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Dungeon Module A0

DANGER AT DARKSHELF QUARRY

by Skip Williams

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Darkshelf Quarry holds more than limestone and granite. Whispered rumors abound that the quarry's dwarf overseer isn't what he pretends to be, and that he's involved in unscrupulous dealings with foreign threats. Investigation is the only way to learn the truth, but beware! The quarry is well defended, and danger lurks within its dark tunnels and hidden chambers.

This module contains a challenging scenario, along with maps, notes, and background information for the Dungeon Master. Danger at Darkshelf Quarry is a complete adventure in itself, but it can also be used as a prequel to the Slave Lords series: A1 (Slave Pits of the Undercity), A2 (Secret of the Slavers Stockade), A3 (Assault on the Aerie of the Slave Lords), and A4 (In the Dungeons of the Slave Lords).



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Wizards of the Coast
P.O. Box 707
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ADVENTURE BACKGROUND

A quarry located a half-mile from the village of Darkshelf (so named for the dark, stony seabed in the harbor), on the coast of the Sea of Gearnat in Nyrond, has been producing modest amounts of granite and limestone for decades. A surface outcrop of granite was quickly exhausted, but workers tunneled under the surrounding hills to extract more stone. As they moved farther beneath the hills, they discovered seams of flawless limestone.

Today, the quarry is producing more stone than ever. A small, dedicated workforce toils in three shifts around the clock. A steady flow of oxcarts hauls rough blocks of varying size from the quarry to the docks at Darkshelf. From there, the stone goes to building sites up and down the coast or into the continental interior via river barges.

Most of the locals attribute the increased production to the efforts of Bazili Erak, a flame-haired dwarf with a beard to match. Bazili has received the title to the quarry and environs from the local overlord in return for a share of the revenues. Until recently, the overlord has had no cause to complain: revenues from the quarry have quintupled. Bazili has not only increased production but also discovered several veins of pure quartz and even a little gold deep in the quarry (or so he claims).

However, all is not entirely well at the quarry. As the workers tunneled more deeply, they broke into underground springs that flooded parts of the quarry and drowned several members of the crew. Other workers have reported eerie sounds—including moans, cries, rattling chains, sobs, and rhythmic chanting—coming from some of the disused tunnels.

Human workers drawn mostly from Darkshelf and the surrounding country fill two shifts at the quarry. The third shift—working at night—is rumored to consist of dwarves from Bazili's clan (see Bazili Erak, below, for the true story). The human workers never mix with the dwarves or even see them except as shadowy figures deep in the tunnels. Only Bazili deals with these "dwarves."

The quarry isn't the only place where mysterious trouble has arisen. On the waterfront at the village of Darkshelf and on the Pelyra River nearby, several half-eaten bodies, both human and animal, have turned up. Carnivorous fish are suspected, even though some of the victims were found well inland. In truth, several mudtigers from caverns below the quarry have found their way out and have begun hunting in the Darkshelf area. (See the mudtiger entry at the end of the module for details on this monster.)

Perhaps most troubling, pirates and slavers have been active in the region lately. Sailors, fishers, and farmers have been abducted. The local overlord seems to have succeeded in turning the slavers back for the time being. Bazili and his unseen dwarves lent a hand, tracking a slaver gang to its hideout in a midnight raid and freeing a score of captives. The dwarves also killed several slavers and captured a few of them alive. These prisoners were dragged back to Darkshelf, where they were swiftly tried and executed.

Despite the recent success against the slavers, a cloud of unease hangs over Darkshelf and the quarry. The citizens know that the slavers might return at any time and seek revenge for their setback. The other incidents (the noises in the mines, the mysterious dwarves, and the half-eaten bodies) all seem to bode ill for the area.

BAZILI ERAK

The energetic dwarf known as Bazili Erak is really a half-orc fighter named Brubgok who resembles a dwarf closely enough to fool most people he meets. Brubgok has genuine skill at mining and stonework, and he has quite a smooth tongue. He successfully negotiated a deal with Darkshelf's overlord for control of the quarry and has been digging a record amount of stone from it. However, his story about finding gold in the quarry is a fabrication; Brubgok made it up to help explain the income that he is earning from slaving.

The half-orc is part of a growing network of slavers who are taking captives and funneling them to the despoiled city of Highport in the Pomarj. Brubgok acts as a broker, buying slaves from bands of slavers and hiding them in the depths of the quarry until they can be shipped to Highport. Slaves are transported through a series of caverns that connect the quarry's lowest levels with the Pelyra River.

Brubgok's "dwarves" are actually goblins. These skinny humanoids can't pass as dwarves, so they try to stay out of sight.

The midnight raid on the slavers' encampment was a staged affair. Brubgok and his slaver allies rounded up a few members of their organization whose loyalties seemed questionable and told them to collect slaves near Darkshelf. Brubgok and his goblins then met with the slavers under the pretense of purchasing captives, but instead they turned on the suspected traitors. The slavers who were deemed the most dangerous to the organization were killed outright, and the rest were brought to trial. (The trial itself was legitimate; only the arrest of the culprits was fishy.) The authorities in Darkshelf were unaware of the ruse, and the betrayed slavers never figured out what hit them.

THE MISSION

Darkshelf's overlord, a man named Neistor, is wary of Bazili Erak. While the player characters are in or near the village, they learn that Neistor wants to hire adventurers to look into the dealings at the quarry. If they do not seek out the overlord on their own, eventually he sends for the party.

The characters meet with Neistor in his private office in the town hall. Read the boxed text aloud to the players.

The village overlord is a stocky, middle-aged man with graying hair and a beard to match. "The results from the quarry seem too good to be true," he says. "And the raid on the slavers' camp was a little too quick and clean, if you ask me."

He starts counting on his fingers as he paces back and forth across the room. "And then there's the dwarves that work in the quarry at night but that nobody ever sees. And, of course, the terrible attacks we've had around Darkshelf."

He turns to face you. "Something's not right at that quarry. Will you look into it for us?"

If the characters ask whether anyone else has investigated the quarry, he hesitates before admitting that he did send another agent.

"It wasn't so much the quarry as it was the attacks. I sent a man named Kwon out to find what's been killing our people and leaving the bodies looking half chewed-up. He brought me a few reports, but I haven't seen or heard from him in a while now."

Neistor's face becomes grim. "Frankly, I'm worried. I'm hoping that by looking into the quarry, you'll maybe find Kwon—alive, I mean."

If asked, Neistor shares the information that Kwon, a human monk, sent back before he disappeared. In his last communication, he reported finding a hidden dock on the river below the quarry. Kwon indicated that his next move would be to explore the quarry without Bazili Erak's knowledge.

