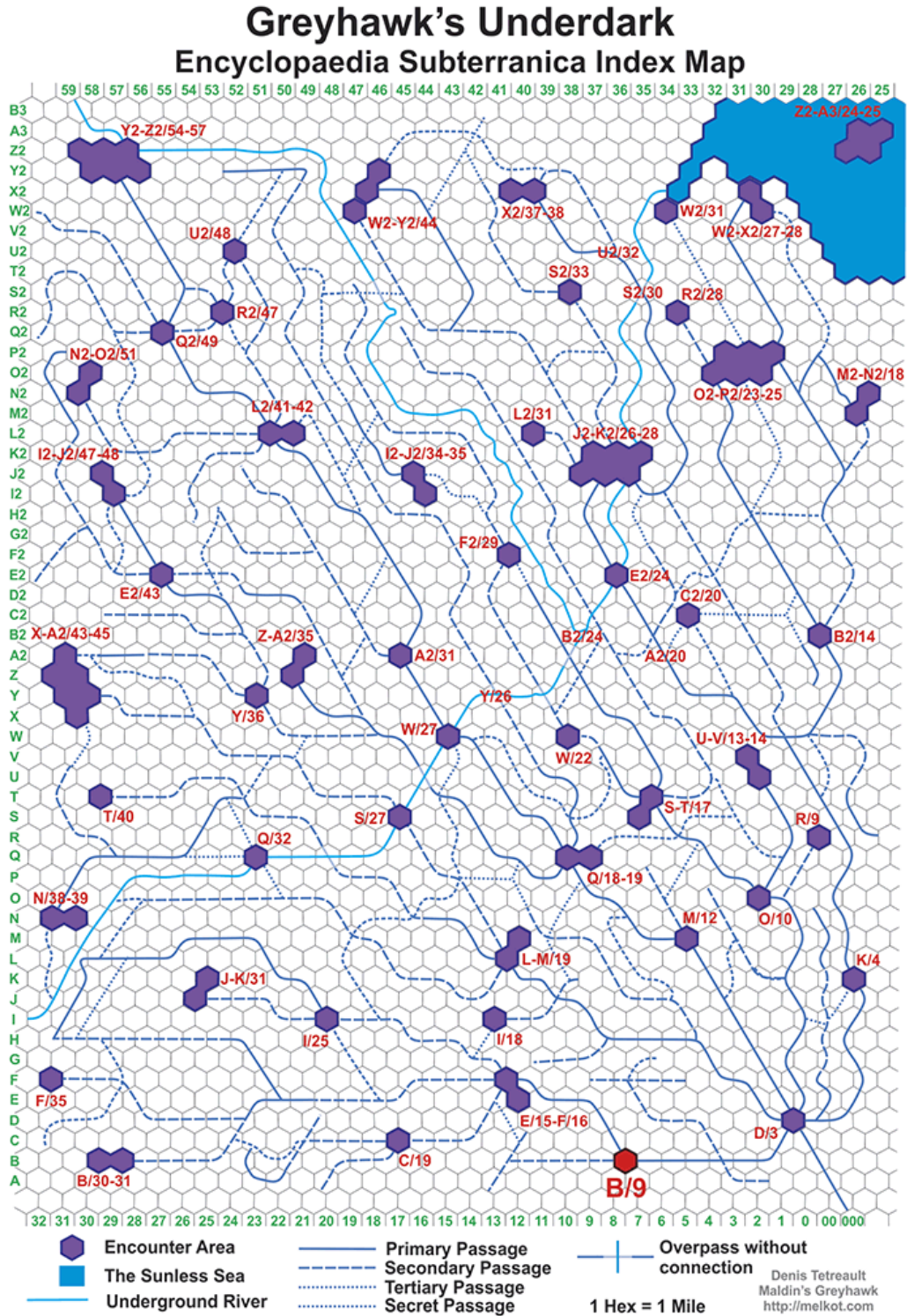


# D4: ENCYCLOPÆDIA SUBTERRANICA

## ENCOUNTER AREA B/9

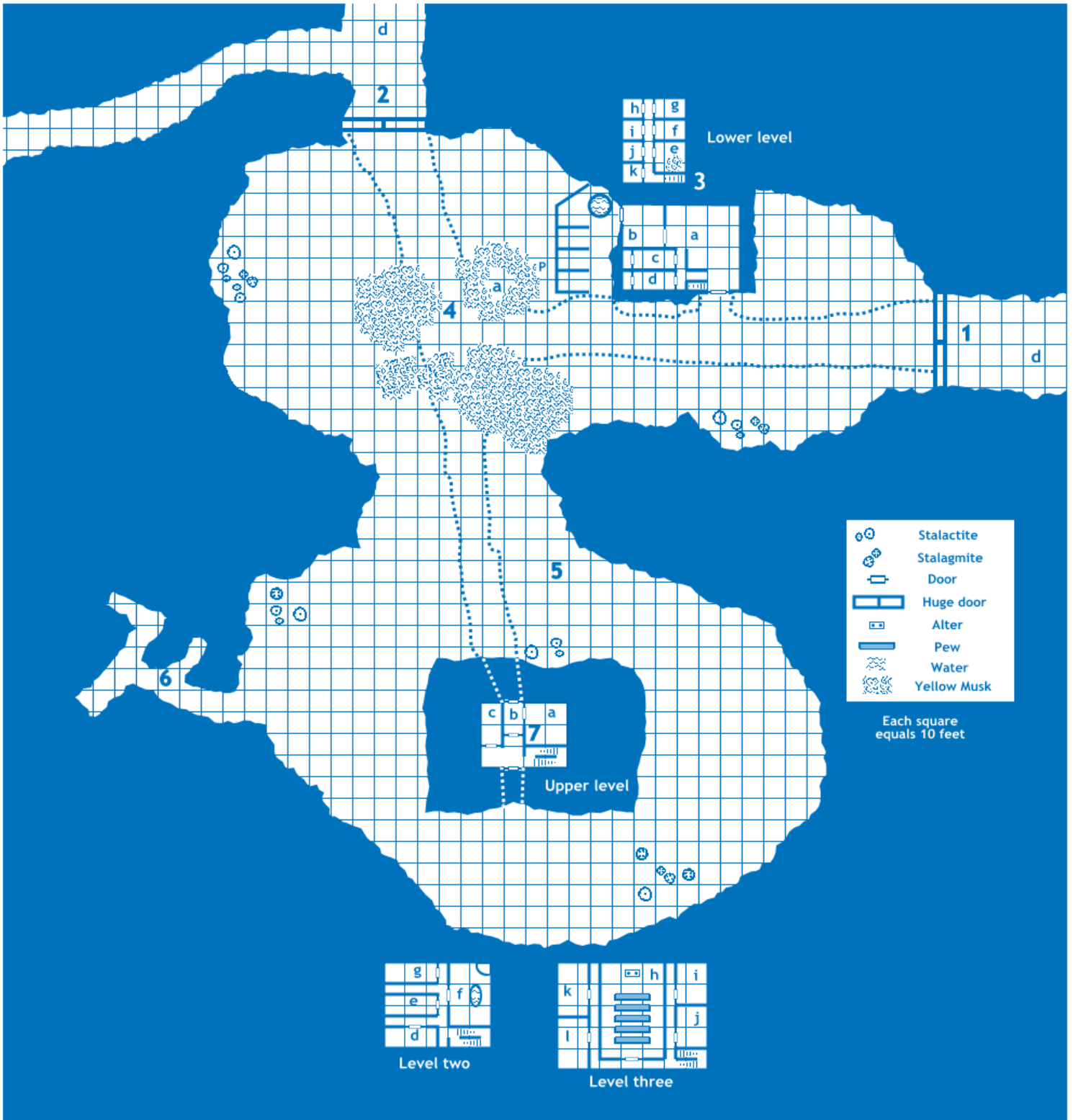
Trading Post of the Dead, Dying, Damned, and Doomed Dwarves!

by Predavolk



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>

ENCOUNTER AREA B/9: MAP A



ENCOUNTER AREA B/9

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d. The pale gloom of the tunnels starts to turn into a moderate brightness as numerous glowing lichens line the wall. The tunnel also becomes increasingly regular in shape and dimensions. Rounding a corner, parties will be taken aback by a blinding

light. Several incredibly bright spots are on each of the walls, the result of a total of 6 **Continual Light** spells placed here by the inhabitants to ward off Drow and other fell creatures of the dark. Underneath the furthest (from the trading post) light lies the torn and twisted remains of a dwarvish skeleton. It has picked clean by rats (or worse!), but the bones still remain. Note that this skeleton will only be found once (depending on which way the party arrives, ignore the other d).

