru at any given time.

Room #48: Kitchen (60' x 60' x 15')

This is where all food is prepared and then sent out on carts to feed the population. This room is always active w/ 10-20 people passing thru it during any one shift. The Head Chef is an 8th level Gnome Wicca (magic-user) w/ serious attitude towards anyone that disrupts HIS kitchen.

Room #49: Special Larder (20' x 20' x 15')

This room is always magically locked, the Head Chef alone holds the command word to enter and NEVER sends anyone but himself to get ingredients from here. This larder is kept magically colder and it is here that rare monster or fungal ingredients are stored....some of which can and will attack anyone entering.

Room #50: Food Storage/Larder (40' x 60' x 15')

This is where all normal ingredients, plus dwarven and gnomish ales are kept. At any given time 2-3 kitchen staff are in here, Dwarf or Gnome levels 2-4.

Room #51: Bunkroom (40' x 60' x 15')

This bunkroom generally has 20 people sleeping in it at any given time and is the primary bunkroom for all kitchen staff.

Room #52: Sergeants Bunkroom (60' x 40' x 15')

This bunkroom sleeps 24 people at any given time and is usually used by the various Sergeants. (7th-8th level)

Room #53: Lieutenants Bunkroom (40' x 40' x 15')

This room sleeps 10 people at any given time and is reserved for Lieutenants only. (9th-10th level)

Room #54: Storage and Elevator (60' x 60' x 15')

The elevator here leads up to room #27 on the 1st level and down to the iron mine on the 3rd level. There is always 1 lieutenant and 10 Corporals stationed here at any given time. (Lieutenant is 9th-10th level and the Corporals are all 5th-6th level.) The bars on either side are

all made of silver & enchanted w/ a permanent Protection from Evil 10' radius spell. Anyone stationed in this room is fully armed and armored at all times, w/ their attention focused on the elevator shaft.

Room #55: Iron mine checkpoint (40' x 40' x 15')

Anyone working in the iron mine on the 3rd level, checks in and out here. There is always 1 sergeant (7th-8th level) and 2 corporals (5th-6th level) stationed here.

Room #56: Meeting Room and Sleeping Chambers: (60' x 40' x 15')

In contrast to other areas of the Hold, this room actually has plush comfortable chairs and couches. Used by the three leaders as a general meeting chamber and their sleeping quarters, no one else enters here w/o a very good reason. One of the three is always awake and on duty during each shift.

Room #57: Records Chamber (40' x 40' x 15')

This room is lined w/ cabinets holding records dating back to Stonefast's original creation. All flames are forbidden in this room. There are always 2-4 clerks (1st-3rd level) in this room at any given time.

Room #58: Storage and Elevator: (60' x 40' x 15')

The elevator here goes up to room #28 on the 1st level and down to the Blood Salt mines on the 4th level. There is always 1 lieutenant and 10 corporals stationed here at any given time. (Lieutenant is 9th-10th level and the corporals are all 5th-6th level.) The bars on either side are all made of silver & enchanted w/ a permanent Protection from Evil 10' radius spell. Anyone stationed in this room is fully armed and armored at all times, w/ their attention focused on the elevator shaft.

Room #59: Bunkroom (60' x 40' x 15')

This bunkroom sleeps 24 people at any given time and is used by the regular guards.

Room #60: Latrine (40' x 40' x 15')

Another latrine that always sees someone using it at any given time.

Room #61: Spell Chamber (40' x 40' x 15')

This chamber is mainly used by gnome magic-users when testing out new spells. There is always 4-5 gnome spellcasters, 1st-12th level, here at any given time.

Room #62: Blood Salt Checkpoint (40' x 40' x 15')

Anyone working in the Blood Salt mine on the 4th level checks in and out here. There is always 1 sergeant (7th-8th level) and 2 corporals (5th-6th level) stationed here.

Room #63: Bathroom (40' x 60' x 15')

Unlike all the other bathrooms/latrines, this is where everyone comes to soak in the communal tubs between shifts. There's always between 10-20 people here at any given time.

Room #64: Captains Bunkroom (40' x 40' x 15')

This bunkroom can sleep upto 16 people at one time and is reserved for Captains, level11+, and might see 4-5 sleeping here at any given time. Captains command the units providing protection to the miners as it offers the best chance to see combat.

Room #65: Childrens Area (60' x 60' x 15')

When not at lessons or learning skills, children spend their time here away from the adults, where they can be as noisy, rowdy and rambunchish as they please. There's generally 30-40 children of various ages here at any given time. By official decree, any adult entering this room is a fair target for the childrens various games and pranks.

Room #66: Childrens and Teachers Checkpoint (60' x 40' x 15')

This room is where all children come to check-in at the start and end of each school shift. There is always 1 teacher, 11+ level, and 1-4 students, 0th-1st level, here at any given time. Children sent here during class hours generally need extra help on one subject or another.

Room #67: Classroom (80' x 60' x 15')

This is the only classroom for teaching children non-skill related subjects. At any given time this room holds 40-50 students, 0th-1st level; 4-8 aides, 2nd-3rd level; and 1 teacher, 11+ level. Children who mis-behave in class are escorted by an aide to manually clean every latrine in the Hold...needless to say children never mis-behave twice in class.

Room #68: Portal Chamber (20' x 20' x 15')

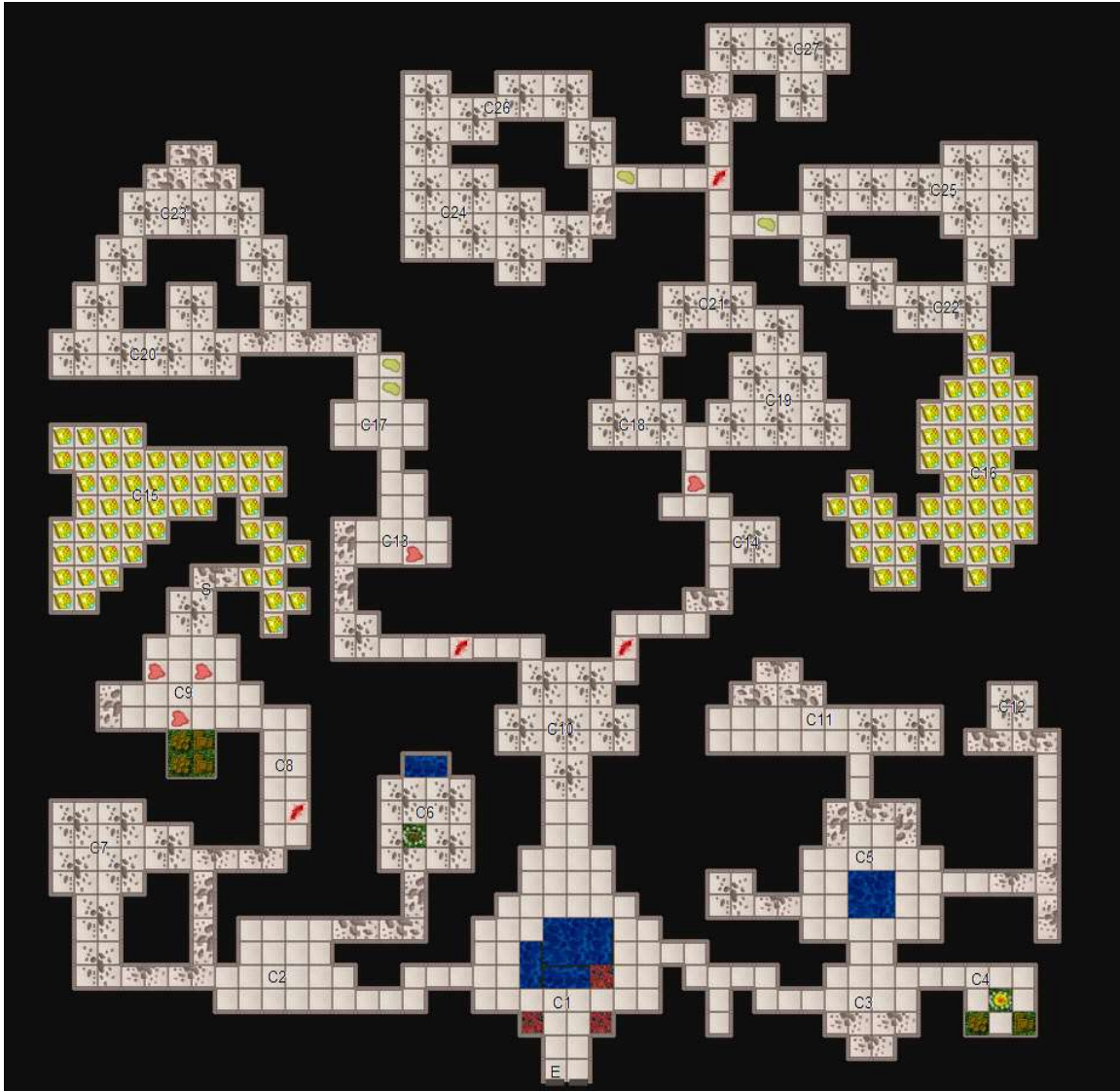
This chamber is only accessible to the three leaders of Delversfast and contains a portal to the Hold's Treasury.