The report includes the location of the ventilation shaft that leads down to area **37** in the quarry's main level. It also reveals the location of a hidden dock on the local river (see Darkshelf and Environs) that leads to area **56** in the caverns below the quarry.

Neistor is worried about his agent, but he does not realize that the monk is not in immediate need of rescue. Kwon has infiltrated the quarry, joined a group of slaves, and started exploring the area in secret (see area **53**).

If the player characters ask for a reward for exploring the quarry and rescuing the monk, Neistor makes them an offer.

The overlord nods. "Fair enough. Tell you what—you find out what's really going on, put a stop to any trouble, and find Kwon, and I'll pay you 500 gold pieces from the village coffers."

Neistor puts on a weak smile. "Erak's also reported that his dwarves have found a bit of gold deep in the quarry. Don't know if I believe him, but if you stumble across any, you can keep it."

As noted previously, the quarry workers found no gold, but the player characters might interpret Neistor's statement to mean that they are justified in keeping whatever treasure they do happen to find in the quarry.

NOTES FOR THE DUNGEON MASTER

DANGER AT DARKSHELF QUARRY has been designed for six to eight characters of levels 1 to 3. A party wishing to attempt this adventure should include several fighters and at least one cleric, one magic-user, and one thief. A 1st-level party should have seven or eight characters, including one or two elves.

Before running **DANGER AT DARKSHELF QUARRY**, the DM should read the adventure thoroughly so as to become familiar with all the information given about the scenario. Information in the encounter keys is generally divided into two sections. The boxed text should be read to the players when their characters enter an encounter area unless circumstances prevent the party from learning the information given. All other text is meant for the DM only so that he or she can referee the encounter. Players might discover some or all of this information during the game, but they will not know it at the start of the encounter.

The player characters can enter the quarry by any method available to them. The ventilation shaft or caverns are the safest bets for the heroes, but they can also bluff their way in through the guard-house (area 1) or the main gallery (area 34).

An open approach places the characters at considerable risk. The denizens of the quarry are not stupid; they are well aware that the discovery of their true activities could be disastrous. They do their utmost to pose as honest merchants while keeping visitors at arm's length. They require that armed visitors surrender all weapons before entering the quarry. See the notes in each area for guidelines on how the guards there react to visitors.

MONSTER AND NPC STATISTICS

This adventure includes an abbreviated format for monster and NPC statistics:

AC = Armor Class
MV = Movement rate
HD = Hit Dice
hp = Hit points

#AT = Number of attacks
D = Damage
SA = Special attacks
SD = Special defenses

DARKSHELF AND ENVIRONS

Some player groups might poke around the neighborhood before tackling the quarry. The coast around Darkshelf rises quickly to a series of bluffs that are mostly covered in forest. Near the village, the land lies fairly low, and the countryside has been cleared for farming. Farther inland, the bluffs and the trees rise. Just west of the village, the Pelyra River flows into the Sea of Gearnat.

The action in this adventure centers on the quarry, which is located in the high bluffs about three miles inland from the village. The Pelyra River is less than half a mile west of the quarry and connects to its tunnels through an underground tributary.



The Bluffs and Forest

Although not exactly a wilderness, the wooded uplands are wild and lonely. The party won't find anything there except for a few woodcutters and possibly a patrol that Brubgok has sent from the quarry.

Ventilation Shaft

The player characters might decide to enter the quarry through the ventilation shaft. To find it, they must carefully search the hilltop above the quarry.

The shaft is about 5 feet wide and has stone-lined sides. It is nearly hidden in a thicket of saplings and looks like an abandoned well. Even with Kwon's report, the characters must search for at least an hour, peering into the undergrowth and probing the ground, to locate the shaft.

Once they find the shaft, the characters can easily push through the undergrowth to access it. The shaft leads down 40 feet to area **37** in the quarry. Characters can tie a rope around one of the many trees near the shaft and use it to descend quickly. For the purposes of climbing, the shaft's stone walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chances for a fall.

Random Encounters

Each hour, there is a 1 in 6 chance that the characters have a random encounter. If they do, roll 1d6 and consult the following table to determine what they encounter.

1–2:	Wild animal(s)
3:	Ghoul(s)
4–6:	Patrol

Wild Animal(s): The party encounters a hunting carnivore or other aggressive animal. Roll 1d8 to determine the exact creature(s):

- | | |
|-----|--|
| 1 | Wild Boar: AC 7; MV 15"; HD 3+3; hp 14; #AT 1; D 3–12; SA can keep fighting for two to five rounds when at 0 to –6 hit points, but dies when reduced to –7 hit points or fewer. |
| 2–3 | Black Bear: AC 7; MV 12"; HD 3+3; hp 15; #AT 3; D 1–3/1–3/1–6; SA claw hit on a roll of 18 or better results in a hug that deals an extra 2–8 points of damage. |
| 4–6 | Wolves (2–5): AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2–5. |
| 7 | Panther: AC 6; MV 12"; HD 3+2; hp 14; #AT 3; D 1–3/1–3/1–6; SA if both claws hit, can make two extra attacks with rear claws (D 1–4/1–4). |
| 8 | Huge Spider: AC 6; MV 18"; HD 2+2; hp 11; #AT 1; D 1–6; SA poison bite (+1 bonus to the saving throw), surprise on a 1–5 on 1d6. |

Ghouls (1–2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to sleep and charm. These creatures roam the countryside, scavenging for food. They are not opposed to taking fresh meat.

Patrol: The characters encounter a patrol of 2–5 human fighters mounted on light warhorses or a pair of goblins mounted on worgs. Goblins are encountered only at night or in forests where they are shielded from the sun. The patrols are aware of Bazili's secret slave operation but will not divulge what they know unless they are charmed into doing so. They do not know Bazili's true name or that he's a half-orc. There is a 25% chance that Brubgok or Gylrthiel accompanies a patrol; see areas **18** and **19** for statistics on these leaders. These two NPCs ride light warhorses. If Brubgok or Gylrthiel is killed in a random encounter, the party cannot encounter that character again in the guardhouse or quarry.

Human Fighters (2–5): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow).

Light Warhorses (1 per rider): AC 7; MV 24"; HD 2+2; hp 10 each; #AT 2; D 1–4/1–4.

Goblin Worg-Riders (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (shortsword), or 1–4 (sling); SA split move and fire when mounted (move up to half, fire, and move up to half again).

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15 each; #AT 1; D 2–8.