1. LEFT DOOR: This massive stone double-door is sealed shut. The

door consists of 18" of solid rock imbued with anti-magic properties that give it 95% magic resistance. It is carved with dwarven runes that say, "To enter, answer the riddle of steel." The answer is "the true strength of steel is in the hand that wields it" or something similar. If they fail to answer the riddle, parties will need to discover the locking mechanism. Thieves may "find traps" with a -80% penalty (-50% for dwarven thieves, -95% for elven thieves) to find the locking mechanism. Once discovered, thieves may make a normal open lock roll. The doors have 40 structural points. The doors open inwards. Directly above the door are several releasable stone traps in the ceiling. Any party exploring the ceiling has a 1 in 6 chance per turn of discovering these traps. Any non-thief who explores them beyond discovery will set them off, causing them to fall for 10 - 60 H.P. on anyone below (save vs. paralysis for 1/2 damage). Thieves have the usual chance of disarming the traps. The traps can be activated by secret mechanisms inside the trading post (they are effectively impossible to set off from inside without proper knowledge).

The inside of the doors have hidden firing slots for crossbows outside. They are closed and can only be discovered by searching the doors (1 in 6 chance per turn). Otherwise they are identical to the outer doors.

Once inside, the party will note that the area is well lit by glowing lichens and **Continual Light** spells cast on the ceiling. A smooth road cuts through the area. The area is deathly quiet. Despite being well-lit, the cavern gives off a distinct aura of uneasiness.

2. RIGHT DOOR: Same as location 1, except a forked passage leads to these doors. This is the secondary passage described on the main map. The intersection is particularly well-lit by **Continual Light** spells.
3. INN OF "DIE BETRUNKENE HURE": This building is a combination inn, tavern, farm storage, and stable. Two bloody trails appear to lead into the building from the southern door.

3A. This is the main tavern. As the party enters this room, they will notice copious smoke, blood, broken weapons, and bits of plants and dwarves stain the room. An eerie calm exists in this obvious site of great struggle. A large bar along the east wall once dominated the barroom. This bar, along with most of the furniture, was smashed or burned in the last stand of the dwarves who ran this building. Signs of combat and struggle abound. Rangers will find that all of the recent footprints are those of dwarves. The door leading to location 3B is piled high with chairs that must be removed if the door is to be opened. The door leading towards the south shows two bloody trails leading outside of the building (left by hapless dwarves being dragged to the Yellow Musk fields at 4). Both doors can be re-secured to resist 4 zombies for 4 rounds (deduct 1 round per extra zombie).

It is also the current lair of the main source of woe-Vetral Weedal, a mezzodaemon of great strength (AC -6/-3; H.P.: 101; AL-NE; **+2 shield and +3 bastard sword** stored on the roof of the inn- he will retrieve them before combat if at all possible). The Drow of the Vault knew of this trading post, and were concerned about its competition. Knowing that the dwarven defenses would be geared towards fending off Drow and/or mass assaults, the Drow hired Vetral to remove the dwarves. Vetral needed little persuasion to wreak havoc on the hapless dwarves. His plan was fiendishly clever, yet simple. He used his **polymorph spell** to pose as a hapless gnomish trader and secured lodging in this inn. He then used his **ESP**

to lure victims into a room where he had planted the seeds of a plant from the depths of Hades itself- the Yellow Musk Creeper. By using specimens of this plant, Vetral could not only wipe out the current dwarves, but also ensure that this area was not resettled.

When a party enters the room, Vetral will be **invisible** and **levitating** as a precaution against being surprised. He will use his **ESP** to observe the party and remain hidden as best as possible. If discovered, he will immediately try to escape to another part of the trading post using an appropriate magical ability (e.g., **Dimension Door**, **Ethereal**, **Passwall**, etc.). In subsequent encounters, Vetral will perform specific actions as indicated by the location descriptions. However, he is highly intelligent, and DMs should make modifications to his plans in response to character powers and weaknesses based on his observations and **ESP**. His overall goal is to complete the destruction of the dwarves in this trading post. Destroying the party isn't necessary, but it would be a really sweet bonus.

In fact, if Vetral determines through **ESP** that the party is evil and/or selfish, he may decide to try recruiting them if it looks likely that they would accept such an offer. He will offer any reward that the **ESP** suggests as effective, and will make any deal possible. His ultimate goal is to kill the dwarves, so he would be content with paying others to do it, to double-cross others after they do it, or best of all, to kill the others after they do it. Once again, DMs should take into account his high intelligence in such dealings. If he has a weakness, it is that his arrogance makes him perhaps less respectful of mortals, and especially surface dwellers, then he ought to be. He is a ruthless foe who will fight ferociously if cornered or seriously pressed.