Room #69: Treasury (20' x 40' x 15')

This chamber houses the treasury of Delversfast: 2,000 electrum bars worth 5,000 gp each; 3,000 gold bars worth 10,000 gp each; 1,000 platinum bars worth 20,000 gp each and an assortment of 27,530 various gems and jewels worth a combined total of 259,800 gp. No magical items of any kind are kept here as they have been passed out into the hands best suited

to use them. At present the treasury is only 25% full.

Level 2: Caverns of Delversfast: (40'-50' below Stonefast Level 1)



These caverns and passageways range from 10' wide to 20' wide in some areas and 10' high to 20' high. Green squares show the locations of Green Slimes, while Red squares mark recent battlesites; whether between groups of Degenerates, Ghouls or living creatures that fell victim to one of the two groups. The two treasure chambers (C15 & C16) are unrecorded Iron Mines. The barrels and crates are lost & forgotten mining supplies that are still salvageable. Currently the only area of the caverns still held by Delversfast is C1, just outside the entrance. The Shriekers are marked by Red squares w/ roughly 10 Shriekers per square. The sources of the various water pools is currently unknown to the inhabitants. (The water wells up from an underground river flowing between this level and level 3.) Should the PC's successfully clear out

all Degenerates, Ghouls, Green Slime colonies and Wights w/in the Caverns, the inhabitants of Delversfast will reward them w/ an electrum bar worth 5,000 gp each. The party should also receive 2,500 Xp each as a story award.

Note: Monsters included in room descriptions are in addition to those that survived that assault on Delversfast.

Wandering Monster List (d8)

1 Bats (Normal 50% OR Giant 50%) 1d100 or 1d10

2 Rats (Normal 50% or Giant 50%) 5d10 or 3d10

3 Lizard, Giant: Tuatara 1d4

4 Spider, Giant: Tarantella 1d4

5 Rhagodessa 1d4

6 Snake, Rock Python 1d3

7 Ghouls (Dwarf/Gnome) 2d8

8 Degenerate Dwarf/Gnome mix 1d10

Layout:

C1: Entrance to Delversfast: 20-30 various sized Shriekers as well as a standing guard of 2 Captains, 11+ level; 2 Lieutenants, 9th-10th level; 4 Sergeants, 7th-8th level; and 8 Corporals, 5th-6th level. All of these guards are evenly split between dwarf and gnome and ALL are spellcasters: Dwarf-Clerics, Gnome Magic-Users and Gnome Shamans.

Special Amber Golems (2): AC: 2; HD: 10*; HP: 60; Move: 180'(60'); ATT: 2 claws/1 bite; Dmg: 2d6/2d6/2d10; Save: F7; Morale: 12; AL: Neutral. These Golems are immune to all magic short of a Wish spell or Immortal magics.

C2: Old staging area for the West side of the mines.

C3: Old staging area for the East side of the mines, there has been a recent collapse along one wall.

C4: Old mine storage area lit by a permanent Continual Light spell.

C5: Central chamber for the East mine that was abandoned due to multiple cave-ins.

C6: This chamber was abandoned when the entire roof and most of the passageway collapsed,

killing over 50 miners.

C7: This chamber was also abandoned after a cave-in killed over 100 miners, including the rescue party.

C8: Disused area of the Western mine that was sealed off as a result of the cave-in in area **C7**. Unbeknownst to anyone, some 50 miners were trapped in here & **C9**. They all died from starvation & lack of air; but, out of angry at not being rescued arose as wights.

Dwarf/Gnome Wights (20): AC: 5; HD: 3*; Move: 60'(20"); Att: 1; Dmg: Energy Drain; Save: F3; Morale: 12; AL: Chaotic; XP: 50 ea.

C9: Storage and gathering point for the Western mine. The western & northern areas of this chamber collapsed when **C7** suffered its cave-in. There were 30 miners trapped in this room. If the PC's clear away the rubble, they will find the once active Iron mine. (If the PC's inform Delversfast of this deposit, award them 100 XP ea. and 50 gp ea.)

Dwarf/Gnome Wights (30): AC: 5; HD: 3*; Move: 60'(20"); Att: 1; Dmg: Energy Drain; Save: F3; Morale: 12; AL: Chaotic; XP: 50 ea.

C10: The Northern mine passageway has seen recent cave-ins; but, nothing severe enough to block the routes. This is the area that the Degenerates and Ghouls come from.

C11: Northern most chamber of the Eastern mine, this area saw a few cave-ins in the distant past; but, nothing severe enough to seal it off. The miners stopped digging here when the iron ore ran out.

C12: The Eastern most extent of this part of the mine was abandoned after the iron ore ran out. In the recent past its suffered some minor cave-ins.

C13: This chamber extends to **C10**; but, was cut-off after a series of cave-ins that trapped 30 miners. While its possible to clear enough space to crawl thru, this area is still subject to minor cave-ins. The miners that were trapped here all died to the colony of Green Slime that has since moved into **C17**.

C14: This small chamber housed the mine foreman and check-in officer when the mine was active. After a minor cave-in, this room was abandoned.

C15: Iron Ore mine: this section of the mine still holds tons of Iron ore; but, was forgotten after the miners working on it were buried alive due to the cave-in in area **C7**.

C16: Iron Ore mine: this section of the mine still holds tons of Iron ore; but, was forgotten after the miners working on it were buried alive due to the cave-in in areas **C18, C19, C21, C22 & C25**. While the cave-ins no longer block access to this area, the trapped miners devolved into

Degenerates.

C17: This chamber is now home to several colonies of Green Slime. Each time a PC steps into a 10' square, roll a d4; on a 1-3 they are attacked by Green Slime dropping from the ceiling.

Green Slime (20): AC: always hit; HD: 2**;; Move: 3'(1'); Dmg: special; Save: F1; Morale: 12; AL: Neutral; XP: 30 ea. Can only be harmed by cold or fire. Dissolves cloth or leather instantly, and wood and metal in 6 rds. Will turn flesh to green slime in 1d4 rds unless burned off.

C18: Partial cave-in: this area connecting to **C21** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (10): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C19: Partial cave-in: this area connecting to **C21** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (30): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C20: Partial cave-in: this area connecting to **C23** is partially caved-in; but, Ghouls have made pathways thru it to hunt for food.