The Village

Adventurers who investigate the village of Darkshelf before tackling the quarry can learn the quarry's history, as described in the Adventure Background. With a little effort, the party can interview locals who work in the quarry; however, these people know very little. When their shifts begin, they report for work at the main gallery and proceed to one of the active digging sites. Workers can describe the general layout of the top two levels of the quarry, but none has seen the inside of the guardhouse.

Many quarry workers have also heard the troubling sounds mentioned in the Adventure Background, but they cannot say for sure what those sounds really are. The villagers admit that the sounds might arise from wind and water in the tunnels, might be echoes from work in other parts of the quarry, or might just be imagined by people who have the jitters.

Most of the villagers dislike the person they know as Bazili Erak. They describe him as humorless, unkind, and oddly proportioned for a dwarf. He seems to be somewhat hunchbacked, making him taller than he looks, with peculiarly long arms and eyes as red as his coarse hair and beard.

The quarry does legitimate business selling stone. Customers do not linger in Darkshelf for long, but if you wish, the party could meet a sea captain or builder who has done business with the quarry in the past. The customer can tell the party that either Bazili Erak or his assistant, Gylrthiel (a female elf), negotiates the terms and price for any purchase of stone. The usual price is 300 to 500 gp per ton, depending on the size of the stones and the agreed date of delivery.

Several Darkshelf villagers have seen bodies from the mudtiger attacks, though no one has seen a mudtiger and lived to tell the tale. All the bodies have been buried, but if the characters persist, they can have one exhumed. However, the rotten corpse is too decomposed to reveal anything useful. The villagers who saw the bodies when they were fresh say that the victims were bitten deeply, as though savaged by sharks or bears.

The Pelyra River

The river wanders in a series of lazy curves before joining the Sea of Gearnat. Its main channel is 40 to 60 feet wide and about 25 feet deep, with marshy banks. Near Darkshelf, the river snakes along a series of bluffs. The bottomland along the river has plenty of false channels and flooded caves. One of these contains the hidden jetty mentioned in Kwon's report. If the adventurers search the river's south bank for an hour or two, they can locate the jetty.

For random encounters along the river, use the table for the forest, but replace the huge spider with a mudtiger that has 4 Hit Dice.

Although the river is only about half a mile from the quarry as the raven flies, the underground tributary linking the jetty to the caverns below the quarry twists and turns for more than a mile. To enter the quarry via the river, the characters must swim that mile or obtain a boat in Darkshelf. If they use this method of entry, they emerge in area **56** in the caverns.

ADVENTURE TROUBLESHOOTING

Low-level adventurers could wind up as Brubgrok's prisoners, particularly if they fall victim to Glyrthiel's **sleep** spell. Fortunately for the characters, Brubgrok is always looking for new slaves. Captives are stripped of their gear and tossed into the holding area (area **53**), and their gear is taken to Brubgrok's room (area **19**). If the characters are taken prisoner in this way, Kwon helps them break free. The monk steals some gear from the armory (area **10**) and leads the adventurers to area **61** in the caverns, being careful not to disturb the puffball fungi found there.

APPROACHING THE QUARRY

A twisting path, deeply rutted in the places where the surface is not stony, climbs the grassy slopes above the village of Darkshelf. A line of rocky bluffs crowns the slope. Where the turf gives way to the foot of the bluffs, the path splits. One branch levels out and runs to the quarry pit; the second branch turns and climbs sharply toward the guardhouse.

The party is free to leave the path. They must do so if they wish to enter through the ventilation shaft or the hidden jetty.

Openly Entering

Characters can try to bluff their way into the guardhouse or quarry by announcing their presence (by knocking on the guardhouse doors, shouting, or something similar). Doing so alerts the closest set of guards (most likely at areas **17** or **22** in the guardhouse or area **34** in the quarry), who peek out and demand to know the party's business.

Slaving operations at the quarry are kept secret, and any mention of slaves marks the player characters as enemies. The guards, however, are sharp enough to pretend that all is well. A guard asks the party to wait at the bridge while he calls his superiors. The guard then alerts the garrison at areas **6** and **17** in the guardhouse, Glyrthiel at area **18** (or elsewhere in the quarry), and the guards at area **34** in the quarry. Eventually, Glyrthiel and a few guards appear and conduct the visitors to area **5** in the guardhouse, where she attacks the group. Because the elf is often busy supervising or leading patrols, it might take anywhere from a few minutes to two hours or more for her to arrive (see the notes for area **18**).

If the player characters pretend to be interested in buying stone, they are eventually conducted to area **5** for a conference. Glyrthiel negotiates the sale, asks questions about how the stone will be used, and asks the characters to pay at least twice the going price (1,000 gp per ton). If the adventurers accept that deal, Glyrthiel knows they are not legitimate buyers. She also knows the characters are bluffing if they can't discuss stoneworking knowledgeably. The elf does not agree to start work on any project unless the customer pays at least 20 percent of the total fee in advance. She does not expect new customers to have the down payment with them, but she still pushes and tries to get it before they leave the conference room.

If the party fools Glyrthiel, the elf promises them a delivery date, offers them a meal, and bids them farewell. The characters can get a short tour of the quarry if they insist. Glyrthiel gives tours only during the daylight hours; she and a guard lead the characters out of the guardhouse through area **1** and through the quarry pit. After the pit, Glyrthiel shows them the main gallery (area **34**) and one of the dig sites (area **39**) in the quarry proper. Groups that insist on seeing more are attacked. Once the tour is over, Glyrthiel leads the characters back through the pit and sends them on their way.

GUARDHOUSE (GENERAL NOTES)

Brubgrok had the guardhouse built when he took over the quarry. It ostensibly serves as a residence and protects the quarry and its workers from bandits and marauding creatures. In truth, the guardhouse's main purpose is to prevent slaves from escaping. It includes areas for the slavers and their customers to plan shipments and bargain for slaves.

The guardhouse has been built against the quarry pit's south wall, with its lowest floor at the level of the pit, the main floor even with the pit's top, and an upper floor above that.

The lowest level of the guardhouse is carved from the south quarry pit wall (or finished from natural caverns in the walls). The main and upper levels are constructed mostly from granite and limestone from the quarry. The stones vary from fist-sized shards to chunks about the size of a human torso, all irregularly shaped.

Exterior walls and major interior walls are 5 feet thick. Minor interior walls are about 9 inches thick. Though fitted together well, the irregular stones make for somewhat rough surfaces that thieves (or other characters with climbing ability) can scale with the normal chance for success.