3B. This storage room contains the farming implements used to maintain the gardens at location 4 and the stables beside the inn. Ripped, smashed, and broken tools, seeds, and crates of food lie scattered across the room. The rotten remains of a dwarvish corpse lay scattered in pieces across the room (killed before he could be seeded). If parties enter from the stables, they will find the door barricaded from within. Parties must make an open door check, at a -1 penalty, to force entry.

Beyond the storage room lies a stable and a well. The well contains rotten food and body parts dumped by Vetral in an attempt to foul the water. Anyone drinking the water will contract a random gastro-intestinal disease (see DMG for details). The gory remains of two partly eaten mules in the first two stalls attest to the daemon's great hunger. Scraps of dwarven weave and cloth can be found littered around the area.

3C. The room of the dwarven innkeeper and his wife is in good condition, with a made bed, a chest, and a large dresser. The room contains little of value beyond various dwarven sundries. A weapons rack is plainly mounted on the north wall. Inside the second door is a trapped, iron chest. Before leaving, Vetral plans to smash it open. It is locked and trapped with a weak poison dart (save vs. poison at +2 or die). In it are 100 platinum pieces, 500 gold pieces, 500 silver pieces, 100 copper pieces, 30x10 g.p. blue quartz gems, and 10x100 g.p. topaz gems - proceeds from the tavern. The key to this chest lies on

one of the zombies in area 4.

3D. The room of the four dwarven farmers is less well kept than the innkeeper's room, but is still in remarkably good shape when contrasted with the state of the main barroom. Four beds and four clothing chests lie against the south wall, while two obviously empty weapons racks lie on the north wall. The inner closet contains a large, locked chest filled with 100 gold pieces, 200 silver pieces, 300 copper pieces, and 40x10 g.p. azurite gems.

3E. This room, and the others on it, is below the first floor. The door to this room is slightly ajar. Players who open it without express caution will immediately be surprised by the attack of two Yellow Musk Creepers. Anyone who bursts forcefully into the room will be automatically hit by both plants (2-12 times each!). At the back of the room lie the corpses of two hapless dwarves who lay tied to their bunks (early victims who were unsuccessfully brought here for treatment). Their skulls are burst open by the evil plants, and their bodies are home to their bulbous roots (H.P. 11, 18). Each dwarf has 5x50 g.p. black onyx gems, chain mail, shield, and hand axe. Four other beds fill the room, along with six empty chests (their destroyed goods were tied to their mules in 3B).

3F. This room is spartanly furnished with two beds, two clothing chests, and two smaller, waxes chests (locked, but filled with 20 gold pieces and 50 silver pieces. It was home to two dwarven guardsmen who are now zombies in area 4.

3G. This room is identical to 3F.

3H. This room is ornately furnished, with a plush bed, rich dresser, and a large, secure chest (locked, -15% to open). This room is reserved for wealthy merchants. It was occupied by one such merchant, who was unfortunately returning from the temple when he was caught in area 4. His belongings lie in the chest. The chest contains 10 amethysts (100 g.p.), 4 large topaz gems (500 g.p.), 1 bright emerald (2,000g.p.), a fine mithril ingot (a trade sample, worth 1,000 g.p.), a jeweled **dagger +2** (worth twice the value of a normal **dagger +2**), and a rolled map leading from this post to an outpost of Deep Gnomes (DMs discretion as to exactly what path this map shows, but it should indicate areas of potential danger, if not the actual source and kind of danger).

3I. This room is identical in form to 3H, but is unoccupied.

3J. This room is a more modest version of 3H. It was occupied by Vetral, when he posed as a gnomish trader. It has the same furniture, but also contains a large backpack filled with cluttered travel and camping gear, as well as cheap trinkets and trade items. A large, 2' steel snake, an Iron Cobra (H.P.: 7), lies beside the chest in the room. The Iron Cobra is instructed to attack anyone who attempts to open the chest, or who attempts to handle the snake with bare hands (+4 "to hit" rolls). Otherwise, it remains limp. It guards the locked chest that contains Vetral's travelling money (5x100 g.p. small topaz gems and 100 platinum pieces) and Yellow Musk seeds (5, worth 2,000 g.p. each to the right buyer).

The room also contains another of Vetral's surprise imports - 4 Gallitrits (H.P.: 2 each). These small creatures will attempt to land on the party as they leave the room, or are otherwise occupied (e.g.,

watching the thief check for traps, or fighting the Iron Cobra). They have not fed on fresh blood for some time, so they will patiently follow, at a safe distance, characters out of the room if opportunities do not present themselves. They will try to inconspicuously latch on to a single victim if possible, but will not hesitate to attack multiple victims if appropriate. They will flee rather than fight if discovered- only to return later!