Dwarf/Gnome Ghouls (25): AC: 6; HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d3 + special; Save: F3; Morale: 9; AL: Chaotic; XP: 50 ea. Slightly stronger normal ghouls.

C21: Partial cave-in: this area connecting to the rest of the northern mine is partially caved-in;

but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (10): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST recieve attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C22: Partial cave-in: this area connecting to **C25** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food. The SouthEastern corner of this chambers shows clear signs of Iron Ore still being present. (If the PC's inform Delversfast of this deposit, award them 100 XP ea. and 50 gp ea.)

Degenerate Dwarf/Gnome (10): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST recieve attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C23: Partial cave-in: this area connecting to **C20** is partially caved-in; but, Ghouls have made pathways thru it to hunt for food.

Dwarf/Gnome Ghouls (50): AC: 6; HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d3 + special; Save: F3; Morale: 9; AL: Chaotic; XP: 50 ea. Slightly stronger normal ghouls.

C24: Partial cave-in: this area connecting to **C26** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (50): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin

feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C25: Partial cave-in: this area connecting to **C22** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (50): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C26: Partial cave-in: this area connecting to **C24** is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (30): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized ghouls.

C27: Partial cave-in: this area is partially caved-in; but, Degenerates have made pathways thru it to hunt for food.

Degenerate Dwarf/Gnome (25): AC: 7, HD: 3*; HP: 20 ea.; Move: 60'(20'); Att: 2 claws/1 bite; Dmg: 1d3/1d3/1d2 + special; Save: D3; Morale: 9; AL: Chaotic; XP: 50 ea. Degenerates are living beings that will feed on any type of flesh, even their own kind. In battle they only use 2 claws and their bite and any of these attacks has the chance of inflicting their opponent w/ disease. Once a body falls, whether dead or not, the surrounding degenerates will turn and begin feeding, unless attacked; even if its one of their own or one of the ghouls. Anyone contracting the degenerates disease MUST receive attention (Cure Disease) w/in 1 hour or become a degenerate themselves. Degenerates look, & smell, no different than dwarf/gnome-sized

ghouls.

Some colonies of Green Slime have started moving into the passageways connecting some of these chambers and can prove equally dangerous to PC's & Degenreates alike.

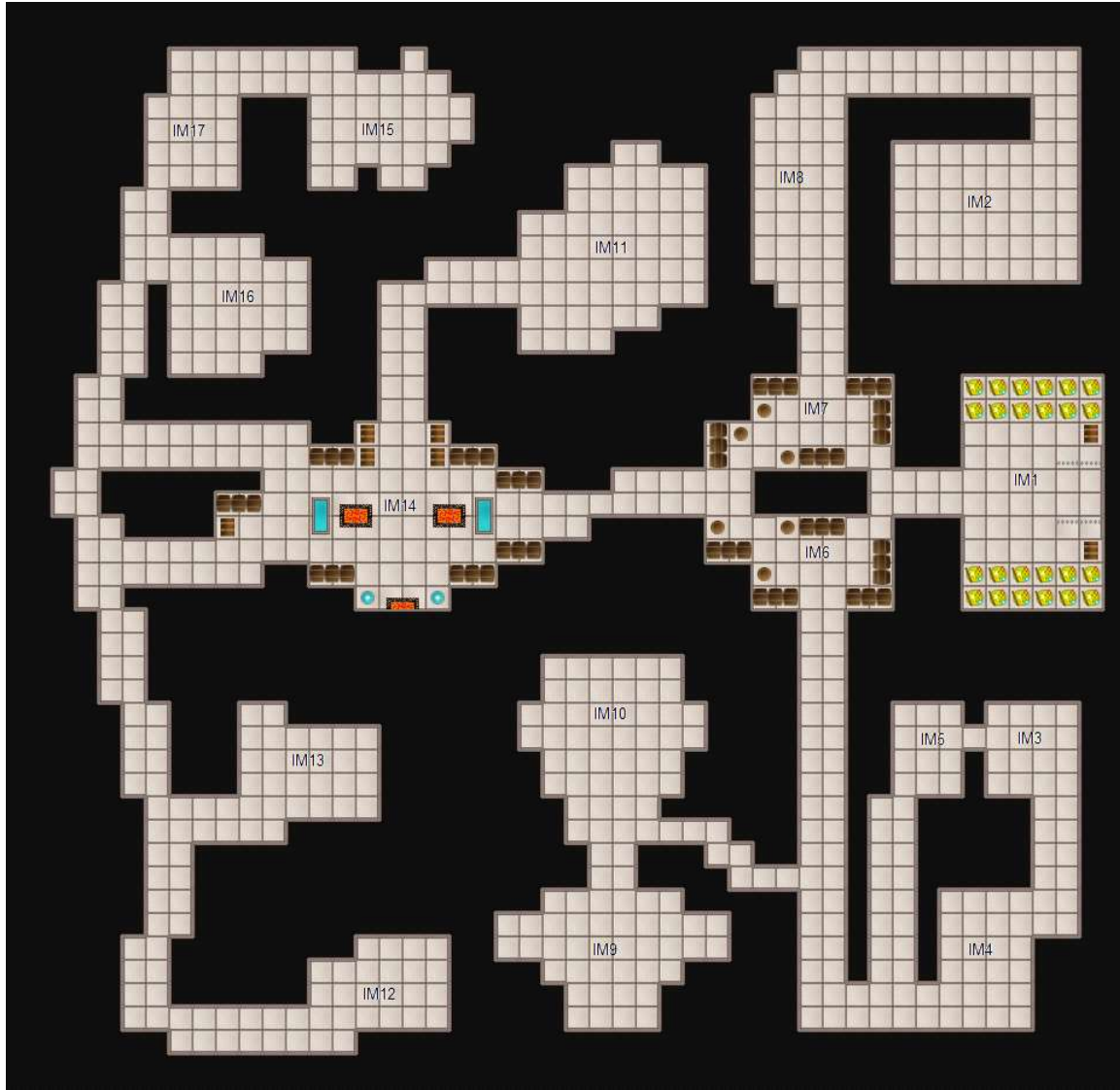
Green Slime (10): AC: always hit; HD: 2** ; Move: 3'(1'); Dmg: special; Save: F1; Morale: 12; AL: Neutral; XP: 30 ea. Can only be harmed by cold or fire. Dissolves cloth or leather instantly, and wood and metal in 6 rds. Will turn flesh to green slime in 1d4 rds unless burned off.

Afterwards: Once the entire caverns are cleared of dangers, the dwarves & gnomes will begin spreading out from the entrance of Delversfast; recalling all miners and other personel from the Iron mine and Blood Salt mine on Levels 3 & 4. By themselves, it'll take 6 months of round the clock work to expand the city to encompass C1-C6. If the party can work out negotiations between Delversfast and Stonefast/Hearth-Home, w/in 2 weeks a force of 300 dwarves and 200 gnomes will arrive to help w/ the defense and expansion of the Hold. Further more, Lord Otaras will formally recognize Stonefast/Delversfast as a seperate Dwarf/Gnome community w/ Korgalxaf as Dwarf-Lord and Hilreashi as Gnome Queen. W/ the added numbers, they'll expanded their hold in the caverns to extend from C1-C15 in 6 months. Half the shriekers will be carefully relocated to the tunnels leading past C13 & C14. Two Fire Elementals will be turned loose in C17 to deal w/ the Green Slimes, after which they'll both burn along thru C20 & C23 until there is nothing left for them to burn at which point they'll both make their way back to the forge room in Delversfast. (It'll take 1 month for them to be convinced there's nothing left to burn in those areas.) W/in 1 year all the carverns will be claimed and both remaining Iron deposits will have been mined out. At this point they'll begin expanding chambers for farming (mushrooms and other fungi) and ranching (underground animals that feed off the mushrooms and fungi).