Inside, most of the guardhouse is dark, dank, and stuffy, though chambers with exterior windows get extra light and air. Oil lamps set roughly at 15-foot intervals in chambers and passages provide illumination. The lamps are made of iron and mortared into the stone. It's possible to wrench off a lamp with a successful Bend Bars/Lift Gates roll. However, anyone doing so must roll 1d6. On a roll of 1–3, the character spills the oil, and if the lamp is lit, the character is covered in flaming oil and takes 2–12 points of damage, plus an additional 1–6 points the next round as the oil burns out.

Floors inside the guardhouse are stone and fairly smooth, allowing normal movement. Ceilings are about 12 feet high.

Interior doors are made of planks about 3 inches thick, with wrought-iron fittings. They open easily (no roll required) unless the encounter key specifies otherwise. Details on the guardhouse's exterior doors are included in the encounter keys where they are located.

Windows are mere slits in the walls about 6 inches wide and 5 feet high. They have no glass, but most are covered with flaps of thin, translucent parchment.

Guardhouse Personnel Roster

The denizens of the guardhouse move around once they realize they are under attack. The DM might find it handy to cross them off this list as the party defeats them.

Guards and named NPCs that are captured and interrogated admit that Bazili Erak is using the quarry as a cover to mask his secret dealings with slavers. However, only Brubgrok and Glyrthiel know "Bazili Erak" is an alias as well as the details of the slaving operation (see *Concluding the Adventure*, page 25).

Daylight Resident	Number	Night Resident	Number
Brubgrok (1–2 in 6)	1	Brubgrok (1–2 in 6)	1
Glyrthiel (1–2 in 6)	1	Glyrthiel (1–2 in 6)	1
Goblin	16	Goblin	24
Human sergeant	1	Human sergeant	1
Human guard	10	Human guard	6
Human slave	28	Human slave	28
Nubgrod	1	Nubgrod	1
Snikscab	1	Snikscab	1
Uzgrod	1	Uzgrod	1
Wartslag	1	Wartslag	1
Worg	3	Worg	3
Zodznog	1	Zodznog	1

GUARDHOUSE: MAIN LEVEL

Most of the quarry's business, both legitimate and shady, is conducted here.

1. Entry

The path runs along a gaping pit chiseled from the rock of the bluffs. A stone guardhouse rises from the pit wall. The building has a mix of light and dark stones, giving it a mottled and decaying appearance, though the stonework looks solid.

The guardhouse is separated from the main slope by a stony crevice, perhaps 10 feet wide and at least twice that deep, with crumbling, mossy walls. A narrow wooden bridge with no railings spans the crevice, ending in a sturdy-looking wooden door.

About 10 or 12 feet above the bridge and door, a crenellated parapet overhangs the walls slightly.

There doesn't seem to be a soul in sight.

No guards are posted at the door, but the guards on the parapet in area **22** watch the bridge and door while keeping out of sight. If the player characters try to force the door or scale the walls, one guard from area **22** races to area **17** for reinforcements, and the rest attack the party with arrows or with rocks dropped through the murder hole in area **22**. If the guard reaches area **17**, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

The rocks stacked in area **22** weigh 15 pounds each, and the guards can drop them through the murder hole onto anyone standing in the map square directly below the hole (shown as a shaded area on the map for area **1**). A hit deals 1–6 points of damage. If the rock misses, it bounces into an adjacent space (use the miss procedure from page 64 of the **DUNGEON MASTERS GUIDE**). If the rock bounces into a space where a character stands, roll a new attack against that character; if this second attack misses, the rock does not bounce again.

The murder hole grants 90% cover (+10 bonus to Armor Class) against any attack that has to pass through the hole. The parapet at area **22** grants 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

The crevice here has rough walls (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to descend to the bottom in two rounds and ascend to the level of the bridge in two rounds. However, the crumbling stone and moss are slightly slippery, doubling the chance that a climber falls. If that occurs, the climber slides down the crumbling wall and takes only 1–4 points of damage from the fall.

The guardhouse's stone wall is fairly rough, and a climber can reach the parapet in one round, with the normal chance for a fall. It takes an additional round to scramble over the parapet, with double the normal chance for a fall.

A fall when climbing the guardhouse wall or the parapet results in 1–6 plus 1–4 points of damage as the character plummets to the base of the wall, then slides into the crevice.

Entering the Guardhouse: Characters can knock down the door here to enter the guardhouse. The door is barred from the inside, effectively locking it. A **knock** spell opens the door, but an Open Locks attempt does not because the door has no external lock to open. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. Finally, the party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

2. Receiving Hall

Orange flames from smoky oil lamps light this wide hall. There are no furnishings, but doors line the long walls.

The door leading to area **1** is barred on this side. The bar fits well and is easy to remove from this side.

Normally, no guards are stationed here, but if the slavers know (or suspect) that visitors are coming, four guards from area **6** are posted here. They escort peaceful visitors to area **5**.

3. Guest Rooms

Brubgok keeps these three rooms for important visitors, such as well-heeled stone buyers or messengers from the slaver network. Each room has an iron oil lamp mortared into a stone wall, but when the chambers are not occupied, the lamps are not lit.

The door opens into a darkened room. The air inside has a pleasant scent. A thick carpet covers the floor, and tapestries adorn the walls. The room has a trio of armchairs with quilted cushions, a writing desk with a straight-backed chair, and a canopied bed flanked by small night tables, each with a bowl and pitcher on top. Near the foot of the bed stands an unlit brazier on an iron tripod.

These chambers have rich furnishings but nothing else of interest. Brubgok has each room cleaned and all evidence of the latest occupant removed as soon as a guest leaves. The braziers are meant to provide heat; each contains some unburned charcoal and a bit of ash. Each pitcher is stuffed with a bouquet of herbs to keep the chamber's air fresh.

Two flat chests with casters lie under the bed in each chamber. Each chest has a hasp but no lock. All the chests are empty.

Each room has a carpet and four tapestries worth 75 gp apiece. A carpet weighs 50 pounds, and a tapestry weighs 30 pounds.

4. Dormitory Rooms

These five identical rooms are for less favored guests or for servants or guards accompanying guests housed in area **3**. Each chamber has an unlit oil lamp.

This cramped chamber has stacks of bunks against the east and south walls. It also has a table and a few hard chairs.

An unlocked, empty chest lies under the bottom bunk in each chamber.

5. Conference Room

Here, Brubgok and Glyrthiel meet with potential customers—and slyly interrogate suspicious visitors. The chamber has a fireplace and two oil lamps, but they are unlit and cold when the room is not being used.

This chamber has a fireplace in the middle of the south wall with a supply of wood stacked nearby. A gleaming table surrounded by high-backed chairs fills most of the chamber.