3K. This room is similar to 3J, but was providing shelter to a deep gnome. He was dragged to the plants in area 4 when the zombies broke into the inn. In the room is a document containing a letter of trade intent from the Deep Gnomes to the dwarves, and a reply letter from the dwarves to the Deep Gnomes. Returning these documents to friendly dwarves or gnomes will gain the party a +2 on any one chosen reaction roll. They can be sold to interested Drow for 50 g.p. as evidence of their neighbors' collusion. The chest is locked and contains the gnome's trade goods - 10 large pieces of jade, worth 150 g.p. each.

4. **FIELDS OF HADES:** This area is dimly lit by overhead, glowing lichens. It is covered by a loose, rocky soil and rows of gently swaying alien-looking plants (i.e., characters will not recognize them as surface plants). A strange mist rolls lazily around the base of the plants. These 6' plants are an odd shade of yellow and festooned with strange, orchid-like flowers that are at once unfamiliar and unsettling. In fact, a total of 13 Yellow Musk Creepers (H.P.: 14, 13, 12, 11, 10, 8x3, 7x3, 5x2, 4) have replaced the stone wheat crops originally planted by the dwarves. It was the intention of the dwarves to grow a sufficient supply of crops to be able to sell some to passing traders, who would be short on supplies. Vetral had other plans. He sowed the fertile soil with leprous seeds from Hades that grew into Yellow Musk Creepers. With Vetral's help, they have captured most of the dwarves and their guests. In this area dwell a host of Yellow Musk Zombies. These zombies will remain inside of the planted area until living hosts enter or pass within 10'. At this point, they will gradually converge on, and pursue, potential hosts. Some zombies will attempt to drag opponents into the fields, while others will try to melee stronger or dangerous opponents in order to weaken them. The plants are tall enough to prevent visual communication between anyone shorter than 7'. Characters fighting within the fields will be attacked by 1 plant every other round. DMs should be prepared for a variety of methods of dealing with the plants and their possible effects (e.g., **teleporting** the character, using **blade barriers**, **reducing** plants, **enlarging** the characters, etc.).

**Wrestling Zombies** - 13 x 2 HD (12, 11, 10, 9x2, 7x2, 6x2, 5x2, 3x2). These dwarven zombies will attempt to drag opponents into the fields. Treat as 2 HD monsters for "to hit" purposes. Each zombie will attempt to drag their opponent into the fields by making an Open Doors STR check. Each zombie has a STR equal to their H.P. + 6. Characters can try to resist being dragged into the fields by making a successful Open Doors roll (in which case, they cannot perform any other actions). Continue rolling until the character or zombies fail a roll, at which point the other succeeds. Add a +1 to the Open Doors chance for each subsequent zombie dragging a character. If the zombies succeed, they will drag the character towards the fields at a rate of 30' per zombie per round. Once dragged into the fields, characters will be attacked by 2 plants (2-12 times each!) each round. One of the zombies (the former innkeeper) has a key to the chest in 3C.

**Fighting Zombies** - These more powerful yellow musk zombies will attack with weapons instead of trying to grapple characters. They will generally attack active threats over passive threats (e.g., a fighting ranger or spellcasting mage over a healing cleric). They are the:

- Former Captain of the Guards (AC 2 (plate + **shield+1**; **battle axe +2**); H.P.: 72)
- Former Lieutenant (AC 2 (plate + **shield+1**, **broad sword +1**); H.P.: 40)
- Deep Gnome Tavern Guest (AC 0; H.P.: 30 (see Deep Gnome stats for abilities))
- Rich Dwarven Merchant Tavern Guest (AC 9 (thick, dirty, velvet robes); H.P.: 38; **broad sword +1**)

There are two other important surprises for parties engaged in combat. First, 6 Galltrits (H.P.: 2 each) will try to land on them during combat to drain their blood. Second, and far more dangerously, Vetril will try to lure parties into this area if he is alerted to their presence. If Vetril is alerted to sounds of an exploring party by their entry to the inn, or through sounds of their exploration, he will **invisibly** make his way into the heart of the fields, **polymorph** into a young girl/dwarf, and use his **ESP** to effectively lure the party into the fields, through whatever persuasive means possible (including faking being attack by zombies). Once parties enter the fields, he will try to help the zombies by **polymorphing** into one himself. Blending into the zombies thusly, he will use his great strength to subdue likely characters (e.g., he's smart enough to wrestle a mage before trying a fighter). He will also use spells if possible to isolate the party. DMs should feel free to modify and adapt his tactics as appropriate (e.g., he may join the fighting zombies if that appears more appropriate). If he is in serious trouble, he will escape to location 5 where he will again try to lure the party into an ambush through trickery and/or deception.