IF Palace of Dread was completed before the party undertakes this adventure, upon learning that the old gnome stronghold is empty, Hilreashi will take a considerable force of gnomes to reclaim it. Giflurd will be left in charge of the gnomes in Stonefast/Delversfast and be "forced" to start using the title of Regent-King. (By Gnomish law, when one child of a set of twins holds the title of King/Queen, the other twin is designated Regent-King/Queen depending on sex. Should the King/Queen die the throne passes to the surviving twin, not the King/Queen's children.) The force Hilreashi will take w/ her will number 50 gnomes of 5th-10th level. Korgalxaf will insist on sending a force of 50 dwarves also of 5th-10th level w/ her. "I'll not be having my blood-kin risking life and limb w/o dwarven blood laying their lives down first." will be his exact words to her. Hilreashi's force will reach the gnomish stronghold w/in a week, she won't move faster as she and her people have never seen the surface before. Once there, they'll make sure the stronghold is cleared then seek out the magically sealed passageways to the stronghold proper; but, that is an adventure for someone else to write.

Iron Mine Level 3: (100' below Delversfast. Ceilings vary from 15' to 25' high) There are two

wandering patrols on this level. Each patrol consists of: 1 Captain (11th-13th level), 2 Lieutenants (9th-10th level), 2 Sergeants (7th-8th level), 2 Corporals (5th-6th level) and 8 guards (1st-4th level). Each hour one of the Captains will carry the check-in sheet upstairs to room #44 before returning to duty in the mine.



IM1: The elevator from Room #54 stops in this room; but, can also be used to go down to Level 5. Currently this room is used to store pure iron bars until they're needed in Delversfast. There are currently 250,000 such bars, each weighing 10 lbs. On either side of the elevator is a chest full of uncut gems that were found mixed in w/ the iron ore. Each chest holds roughly 200,000 gp worth of raw uncut diamonds. There are no guards actively stationed here; but, dwarves and gnomes are always coming and going so there's a 1 in 3 (1-2 on d6) chances someone will be in the room whenever the party enters. This room is 100' N-S, 60' E-W with a 15' high ceiling.

IM2: This 60' N-S by 80' E-W by 15' high chamber is empty and use to be used as a storeroom; but, was cleaned out and everything it held was either sent up to Delversfast or moved to rooms **IM6**, **IM7** and **IM14**. Patrols sweep this chamber every hour: 1 on a d6.

IM3: This 40' by 40' by 20' chamber is empty. Patrols pass thru here every hour: 1 on a d6.

IM4: This 60' by 40' by 15' chamber is empty. Patrols pass thru here every hour: 1 on a d6.

IM5: This 40' by 30' by 15' chamber is empty. Patrols pass thru here every hour: 1 on a d6.

IM6: This 40' by 60' by 25' chamber is actively being used as a storage room. This room holds mostly spare picks and other mining gear. There is a standing guard of 1 Corporal (5th-6th level) and 2 guards (3rd-4th level) stationed here at all times.

IM7: This 40' by 60' by 25' chamber is actively being used as a storage room. This room holds mostly spare picks and other mining gear. There is a standing guard of 1 Corporal (5th-6th level) and 2 guards (3rd-4th level) stationed here at all times.

IM8: This 80' by 40' by 25' chamber is empty and use to be an informal eating area. Patrols pass thru here every hour: 1 on a d6.

IM9: This odd sized chamber has a cieling ranging from 15'-20' at the center and was the first area of the mine to play out. Patrols pass thru here every hour: 1 on a d6.

IM10: This odd-sized chamber has a ceiling of 20' and was meant to be a store room; but, was never used. Patrols pass thru here every hour: 1 on a d6.

IM11: This odd-sized chamber has ceilings at 25' and was intended to be sleeping quarters; but, as the mine started playing out, everything was removed. Patrolls sweep this room every hour: 1 on a d6.

IM12: This chamber is the southwestern most extent of the mine w/ a ceiling at 15'. Patrols sweep the room every hour: 1 on a d6.

IM13: This chamber was used as storage after it was hollowed out; but, has recently been cleared out. Patrols sweep it every hour: 1 on a d6.

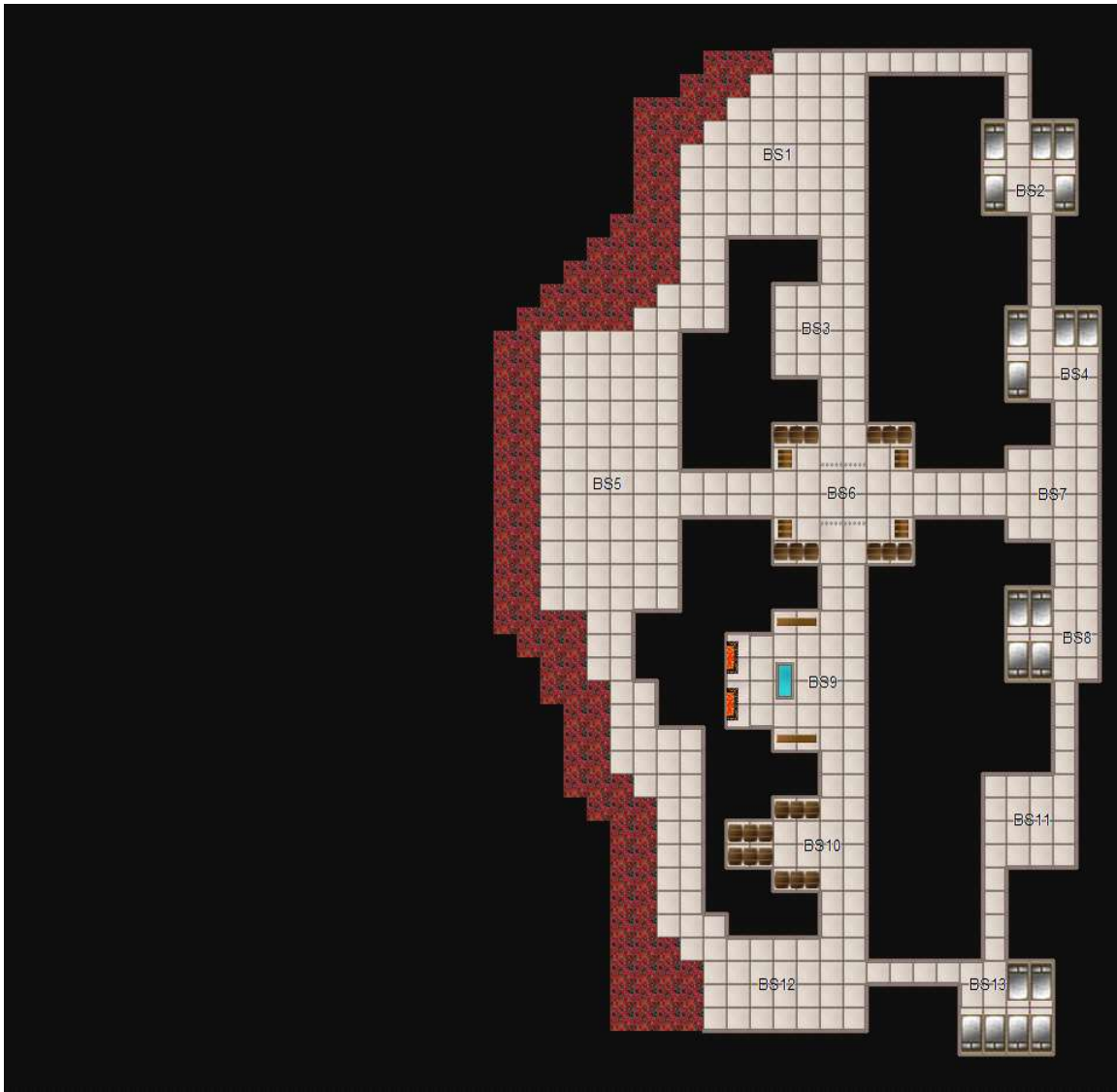
IM14: This massive chamber houses a set of Iron Smelting Forges and is still being used to forge pure iron bars from the last of the ore. Barrels and chests in this room are filled w/ the last of the ore. Currently there are 12 dwarves (6th-7th level) and 10 gnomes (6th-7th level) working in here.