If the characters have been led here from area **1**, they are invited to sit at the table while servants light the lamps and fireplace. Glyrthiel arrives shortly to meet with the characters, as described under Openly Entering. Four guards from area **6** wait outside, one pair at each door.

Although the table and chairs in this room are well made, they are not particularly valuable. The stack of firewood is dry and well seasoned but otherwise is not special.

A fight here draws any guards in area **6** after two rounds and the sergeant from area **10** one round after that.

6. Barracks

The quarry's human guards live here. The chamber has no door, just a heavy curtain drawn across the entry.

The chamber beyond the curtain has an L shape that bends to the right. There are two pairs of narrow windows on the wall opposite the entry and to the left. Tiers of bunks rise along the walls with the windows. Two plain, scarred tables with hard chairs stand against the inner corner of the L. A smoky oil lamp burns above each table. A thin layer of soiled rushes covers the stone floor.

This room has 24 bunks, one for each guard who lives here. However, only six guards are present at any given time.

Human Guards (6): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2-8 (broadsword) or 1-6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

During daylight hours, the guards spend time sitting at the tables, gambling, swapping tall tales, and occasionally wrestling or brawling among themselves. They keep their weapons within easy reach at all times. They know that visitors have no business in here, and they attack anyone who enters unaccompanied by Brubrok or Glyrthiel.

The guards fight to the death. The archers shoot at lightly armored or unarmored foes; their comrades try to keep foes away from the archers.

Each guard has a small locked chest that holds a few coins and personal possessions. The guards carry the keys on their persons. The chests are stored under the bunks and tables. Collectively, the 24 chests contain 3,000 sp and seven 100-gp jewels (wrought silver rings or armbands decorated with ornamental stones), along with various common items, such as dice, knives, and spare clothes of negligible value.

Most denizens of the guardhouse are accustomed to raucous sounds from this area and do not respond to a fight here. However, the sergeant in area **10** knows his troops and responds to the sounds of a battle here, arriving in two rounds. Likewise, the guards here notice any fight in area **10** and rush to the sergeant's aid in two rounds.

If an alarm is raised in area **1**, two guards move from here to reinforce area **17**, and one guard goes to summon the sergeant from area **10**.

7. East Spiral Stairs

A tiny landing lit by an oil lamp gives access to a tightly spiraling staircase that leads up and down.

The stairs lead up about 14 feet to area **15** on the upper level and down about 25 feet to area **28** on the lower level.

8. Storage and Display Area

The slavers store supplies in this chamber, but occasionally they clear it out to put a few slaves on display.

This fairly long and wide room has six exits: two alcoves in the west wall, two in the east wall, and two doors in the south wall.

A line of crates and barrels runs down the chamber's center.

The crates and barrels contain mundane supplies: bolts of common cloth, flour, leather, metal ingots, firewood, charcoal, dried rushes, and the like. The only valuable commodity is a barrel of lamp oil.

It holds the equivalent of 75 flasks. One crate holds several 20-foot lengths of chain (well used) and many sets of manacles.

Characters who investigate the collection of supplies notice a line of heavy steel rings set into niches in the stone floor. The slavers chain their captives to the rings when they conduct a sale.

9. West Spiral Stairs

An oil lamp set into the wall here marks the base of stone stairs that spiral upward.

The stairs lead up about 14 feet to area **16** on the upper level.

10. Armory

This L-shaped chamber has pairs of narrow windows on the north and west walls. The southern arm of the L is screened off with a barrier made of wood and canvas.

The northern arm of the L holds a long rack hung with suits of chainmail. The rack also contains helmets, shields, swords, bows, and quivers of arrows.

A pair of barrels stands near the rack, along with a few three-legged stools and a small anvil.

The sergeant of the guard lives in the screened area to the south.

Sergeant of the Guard (2nd-level human fighter): AC 2; MV 6"; HD 2; hp 15; #AT 1; D 2-9 (longsword plus Strength) or 1-6 (shortbow).

The sergeant spends most of his time here. He attacks anyone spotted prowling around the guardhouse unaccompanied by Brubrok or Glyrthiel.

In a fight, the sergeant concentrates on the toughest-looking opponent while bellowing for the guards in area **6**, who arrive to assist in two rounds. Likewise, the sergeant notices any combat that takes place in area **6** and joins that battle in two rounds.

If the sergeant is allowed to continue bellowing for three rounds or more, his shouts alert the guards in area **17**. Once alerted, half the guards there descend the stairs at areas **7** and **9** and join the fray.

If an alarm is raised from area **1** or area **17**, the sergeant investigates.

The sergeant has a comfortable bed, a chest of drawers, a writing table with a hard chair, and an armchair. He also has a brazier similar to those in area **3**, except a small charcoal fire burns in this one. A bucket of charcoal sits below the brazier.

The chest of drawers contains personal items and mundane equipment.

A loose stone under the bed (treat as a secret door) contains the guards' pay chest. The chest is locked (the sergeant has the key) and contains 5,000 sp.

The weapons and armor on the rack are well used but still serviceable. If the characters examine the weapons and armor, they discover that about half the items are made for small creatures. These smaller weapons and armor are intended for the quarry's goblins.

11. Great Hall

Most denizens of the guardhouse eat their meals here three times a day (though guards who are on duty take their meals at their posts). The hall stands dark and empty the rest of the time. The boxed text below assumes that the player characters visit the room when it is empty.

This shadowy room has four exits, all doors. Two are in the south wall, set into alcoves. There are also doors to the north and to the east.

The chamber has a low dais at the west end. A sturdy-looking table and comfortable chairs stand atop the dais. The eastern portion of the room has two longer tables, each flanked by wooden benches.

Rushes, both fresh and dried, cover the chamber's floor in a thick layer.

The great hall holds nothing remarkable. After each meal, Brubgrog's servants gather up the rushes (along with any food scraps) and burn the lot in area **12**, then put new rushes down in the hall.

12. Kitchen

A wave of moist heat rushes forth as the door opens. The odors of overheated grease, charred meat, and old ashes follow.

Beyond the doorway lies a long, narrow room with a blazing hearth at the eastern end. A table mottled with glistening stains and an unsavory mix of fur, bone, and feathers takes up most of the chamber. Animal carcasses hang from the ceiling by hooks and chains.

Four human cooks labor in here nearly around the clock. Zozdnog, a female half-orc with a leathery face, oversees their efforts and ensures that the cooks work until they drop. She does not tolerate interlopers in the kitchen—not even Brubgrog or Glyrthiel.

Zozdnog (half-orc): AC 6; MV 9"; HD 1; hp 6; #AT 1, D 1–4 (improvised weapon).

Human Slaves (4): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–4 (improvised weapon).