- 4A. Here lie the corpses of the 3 dwarves who died fighting the zombies. The bodies are slowly being absorbed by surrounding roots as Vetril tossed them here for fertilizer!
- 4P. Here lies the belt pouch of the rich dwarven merchant. It contains a trio of potions that Vetril ignored due to his high magic resistance. The potions are: **invisibility**, **extra healing**, and **levitate**.

5. DWARVEN GOLEM: Here dwells one of the dwarves failed, main lines of defences- a huge dwarven Clay Golem (H.P.: 46) that is now possessed! It was meant to be a last line of defence for the trading post, but Vetril was able to corrupt it when he engaged it in a wrestling match. It has since sustained minor damage from one brave dwarven warrior who was then pulped by the golem into a broken, stamped smear on the floor. The deranged golem stays close to the temple, for he realizes that his dwarven masters still lie within and seeks revenge. The possessed golem is just smart enough to know that it can't break down the tough dwarven doors without smashing itself to pieces. Nevertheless, it will attack anyone who approaches south of area 4 without hesitation. It ignores the zombies and but attacks Vetril. While he could possibly destroy it, Vetril leaves it here as a way of guarding the dwarves within the temple. DMs should remember its immunity to all but blunt magical weapons, as well as its ability to **haste** itself during combat!

6. MINES: These twisting tunnels represent the dwarves attempt at mining a small natural vein of silver. The rough stone is streaked with faint lines of silver surrounding a large, 1" vein of silver. As the party approaches the entrance to the tunnel area, they will hear a faint, rhythmic tapping, or clinking, sound, as if someone was hitting on the rocks with a metal hammer. The sound originates from the tunnels. This tapping sound is highly annoying, and will prevent rest, listening to doors, or even quiet conversation. Anyone listening to the tapping sound for more than an hour must make a saving throw vs. spell at +2 or develop a random form of insanity! If a successful save is made, an additional saving throw must be made each hour after the first. There is also an additional 20% chance per hour that the individual will develop kleptomania insanity.

Specifically, the sound originates from the back of the innermost tunnel on the right hand side. Should the party investigate, they will find the corpse of a dwarven miner, obviously been beaten to death by blunt objects. If players investigate the corpse, or stay in the area longer than 6 turns, the inhabitants will reveal themselves and attack in a crazed manner- shrieking and howling as they do so. They are 3 Tappers (AC 2; H.P.: 28, 21, 13; DMG 2-9 + save vs. spell or suffer 6th lvl clerical spell "lose the path"; SD undead; require +1 or better weapons to hit; turn as wights; 2-8 H.P. damage from holy water; killed by **raise dead** or **resurrection**; immune to poison, **enchantment/charm**, paralysis, and cold attacks; **invisibility** for 6 turns twice a day; INT: average; AL: NE; XP: 240+4H.P.- these are "rappers" from Dragon #58 ). These Tappers were three of four miners employed to tap this vein of silver. All were relatively selfish, but the strongest was actually evil. When their fourth companion threatened to tell the Captain of the Guards that they were stealing silver from the mines, the strongest led the others in murdering him. Unknown to them, their struggles awoke 2 Eye Killers (see below) who arrived from the most recent excavation and slew the dwarves. Cursed by the dwarven gods Vergadin and Abbathor, they were transformed into Tappers at the moment of their death. They appear as pale-skinned dwarves with semi-translucent skin, dressed in rags and carrying mining tools. Beside the dwarven corpse lie several raw ingots of silver worth 300 s.p.

Very little progress had been made before the 2 Eye Killers (H.P.: 24, 20) moved into the dark area. They stand over the skeletons of many rats and are eager for fresh prey after being deprived of the dwarven miners. They are quite hungry and will attack with little hesitation if characters enter the innermost left tunnel, or if they hear the sounds of combat from the Tappers. If faced with intense illumination (e.g., **Continual Light**), they will split up and attempt to flee.

7. TEMPLE: Carved into a huge pillar of rock is a dwarven temple to Vergadin. It was the head priest who decided to set up this trading post as a way of circumventing the Drow-controlled passages. His goal was to set up friendly trading contacts with Pech, Svirfneblin, and any other friendly races. Things were going very well, and work was being done on the tunnels, when Vetril arrived. Both entrances to the temple were sealed shut during the crisis. They can only be opened by answering, in Dwarvish, the riddle carved into the door. "I look down on you, but I do not notice if you look back. Though no embarrassment or shame befalls ones I gaze upon, still all become flushed eventually when I do so." Answer: The Sun (this is something creatures of the Underdark can't guess). The doors and walls have the same anti-magic properties that give the main doors 95% magic resistance AND the doors have a permanent **protection from evil** cast upon them. Combined, these measures have prevented Vetril from entering or harming the dwarves trapped inside the temple. Both doors are also protected by **Glyphs of Warding** that will cause a -2 (10%) penalty to all rolls to the first hostile (to the dwarves) individual that passes through the doors.