IM15: This chamber was the last of the mine to play out and still has 1-6 dwarves and gnomes (1st-3rd level) still trying to find any more ore. Patrols come thru here every hour: 1 on a d6.

IM16: This chamber is empty and was never put to use after the ore was mined. Patrols sweep it every hour: 1 on a d6.

IM17: This chamber is currently being used as a guard/messenger post incase the workers in **IM15** find anymore ore. There is always 1 Sergeant (7th level) and 4 guards (1st-2nd level) here at all times.

Blood Salt Mine Level 4: (300' below Delversfast or 200' below the Iron Mine on level 3) The ceilings on this level are all uniform at 20' high. There are two wandering patrols on this level. Each patrol consists of: 1 Captain (11th-13th level), 2 Lieutenants (9th-10th level), 2 Sergeants (7th-8th level), 2 Corporals (5th-6th level) and 8 guards (1st-4th level). Each hour one of the Captains will carry the check-in sheet upstairs to room #44 before returning to duty in the mine. (Blood Salt crystals are marked by the red squares; but, their full extent is unknown.)



BS1: This chamber is the northwestern extent of the mine and has 20 dwarves/gnomes (2nd-4th level) working here at any one time. Patrols sweep thru here every 30 minutes: 1-2 on a d6.

BS2: This 40' by 40' by 20' chamber has been turned in a bunkroom for future use. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS3: This 40' by 40' 20' chamber is being looked at as a future guardpost; but, is currently empty. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS4: This 40' by 40' by 20' chamber has been turned in a bunkroom for future use. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS5: This massive chamber is the Western most extent of the mine and has 50-100

dwarf/gnome miners here at any one time. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS6: This 60' by 60' by 20' chamber not only houses the elevator up to room #58 and down to the 5th level; but, has also been turned into a storage room. Barrels and chests are all filled w/ Blood Salt Crystals. The miners are starting to realize that they can no longer mine fast enough to over come the crystals quick growth rate and are hoping to get alot more miners sent down. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS7: This 40' by 40' 20' chamber is being looked at as a future guardpost; but, is currently empty. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS8: This 40' by 40' by 20' chamber has been turned in a bunkroom for future use. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS9: This Forge room is also half Alchemy Lab where they experiment w/ the Blood Salt. There are always 5 dwarves (2nd-3rd level) working the forges and 10 gnome spellcasters (2nd-10th level) in this room at all times. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS10: This store room houses both mining and alchemy equipment. Patrols pass thru here every 30 minutes: 1-2 on a d6. There is a 1 in 4 chance (1d4) that someone from **BS9** is in here getting replacement items. There is a 1-8 chance (1d8) that someone will be in here getting replacement mining equipment.

BS11: This 40' by 40' 20' chamber is being looked at as a future guardpost; but, is currently empty. Patrols pass thru here every 30 minutes: 1-2 on a d6.

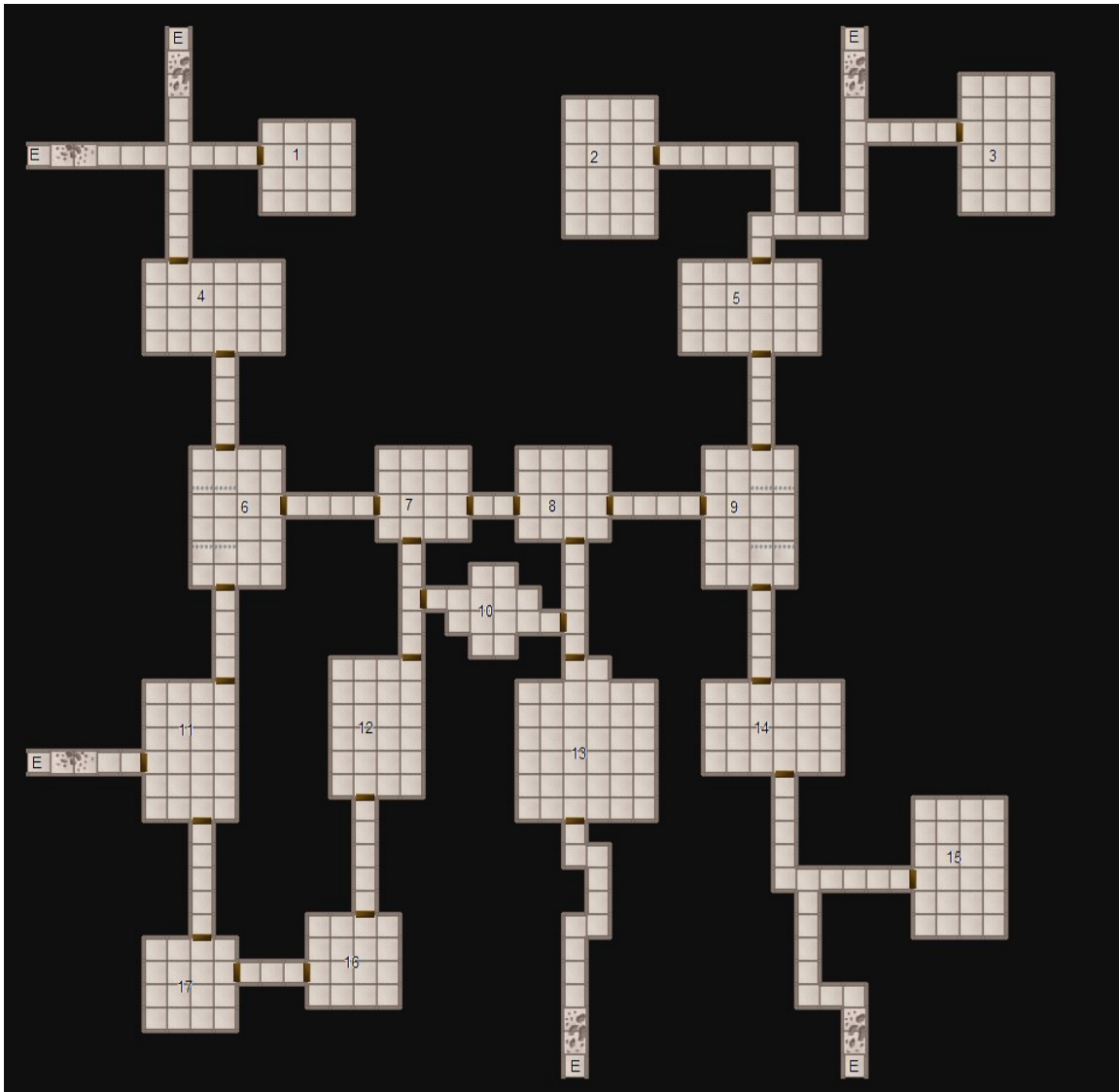
BS12: This chamber is the Southwestern most extent of the mine and has 20-30 miners (2nd-4th level) in here at any one time. Patrols pass thru here every 30 minutes: 1-2 on a d6.