Zozdnog knows about the ladder in area **13** that leads down to the spring chamber (area **26**) on the lower level. She allows goblins or other individuals who belong in the guardhouse to pass through the kitchen while traveling to or from area **13**. Otherwise, Zozdnog gives an uninvited visitor one chance to exit the kitchen gracefully. If the visitor lingers, she chucks a cleaver at the trespasser. Zozdnog prefers to hang back and toss knives, cleavers, and heavy pots (she has plenty of such items at hand) at any target that offers her a clear shot. However, she is not afraid of melee combat.

The slaves hate Zozdnog, but they also fear her, so they take up knives, cleavers, rolling pins, and other kitchen implements and join the fray against intruders. The slaves attack the closest foe and fight desperately, hoping to win Zozdnog's approval. If the half-orc falls, any slaves still fighting immediately surrender.

The slaves know quite a bit about the guardhouse and a little about the quarry, but they are too exhausted and frightened to volunteer such information—they do not appreciate the value of what they know. If the player characters think to ask the slaves about these topics, they can learn useful information. All the slaves tell essentially the same story about coming here:

- Raiders abducted them from their homes. Eventually they were brought to the quarry on a ship that traveled up the local river and tied up at a jetty (west of area **56** in the caverns). After that, they were blindfolded and carried a "very long way."
- The slaves are vaguely aware that a village is nearby, but they do not know its name.
- They know that some of the quarry workers are not enslaved, but they have never been able to speak with any of those workers.
- They know that goblins also work the depths of the quarry, and the tunnels include some sort of unholy chapel or temple (area **42**).

- Eventually, the slaves were imprisoned in area **21** on the upper level of the guardhouse.
- They know that more slaves are currently being held in area **21**, and turnover is slow. Some slaves leave (presumably sold) only to be replaced by new ones.
- The slaves know about the taskmasters in area **20** but are not sure what kind of creatures they are. The slaves describe them as big, powerful, and very brutal goblins.
- The slaves have seen the guardposts at areas **17** and **22**, and they know that goblins staff the posts at night. They have delivered food to the guards at both areas.
- They do not know about the traps in areas **15** and **16**, but they are aware that guards always announce themselves before entering or leaving the tops of the staircases.
- Zozdnog keeps these slaves on the brink of starvation and exhaustion. After the excitement of the encounter fades, they collapse and become all but helpless for at least a day.

13. Buttery

This chamber is fitted with two oil lamps, but they are rarely lit.

The door opens into a darkened room. Three great casks lie atop trestles arranged along the east wall. Barrels and casks fill most of the chamber's floor. A rack full of bottles and jugs stands along the east wall.

Standing among the casks and barrels at the back of the room is a small windlass with a bucket and chain hanging from it. A wooden trapdoor lies under the windlass.

The chamber holds a wide array of beverages intended for the quarry workers and guests. Most of the casks and barrels contain beer, mead, or hard cider; all of these are drinkable, but none is valuable. The rack of bottles contains wines and distilled spirits; fifteen of them are rare or fine enough to bring a good market price. Collectively, the fifteen bottles are worth 1,500 gp. It takes at least two turns of searching to separate the valuable bottles from the rest of the collection.

Lifting the trapdoor beneath the windlass reveals a shaft leading down to area **26** on the lower level, with a ladder for climbing. The windlass has enough rope and chain to lower the bucket into the pool in area **26**. The apparatus is strong enough to hold a 300-pound load.

14. Larder

Like the buttery, this room has two oil lamps, but they are rarely lit.

Shelves crammed with boxes and packages wrapped in parchment line the back wall in this darkened room. Crates and barrels crowd the floor.

The containers in here hold foodstuffs: cheese, salted meat, flour, and a few dried fruits and vegetables.

GUARDHOUSE: UPPER LEVEL

The upper level contains a few guardposts and living quarters for the principal residents. Only the central section has a roof; the rest of the level is open to the sky.

A crenellated parapet rings the whole level. The crenellations are about three feet high—just tall enough for the guards up here to remain out of sight if they hunker down behind them. A creature on the parapet gains 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

15. East Spiral Stairs

A single step down leads to a landing with a spiral staircase that curls downward. An oil lamp with a smoky flame illuminates the landing.

The stairs lead down about 14 feet to area **7** on the main level.

The top step is trapped. It has a hinged lid that opens into a cavity that contains a spring-loaded trap designed to grab and crush any limb stuck in it (like a bear trap). A successful save vs. breath weapon allows a character to avoid getting caught. If the save fails, the trap catches the character by the ankle. The trap's jaws deal 1–4 points of damage and hold the character fast. It takes a successful Open Doors roll to pry open the jaws and release the trapped character. A character injured by the trap moves at half speed until the damage dealt by the trap is healed.

A hidden lever in area **17** temporarily deactivates the trap by locking the cover in place. The guardhouse residents are in the habit of announcing themselves as they climb the stairs so the guards in area **17** will deactivate the trap for them. See the area **17** description for more details.

16. West Spiral Stairs

This staircase is identical to the one in area **15** (including the trap) except that it leads down about 14 feet to area **9** on the main level.

17. North Guardposts

Crenellations surround this flat rooftop except at one corner, where archways lead into a covered area.

The rooftop is bare except for two stacks of stones, roughly piled.

As noted in the descriptions for areas **15** and **16**, hidden levers here activate and deactivate the traps at the tops of the staircases. The levers are located in the walls separating each guardpost from the nearest stairwell. The guards here are accustomed to deactivating the traps when anyone in a stairwell calls out, without stopping to identify the newcomer.

During daylight hours, two human guards are on duty here. They use the same tactics as the guards in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. The goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards here, whether human or goblin, keep watch over the quarry pit below. If they notice anyone approaching area **23** on the lower level, they hail the visitors and most likely attack, as noted in the area **23** description.

Combat at one guardpost immediately alerts the guards at the other post, and they lose no time in coming to their comrades' aid. The reinforcements use missile weapons, if possible, to attack the invaders.

Both sets of guards eventually notice any fighting in area **10** (and in area **6** if the sergeant becomes involved there), and they send half their number to assist. Likewise, the residents in areas **6** or **10** assist their comrades here, as noted in those area descriptions.

If the guards at area **22** face a fight, they come to the north posts for help, and the guards here send half their number to join the battle. Brubgok (if present in area **19**) and Glyrthiel (if present in area **18**) are alert to any disturbances here, and after two or three rounds, they become involved in any battle that involves the guards.