7A. This larger room is furnished with several cots and chests of clothing. It is the home of the miners and workmen who work on the tunnels and area 6. See area 6 for details on those dwarves. The chest in this room is locked, and contains several pounds of silver (worth 50 g.p.).

7B. A trap plate here (detectable on a 1 in 6 chance, 3 in 6 for dwarves; double if searching for traps) will drop part of the ceiling for 3d6 H.P. of damage (1/2 if save vs. paralyzation is made). The last two remaining guards, Kelkyne and Sandara (AC 4; H.P.: 7; DMG 1-8 ) patrol this area. Sandara (the female) will immediate report any disturbances to Beros (see 7L below), whilst Kelkyne challenges any intruders. He

will do his utmost to prevent entry into room 7C or the stairs, and will resist any attempts at persuasion, for he believes that any intruders are agents of the daemon and/or the daemon itself!

- 7C. This is the room for the main administrator and Captain of the Guards. It is richly, but sternly, decorated. Four silver goblets and mugs worth a combined total of 400 g.p. sit on a table, and a large chest holds clothes and a **potion of healing**.
- 7D. This is a room for the 6 guards. Cots, clothing trunks, and weapons racks line the walls. Scattered amongst the clothes in the room are 45 gold pieces and a **potion of healing**.
- 7E. This room is identical to the previous room.
- 7F. This room contains the forge for the temple, which also serves to heat the entire complex. The door to this room is trapped by a (14 h.p. of fire) **Glyph of Warding** that is set off by any non-dwarf entering the room, unless it is disarmed by Beros (see 7L). It is in continuous operation, for it draws in air from the outside to the inside of the sealed temple in a safe way (air has to pass over the intense heat of the forge, which purifies it). A large stack of coal, with a shovel, lies in the NE corner of the room. The head priest is responsible for maintaining the fire in the forge, and does so diligently. It may be used by skilled armorers (which the Lieutenant of the Guards was) to repair arms and armor or to forge simple tools or weapons (e.g., arrow- or spearheads). Characters with appropriate skills will be allowed to use the forge if they gain Beros's trust.
- 7G. This room is identical to rooms 7D and 7E, except it does not contain a **potion of healing** (it was used up in a battle with the zombies).

The stairs between Lvl 2 and Lvl 3 are trapped with a **Glyph of Warding** that will cause blindness to any non-dwarf unless it is disarmed by Beros (see 7L).

- 7H. This is a shrine to Vergadain, the dwarven patron of merchants and good luck (and riddles!). The main feature is a bright golden altar. The altar is actually granite coated with a thin covering of gold (worth 300 g.p., weighs 3,000 g.p.). Bright gold and silver candelabras flank the altar, on top of which lies a large, 3' silver statue of Vergadain vested in golden finery (worth 1,500 g.p., weighs 1,500 g.p.). Several rows of pews are used by the dwarves in this trading post when religious ceremonies are held. Any player who steals from, or desecrates, this shrine will be cursed with a -4 on all saving throws versus dwarven opponents, traps, or other related events for one year. Any player who touches the altar without first kneeling and offering praise to Vergadain will be trigger an electrical **Glyph of Warding** for 14 h.p. damage.
- 7I. This room is relatively gaudily appointed, especially for a dwarf. All of the furniture has gold and silver trim (total value of 300 g.p., total weight of 800 g.p.), and rich-looking, but worthless trinkets, abound. This is the former abode of the sub-cleric, and lieutenant of the guards, Aldric. He was one of the first to be taken in by the Yellow Musk, when he came to the aid of an early victim. His room is relatively empty of valuables, save for a locked chest, with a **Glyph of Warding** and a poison needle trap that only he and Beros know about. The poison needle trap is of high-quality

dwarven work, giving a -15% to detection (but not for removal). Inside are 4 vials of holy water, a **potion of extra-healing**, and a **clerical scroll of neutralize poison and cure disease**.