BS13: This 40' by 40' by 20' chamber has been turned in a bunkroom for future use. Patrols pass thru here every 30 minutes: 1-2 on a d6.

Blood Salt Mine: Since the current inhabitants of Delversfast have been mining this level, the map is the farthest they've been able to go. Currently all they can manage to do, w/o more miners, is keep the Blood Salt crystals from reclaiming this level. It takes 1 full day to clear a 10' square section of crystal and, if given the chance, the crystal will reclaim that 10' square w/in 8 hours.

Level 5: Iron Mine (active): (200' below the Blood Salt Mine on Level 4) The only records of this level of the mine show rooms #1-#17, however the Dwarves and Gnomes only control rooms # 6-#10, all others are held by undead. All ceilings on this level range from 10' to 15' high. All doors in rooms #6-#10, including the northern doors to #12 and #13, have been permanently

enchanted w/ Protection from Evil 10' radius. While this doesn't stop the undead from opening them and attacking, it has seriously cut down the frequency of attacks.



Entrance (E): These passageways go further into the undead held areas of the mines. At some point in the distant past, sections of the tunnels were caved-in; but, over the years were mostly cleared by the intelligent undead. There is always a 75% chance of encountering a group of undead in these passageways. All undead are treated as 2 categories higher for purposes of Turning thru-out the entire 5th level. (ie. ghouls turn as wraiths, vampires turn as haunts, etc.)

Undead Encounters: (d8)

1 Skeleton (Dwarf/Gnome) 2d10

2 Ghoul (Dwarf/Gnome) 1d8

3 Skeleton (Dwarf/Gnome) 1d10 w/ Zombie (Dwarf/Gnome) 1d6

4 Specter (Dwarf/Gnome) 1d2

5 Vampire (Dwarf/Gnome) 1 w/ Ghouls (Dwarf/Gnome) 1d4

6 Wight (Dwarf/Gnome) 1d4

7 Wraith (Dwarf/Gnome) 1d3

8 Zombie (Dwarf/Gnome) 2d6

Vampire and Specters encountered in these passageways are exploring from lairs much farther out. Vampires will send their ghouls to attack, while they turn to mist and flee to call on more help. Specters will flee the round immediately after they're hurt.

Room #1: This 40' by 40' by 15' chamber shows clear signs of having been an active mine; but, is currently home to 15 dwarf skeletons and 9 gnome skeletons.

Room #2: This 60' by 40' by 15' chamber was an active mine in the distant past; but, is now home to 10 dwarf ghouls and 11 gnome skeletons.

Room #3: This 60' by 40' by 10' chamber has clear iron ore veins running thru it; but, is home to 5 dwarf wights and 7 gnome wights.

Room #4: This 40' by 60' by 15' chamber has clear iron ore veins running thru the walls, floor and ceiling; but, is home 15 dwarf zombies and 10 gnome ghouls.

Room #5: This 40' by 60' by 10' chamber has clear iron ore veins in the floor, ceiling and walls; but, is home to 20 dwarf zombies and 5 gnome wraiths.

Room #6: This 60' by 40' by 15' chamber houses the elevator up to **IM1** on the 3rd level. The elevator does not continue down past this floor. There is a force of 2 Captains (11th level Dwarf-Cleric and an 11th level Gnome Shaman) w/ 20 guards (10 dwarf 4th-8th level and 10 gnome 4th-8th level) stationed here.

Room #7: This 40' by 40' by 15' chamber houses 2 Sergeants (8th level Dwarf-Cleric and an 8th level Gnome Shaman) w/ 10 guards (5 5th level dwarves and 5 5th level gnomes) stationed here. Half of this force will back up **Room #6**, while the rest back up **Room #10**.

Room #8: This 40' by 40' by 15' chamber houses 2 Sergeants (8th level Dwarf-Cleric and an 8th level Gnome Shaman) w/ 10 guards (5 5th level dwarves and 5 5th level gnomes) stationed here. Half of this force will back up **Room #9**, while the rest are back up for **Room #10**.

Room #9: This 60' by 40' by 15' chamber houses the elevator up to **BS6** on the 4th level. The elevator continues down past this floor and is the only known way to reach the 6th & 7th levels. There is a force of 2 Captains (11th level Dwarf-Cleric and an 11th level Gnome Shaman) w/ 20 guards (10 dwarf 4th-8th level and 10 gnome 4th-8th level) stationed here.

Room #10: This odd shaped room houses 2 Lieutenants (9th level Dwarf-Cleric and a 10th level Gnome Shaman) w/ 10 guards (5 4th level Dwarf-Clerics and 5 4th level Gnome Shamans).

Room #11: This 60' by 40' by 10' chamber has clear iron ore veins running thru it; but, is home to 5 dwarf wights and 7 gnome wights.

Room #12: This 60' by 40' by 10' chamber has clear iron ore veins running thru it; but, is home to 5 dwarf wights and 7 gnome wights.

Room #13: This 60' by 60' by 15' chamber has iron ore veins in the floor, ceiling and walls; but, is home to 20 dwarf skeletons, 20 gnome zombies and 10 dwarf ghouls.

Room #14: This 40' by 60' by 10' chamber has clear iron ore veins in the floor, ceiling and walls; but, is home to 20 dwarf zombies and 5 gnome wraiths.

Room #15: This 60' by 40' by 10' chamber has clear iron ore veins running thru it; but, is home to 5 dwarf wights and 7 gnome wights.

Room #16: This 40' by 40' by 15' chamber has iron ore veins in the floor, walls and ceiling but, is home to 4 dwarf wights.

Room #17: This 40' by 40' by 15' chamber has iron ore veins in the floor, walls and ceiling but, is home to 4 gnome wights.

Dwarf/Gnome Plans: All the leaders of Delversfast are interested in, for the moment, is claiming and holding the KNOWN sections of this mine. If the undead can be pushed out of the chambers and back into the passageways, the most powerful dwarf/gnome spellcasters will work together to seal each passage. At that point, this whole area will become housing to as large a force as they can muster; mostly comprised of Dwarf-Clerics and Gnome Shamans.

Beyond the map: The rest of the Iron Mine is broken up between 4 separate undead rulers:

NorthEastern: This passage leads to the territory of a 9 HD Dwarven Vampire and is the smallest of the territories at only 37 chambers. This Vampire's forces are made up of 50 Skeletons, 30 Zombies, 25 Ghouls and 10 Wights of mixed races, not just dwarves and gnomes.