18. Glyrthiel's Chamber

The characters can peek in here through the windows on the north wall. As with the other windows in the guardhouse, sheets of translucent parchment cover the windows from the inside of the chamber. The player characters can easily slit the parchment with a sharp weapon, but doing so alerts anyone in the room.

Bright light fills this genteel chamber. A thick rug covers the floor, and a chandelier of silvery metal hangs above. There's a four-poster bed, a hearth where a carefully banked fire glows, and a leather-covered table with an ornate desk pushed against one end. A comfortable-looking chair is pushed under the desk, and two padded chairs sit near the table. Tapestries depicting woodland scenes cover the walls.

The light in here comes from a **continual light** spell placed on one arm of the chandelier. The chandelier is made from highly polished steel. It looks expensive but has negligible market value.

The bed, table, and desk are well made but not worth a great deal. The desk has several drawers and numerous cubbies and pigeon holes. A false bottom in one drawer hides Glyrthiel's spellbook, which contains the following 1st-level magic-user spells: **friends**, **read magic**, **shield**, **sleep**, and **unseen servant**. The rest of the desk holds an assortment of trinkets and personal items, including a silver and bloodstone ring (75 gp), three small jade figurines (100 gp each), and a pouch containing 10 sp, 15 gp, and 5 pp. The desk also has a lead cap for dousing the continual light effect on the chandelier and a multipiece wooden rod for placing or removing the cap. It takes two turns to completely search the desk.

The room's carpet weighs 50 pounds and is worth 75 gp. The room has eight tapestries; each weighs 30 pounds and is worth 30 gp.

Brubgok's chief assistant, Glyrthiel, lives here, but she is present only about a third the time (roll 1d6; Glyrthiel is here on a 1–2). The rest of the time, the elf is out supervising activities around the guardhouse and quarry or leading patrols. In a fight, Glyrthiel uses her bow if she can or her sword if she must. She uses her **shield** spell to protect against counterattacks, and she looks for a chance to drop her **sleep** spell on as many foes as possible while limiting the number of allies she affects. If necessary, she waits until a few allies fall in combat before casting **sleep**.

Glyrthiel (2nd-level elf fighter/magic-user): AC 5; MV 9"; HD 2; hp 9; #AT 1; D 1–8 (long sword) or 1–6 (long bow); spells memorized: **sleep**, **shield**.

When Glyrthiel is in her room, she keeps an eye (or at least an ear) on the rest of the upper level. If the guards at areas **17** or **22** begin dealing with a situation, Glyrthiel joins the effort after two or three rounds. She immediately responds to any trouble at areas **19**, **20**, or **21**.



19. Brubrok's Chamber

As with area **18**, this chamber has windows covered with translucent parchment, and the same rules for cutting and peeking apply.

The stench of sweat, unwashed bedding, and half-eaten food hangs heavy in this room. The only light comes from a faint glow from the fireplace, which contains a few smoldering embers, and whatever filters in through the windows.

The room has no furnishings, just a low dais blanketed in greasy-looking furs and littered with dirty bowls and a few gnawed bones.

The heap of furs on the dais conceals a small strongbox that holds 350 pp and 10 carnelians (50 gp each). The strongbox is locked (Brubrok has the key); the characters can break it open by dealing 20 points of damage to it. The dais also holds five furs and silks worth 200 gp each.

Brubrok uses this chamber to relax and act like an orc once in a while. Posing as the industrious Bazili Erak is a drain on him. Brubrok is present only about a third of the time (roll 1d6; Brubrok is here on a 1–2). The rest of the time, he is out supervising activities around the guardhouse and quarry or leading patrols.

Brubrok (3rd-level half-orc fighter): AC 2; MV 6"; HD 3; hp 18; #AT 1 (+2 melee due to Strength and magic sword); D 5–12 (**long sword +1** plus Strength) or 4–9 (long bow plus Strength).

In a fight, Brubrok tries to eliminate the most dangerous opponent first, then mop up the survivors. If he has allies in a fight, Brubrok spends at least a few rounds firing arrows at opposing spellcasters before closing to melee.

Like his elf assistant, Brubrok pays attention to noises on the upper level when he is in his room. If the guards at areas **17** or **22** begin dealing with a situation, the half-orc joins the effort after two or three rounds. He immediately responds to any trouble at areas **19**, **20**, or **21**.

20. Taskmasters' Chamber

This room once had windows in the east wall, but they have been bricked up. A dwarf character has the usual chance to detect the new stonework.

This darkened chamber reeks of sweat and filth. Two braziers brimming with glowing coals provide dim light.

A low stone slab sits near the north wall, and a heap of dirty furs lies against the south wall. A collection of chains, manacles, and leather straps hangs from the ceiling. A heavy wooden rack that holds whips, prods, knives, and irons stands near the slab.

The pile of furs hides two leather pouches, each holding 100 gp.

Brubrok had this chamber built to serve as a chapel for his elemental cleric allies. The clerics preferred the depths of the quarry, however, and now this room belongs to Snikscab and Nubgrod, two bugbears tasked with training and disciplining slaves. The bugbears are present about half the time (roll 1d6; they are here on a 1–3); otherwise, they are harassing the slaves in area **21**.

Bugbears (2): AC 5; MV 9"; HD 3+1; hp 14 each; #AT 1; D 2–8; SA surprise on a 1–3 on 1d6.

Although the bugbears are stealthy and cunning, they have become accustomed to making slaves cringe with little more than a nasty look. In a fight, they try to focus on weak opponents that they can defeat quickly and perhaps sow despair among the enemy.

Snikscab and Nubgrod are generally aware of what's going on around them. If they detect any disturbance on the upper level, they go to guard the slaves in area **21**. The bugbears have a set of keys for all the manacles in the guardhouse, which one or the other carries at all times.

21. Holding Cell

This chamber serves as a holding area for slaves in training.

This dismal space stinks of unwashed bodies. Tiers of bloodstained bunks line the chamber's long walls. A dozen half-naked people lie chained in the bunks, and several more stand or crouch in the aisle between the bunks, chained to rings in the floor.

The bugbear taskmasters Snikscab and Nubgrod split their time between this chamber and area **20**. If the party confronts the bugbears here, they fight as noted in the description for area **20**. However, if one bugbear is slain and the other reduced to 8 hit points or fewer while fighting in this room, the survivor grabs the nearest slave and threatens to kill him or her unless the party backs off. If the characters comply, the bugbear unlocks the slave and sidles out of the room, dragging the hostage, and tries to make his way to area **28** on the lower level (going down the stairs at area **15**).

The holding cell houses 18 slaves. If freed, they are grateful but in no condition to assist the player characters. Unlike the slaves in area **12**, they have not been in the guardhouse long enough to learn the layout or routine, but they can tell the party how they came to be here (see the notes for area **12**).