- 7J. This storage room is full of food, ale, sundry supplies, and coal. Little is of significant value in this room, although characters should find enough iron rations to last for 20 weeks, miscellaneous supplies, such as candles, rope, oil, flint and tinder, blankets, and large sacks of coal.
- 7K. This room is a combined storage room and initiate room. Two relatively spartan beds and dressers are on one side of the room, with religious accouterments on the other side (e.g., linens, three mundane holy texts worth 20 g.p. each, etc.). This was the room of two clerical initiates. One succumbed to the Yellow Musk during the main battle, while the other was saved by Beros. Quintain is a Level 1 Cleric (AC 4, H.P.: 6, AL: N, Equipment: chain mail, shield, hammer, 2 vials of holy water, Attributes: WIS 15). His memorized spells are:

**First Level:** **purify food and water, cure light wounds**

Quintain is a merchant at heart, and isn't above taking advantage of others to make a profit for himself. Nevertheless, he is generally loyal to the dwarven race and to the members of his clergy in particular. So while others are fair game (e.g., overcharging for rations, etc.), he will not turn on anyone within the temple for any reason. Particularly after Beros saved his life!

- 7L. This large room is ornately furnished with rich tapestries, mahogany furniture, and numerous pieces of religious art and literature. A richly decorated lyre, worth 150 g.p., sits on top of the bed. A single large chest is trapped with a **Glyph of Warding** that will deal 14 h.p. of electrical damage unless a blessing to Vergadain is made before opening it. The chest contains 5 silver bars (worth 100 g.p. each), 350 gold pieces, 100 platinum pieces, 5 100 g.p. amethysts, 10 50 g.p. zircons, 4 vials of holy water, 2 **potions of healing**, and a **scroll of augury and cure light wounds**. This room is home to the head priest, Beros (C7; AC 2; H.P.: 42; AL: NG; Equipment: **chain+1, shield+1, mace+2**; Attributes: WIS 17, CON 15). His memorized spells are:

**First Level:** **bles, create water, detect evil, light, protection from evil**

**Second Level:** **know alignment, detect charm, silence 15' radius, slow poison, hold person**

**Third Level:** **create food and water, dispel magic, glyph of warding**

**Fourth Level:** **divination**

Beros was a powerful priest from a northern dwarven community (DM's choice). He decided to leave the safety of the community in order to take a gamble. As a priest of Vergadain, he was well aware that greater profit required greater risk. So he chose to try and form a business connection with wealthy, non-evil underground races as an alternative to the Drow-dominated trade routes of the Underdark. He



cleared this cavern of its original inhabitants (a large group various dangerous fungi) and set it up as a safe haven and trading spot for svirfneblin, pechs, myconids, dwarves, and surface travellers. Business was good. Good enough that the drow took notice and hired Vetrul to wipe out the operation.

Vetrul was able to fool the guards, gain access, and sow his deadly seeds in the ironically rich soil of the cavern. Once chaos ensued, Beros found himself helpless to aid those who succumbed to the Yellow Musk Creepers. A last minute attempt at using the temple's clay guardian backfired, as the daemon drove a possessed spirit into it. Seeing the battle and the captain of the guards lost, Beros' decided to retreat to the temple in the hopes of waiting out the daemon. The temple itself is designed to resist just such a siege, and Beros has since done his best to remain vigilant against any intrusion. A huge supply of coal is available for the efficient furnace, meaning a guaranteed supply of fresh air, and the cleric is able to create sufficient food for himself and Quintain with him. He casts **divination** on a daily basis to determine if Vetrul is still in the cavern, and will not willingly leave until the daemon is destroyed (not even to help destroy the daemon).

If the daemon is destroyed, Beros will reward the destroyers with all the treasure found outside of the temple, as well as a **vial of Luck of the Dwarves**. This potion gives the user a bonus of +25% on any dice roll of their choice, so long as it is made within 6 turns of drinking the potion (e.g., to hit, damage, healing, jumping, reaction, survival shock, saving throw, etc.). This potion requires a final blessing, and so is useless unless donated willingly by Beros.

When party is first noticed in the temple, Beros will attempt to meet them as quickly as possible in order to confirm that they are not agents of the daemon. He will initially be cautiously friendly. He will ask if he can cast **Detect Evil** and **Know Alignment**. Parties who deny him these spells will be regarded with extreme suspicion. Beros will be friendly towards good characters and neutral towards neutral characters. He will ask for their assistance, promising the rewards mentioned above. If party succeeds in clearing the area, they will forever have a friend in Beros. He will rebuild this area, and gladly provide shelter to the party, even if they are pursued by enemies. Of course, he'll still have to charge them normal entry fees, but he'll give them a good deal!