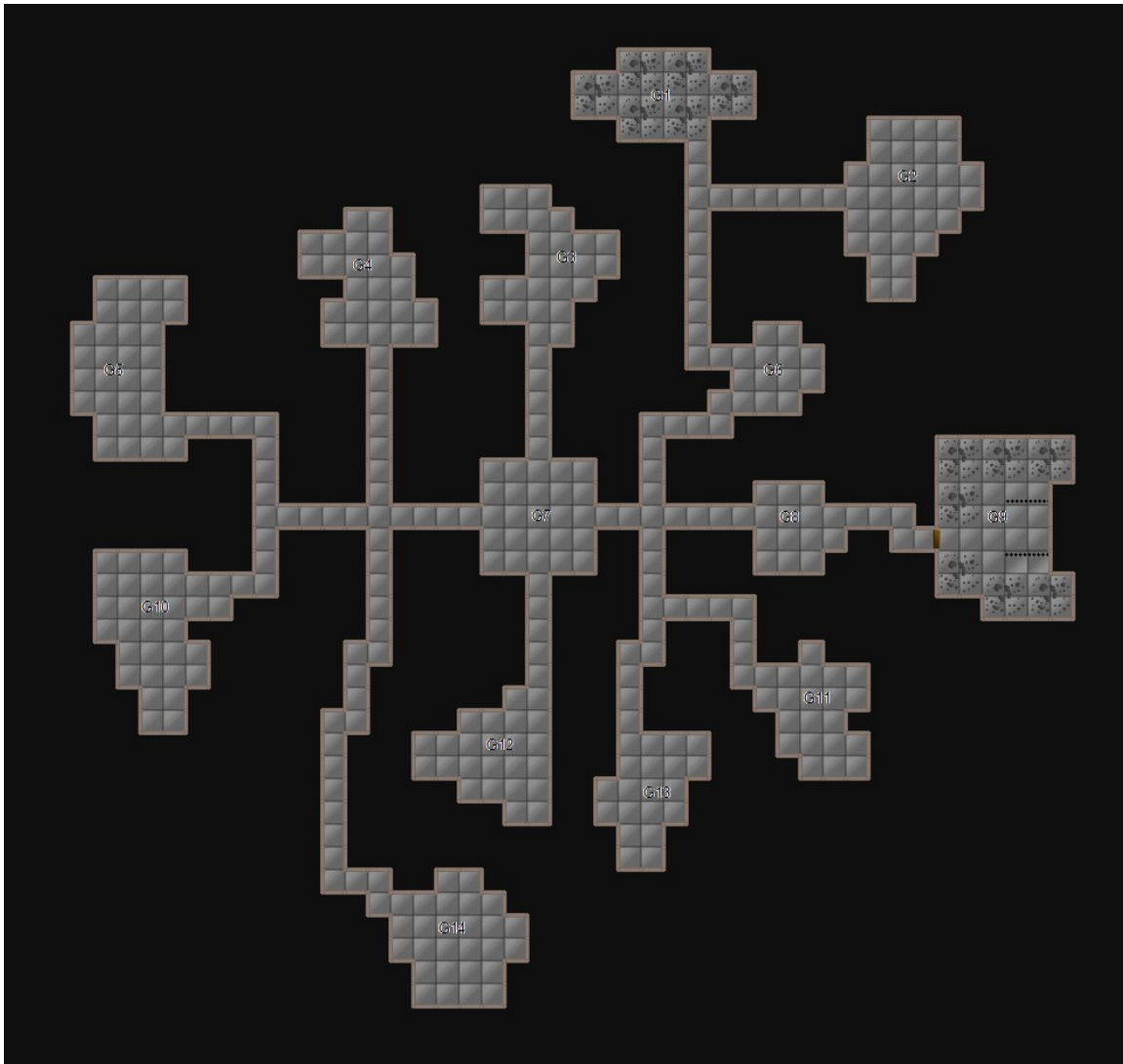
NorthWestern: Both of these passageways lead to the territory of a 10 HD Gnome Shaman Vampire and is the second largest territory at 53 chambers. This Vampire's forces are comprised of 100 Skeletons, 75 Zombies, 40 Ghouls and 30 Wights of various races, not just dwarves and

gnomes.

SouthWestern: This passage leads to the territory of a 7 HD Gnome Specter and is the second smallest territory at only 45 chambers. This Specter's forces are comprised of 100 Skeletons, 20 Ghouls and 5 Wights of various races, not just dwarves and gnomes.

South/SouthEastern: These two passages lead to the largest territory and is home to a 13 HD Human Nithian Mummy. In life this Nithian was a Cleric of Thanatos and was entombed alive by his enemies. He was turned into a mummy by Thanatos and has only recently been released by Gnome Ghouls looking for a meal. Upon release, he dominated the ghouls and re-animated his entombed followers. His territory numbers 74 chambers and houses a force of 200 Skeletons (Nithian slaves), 150 Zombies (Nithian slaves), 100 Ghouls (Nithian soliders), 75 Gnome Ghouls, 60 Wights (Nithian officers), 30 Wraiths (Nithian Nobles), 15 Specters (Nithian Clerics of Thanatos) and 5 7 HD Mummies (his Nithian Generals). Currently he is more concerned w/ dominating all the other undead on this level. He is also the only one who knows about the Nithian secret on the 7th level. (This Mummy Turns as Special.)

Level 6: Granite Mine (active): (150' below the active Iron Mine on Level 5) Although this mine is active, Delversfast only holds **Room G9:** the Elevator room. All other rooms are held by undead, although there are fewer undead on this level compared to Leve 5. The undead on this level were trapped here after Delversfast installed the special Blood Salt/Iron/Granite door to **Room G9.** All passageways and ceilings are 10' wide and 10' high. All undead on this level are Turned as Special.



G1: This odd-shaped chamber is the Northern-most reach of the mine and has suffered a recent cave-in. Undead may be encountered in this room on a 1 on d20.

G2: This odd-shaped chamber is the North Eastern-most reach of the mine and is home to a 9** HD Nithian Cleric Mummy of Thanatos.

G3: This odd-shaped chamber is the Western-most reach of the mine and is home to a pair of 7** HD Nithian Cleric Mummies of Thanatos.

G4: This odd-shaped chamber is home to a 6** HD Nithian Mummy.

G5: This odd-shaped chamber is home to a pair of 6** HD Nithian Mummies.

G6: This small, odd-shaped chamber is home to 2 5+1** HD Nithian Mummy followers of the Mummy in **G2**.

G7: This 50' by 50' by 10' chamber houses 12 5+1** HD Nithian mummies.

G8: This 40' by 30' by 10' chamber holds 4 5+1** HD Nithian mummies.

G9: Elevator Entrance: This odd-shaped room holds the elevator entrance from **Room #9** from the Iron Mines on Level 5. Not only is the entire room blanketed in Protection from Evil 10' radius spells, it's also warded against the undead and recently saw the installation of a new door made of Blood Salt, Iron and Granite. The Mummies on this level have found their spells to be useless against the door and have been unable to get w/in 10' of the door to physically attack it. The various rubble piles in this room are from old cave-ins and have been left until the inhabitants of Delversfast can focus more attention to claiming this level. The elevator in this room is the only means of reaching Level 7 below. Delversfast holds no maps of this level, nor any maps beyond the first 6 chambers on Level 7. Even Korgalxaf never breached beyond the first 6 chambers of that floor.

G10: This odd-shaped chamber is home to a single 8** HD Nithian Cleric Mummy of Thanatos.

G11: This odd-shaped room houses 5 5+1** HD Nithian Mummies.

G12: This odd-shaped chamber house a pair of 6** HD Nithian Mummies.

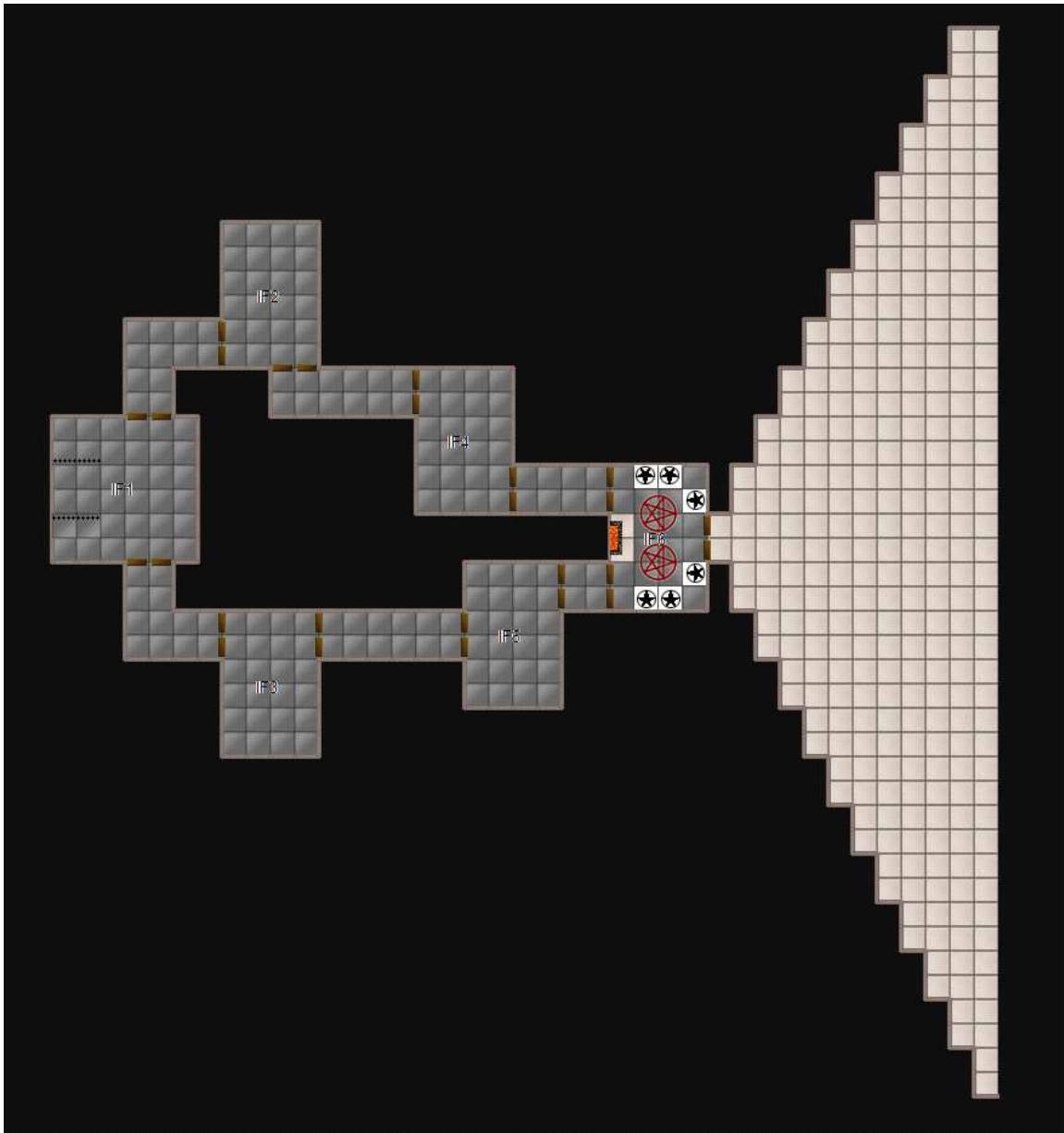
G13: This odd-shaped room houses 5 5+1** HD Nithian Mummies.

G14: This odd-shaped chamber is the Southern-most reach of the mine and is home to a pair of 7** HD Nithian Cleric Mummies of Thanatos.

Mummy Actions & Tactics: Once the door to **G9** is opened, a mummy in **G8** will sound an alarm that can be heard thru-out this entire level. All mummies will rush to room **G7** trying to trap the intruders in the 4-way corridor. They will attempt to take living prisoners so they can force them to open the door. Lord Ragni will attempt to kill himself or any PC that tries to open the door for the mummies.

Level 7: Ixion Forge & Nithian Secret: (500' below the Granit Mine on Level 6) This entire section is warded against undead and lit as if by daylight. Due to the illumination of this section, there are no places for Shadows to hide. Any undead affected by daylight/sunlight are also affected by the lighting in this section. All double doors were created from Woodform spells and are treated as Oak w/ Ixion's symbol displayed prominently on each of them. Undead, or evil creatures, touching these symbols take 2d10 points of damage and must save vs. Death Ray or be Disintegrated. When the party first visits this section all doors are wide open; save for the doors leading out of the forge room between the Ixion Statues.

The two doors leading further out of this section are sealed w/ 2 empty depressions, one in each door at waist height, for a human. If the party doesn't realize it w/ in 2 turns, Lord Ragni will figure out that the 2 Dwarven Medallions are meant to fit w/in the depressions. The medallion for **room #27** fits in the left door and the medallion for **room #28** fits the right door. Only when both medallions are in place will the doors open.



IF1: This 60' by 60' by 20' chamber holds the elevator up to all the other floors. There are signs this room once was used for storage; but, is now empty.

IF2: This 60' by 40' by 20' chamber is empty w/ no signs of what it use to be used for.

IF3: This 60' by 40' by 20' chamber is empty; but, shows signs that it use to a bunkroom.

IF4: This 60' by 40' by 20' chamber is now empty; but, shows signs of having been some kind of office.

IF5: This 60' by 40' by 20' chamber is now empty; but, shows signs of having once been a dining

room.

IF6: This 60' by 40' by 20' chamber is a Forge Room dedicated to Ixion and holds 6 15' tall statues of Ixion, all of which are actually Bronze Golems: AC: 0, HD: 20**, HP: 100 ea., Move: 240'(80'), Att: 1 fist + special, Dmg: 3d10 + special, Save: F10, Morale: 12, AL: Lawful. Any hit by a bronze golem does 1d10 extra fire damage. Any damaging a Bronze Golem w/ edged weapons must save vs. death ray or take 2d6 extra damage from the fiery blood spurting out of the wound. Bronze golems are IMMUNE to fire-based attacks.



Beyond the Great Doors: Once the two doors leading out of IF6 are opened, the party will find themselves gazing into a massive underground cavern. The area shown on the previous map is a ledge measuring some 50'-75' above the cavern floor. Depending on the cycle (50% chance of it being day-cycle or night-cycle) the cavern may be well lit, as if by a sun/moon. From the edge of the ledge, the party will just be able to make out a small village in the distance. (Perhaps 1/2

mile away) Paths leading down from the ledge are well-worn goat trails; but, there is still a 1 in 6 chance that a PC may slip and fall off the ledge unless properly secured. Ledges vary from 2'-3' wide and it'll take cautious parties 2 hours to reach the cavern floor.

When the party reaches the village, they'll discover that it has a population between 100-150 people (Nithians) and is mostly farming (wheat) w/ several herds of sheep. Roughly half the population are slaves/commoners that work the fields, tend the sheep and do all the everyday work around town. All slaves/commoners live in huts between the wheat silos, while their supervisors live in L-shaped buildings across the dirt path. The majority of the village are all 0th level normal men and women. There are eight (8) barracks for soliders, although only the North Eastern barrack currently houses any troops: 20 1st level fighters. The villages current Overseer is a 3rd level fighter that lives in the barrack just South of his men. Two shops (brown L-shaped buildings) supply all the villages basic good. The Northern most brown building usually houses the Cleric Administrators/Advisors of the village; but, at present they're all missing. The actual leader of the village usually lives in the brown C-shaped building in the far North East; but, like the clerics, he's also missing.

Unknown to the villages, their missing leaders and soliders are the Nithian undead trapped on the upper levels. There is a crypt located in the South East region of the village that is only accessable when a villager dies. The key to opening it is held by the village leader: the 13 HD Nithian Mummy on the 5th level in the South/SouthEastern area. The Shrine to the North of the leaders house can only be opened by a Cleric of Thanatos atleast 10th level, or by anyone using the Special Onyx Key held by the same 13 HD Nithian Mummy.

The Nithian Secret: The secret of the Nithian villages continued survival is linked to both the Crypt and the Shrine. When someone from the village dies, their body is placed w/in the crypt and gets animated as an undead soldier. At the same time, an infant appears in the shrine and is given to the family who just lost a loved one. The villages believe that it's a gift from their Pharaoh; but, it's just Thanatos's way of secretly building up an army of undead to unleash on an unsuspecting world.