Human Slaves (18): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

22. South Guardpost

A crenellated battlement surrounds this parapet. In the floor is a 5-foot-wide hole with sloped sides. Piles of stones, loosely stacked, flank the hole.

From here, guards keep a constant watch over area **1**, below. During daylight, two human guards are on duty. After sunset, four goblin warriors stand guard here instead.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards, whether human or goblin, stay focused on area **1** no matter what they hear going on in the upper level. If attacked, they defend themselves using the tactics described for area **17**. See the description for area **1** for details on how the guards react to intruders or visitors below.

GUARDHOUSE: LOWER LEVEL

The lower level houses most of the animals and many of the goblins that toil in the quarry. The areas in this level are primarily natural caverns or spaces hewn from the rock. Unlike in the rest of the guardhouse, the areas here have no windows or oil lamps (except where noted in the text). Phosphorescent fungi growing on the walls and ceiling provide dim light.

23. Lower Entrance

The stony pit here has a fairly smooth floor broken by cracks. Weeds sprout from the fissures, and gaps in these bands of low foliage form a path of sorts. A crude stone guardhouse rises from the quarry pit floor, clinging to the pit wall for one story before rising two floors higher. The top story, perhaps 30 feet above the pit floor, has a crenellated parapet that overhangs the walls slightly. It's hard to be sure, but a few armored guards seem to be pacing to and fro atop the battlement.

On the pit floor, two pairs of double doors stand about 20 feet apart. No guards are posted at either set, but the guards on the parapet above (area **17**) watch the doors while keeping out of sight. If the player characters try to force a door or scale the walls, one guard from area **17** goes to area **6** for reinforcements while the others attack with arrows or with rocks tossed from the parapet. See area **1** for details on resolving attacks with dropped rocks. Rocks dropped from area **17** deal 2–8 points of damage to targets on the pit floor.

The parapet at area **17** provides 50% cover (+4 bonus to Armor Class) against any attack that has to cross it.

A guard stationed in area **17** can reach area **6** in three rounds. After the guard arrives there, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

Entering the Guardhouse: The double doors are secured from the inside with simple iron latches. A successful Open Doors roll allows a character to force one set of doors open. The latches cannot be picked, but a successful Open Locks roll allows a character to jimmy the latch and open a door without making an Open Doors roll. A **knock** spell opens a door.

The characters can try to bluff their way into the guardhouse by announcing their presence (by knocking on the doors, shouting, or something similar). Doing so alerts the guards at area **17**; see the Openly Entering section of this adventure (page 9) for details on how the slavers deal with nonviolent visitors.

24. Stable

Dim light reveals a high ceiling and a wide space. The air feels warm and moist. It carries the scents of hay and manure mixed with the tang of coal smoke. From somewhere in the shadowy depths comes a low chorus of metallic scrapes and clinks.

The quarry uses mules for hauling heavy loads of stone out of the tunnels and oxen for moving stone overland. The draft animals are kept here when not working, along with a few horses and ponies

for riding. Open animal stalls line the west wall (see area **25** for details).

A 4-foot-high stone wall runs down the center of the stable. Rings set in the stone allow animals to be tethered for shoeing, grooming, or temporary housing.

Uzgrad, Brubgok's half-orc chief groom, is in charge of the animals here. Uzgrad has six human slaves who do the real work.

Almost nobody comes to the stable except for quarry workers bringing in animals and a few goblins moving between area **28** and the guardhouse's upper level. If anyone who is not a goblin or is not escorted by Brubgok or Glythiel tries to pass through the stable, Uzgrad stops the visitor and demands an explanation. He is cagey enough to pretend to accept stories that he thinks are bunk so he can ambush the intruder.

Uzgrad (half-orc): AC 5; MV 9"; HD 1; hp 6; #AT 1; D 1–8 (scimitar) or 1–4 (dagger).

Uzgrad carries a scimitar but prefers to toss daggers at his foes, preferably from behind the dividing wall or a draft animal. The half-orc carries no treasure, but he has a key to the door that leads into area **26**. Uzgrad is accustomed to loud noises and foul smells coming from area **27** and pays no heed to what is happening in the smithy.

Human Slaves (6): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–6 (improvised weapon).

The slaves hate Uzgrad, but they also fear him, so they take up slaves or pitchforks and join the fray if a fight breaks out. The slaves attack the closest foe and fight desperately, hoping to win Uzgrad's approval. If the half-orc falls, any slaves still fighting immediately surrender.

Like the slaves in the kitchen (area **12**), these slaves are too frightened and tired to realize that their information would be valuable to the player characters. They do not know much about the guardhouse or the routines that its residents follow; however, they were once held in area **21** and subjected to the attentions of Snikscab and Nubgrod. The slaves cannot clearly recall anything else about the upper floors of the guardhouse.

They know about the secret door leading to area **28** and that beyond it are many cruel goblins and their pet wolves. The slaves also know about the staircase in area **28** and the ladder in area **26**, but they do not know where either one leads (other than "up").

The slaves also know about the smith in area **27** (who they describe as a tall, powerful goblin) and warn the party that he has probably gone up the ladder in the spring chamber (area **26**) to get help or is lying in wait somewhere for the group. They're right; see the notes for area **27**.

The stable slaves get a fair amount of fresh air and (barely) adequate food to keep them strong enough to tackle the challenges of physical labor. If the player characters suggest it, the slaves take up their pitchforks and accompany the adventurers as they continue to explore. However, their nerves are shattered, and they panic if faced with the slightest danger, tossing down their weapons and fleeing as fast as they can.

25. Stalls

A row of stone stalls lines the wall here, each at least three paces wide. Each stall is fronted with a wooden wall that has a split door (with an upper and lower half) fastened on the outside with a leather loop and a peg.

Two stalls are crammed with supplies: fodder, bedding, and grain for the animals, plus coal and scrap iron for the forge at area **27**. The remaining stalls either are empty or hold a single horse, pony, or mule. Each of these stalls has a manger, a water trough, and a floor covered in deep straw.

26. Spring Room

The door leading into this chamber is always kept locked from the east side. Uzgröd (area **24**) and Wartslag (area **27**) have keys. The lock can be picked with an Open Locks roll. A **knock** spell opens the door. A successful Bend Bars/Lift Gates roll forces the door. A character can also force the door with an Open Doors roll, but reduce the chance for success by 1. The party can beat the door down with weapon attacks; the door can withstand 30 points of damage before splintering.

This chamber has a musty but not unpleasant smell, like grass after a rain. The sound of dripping water echoes loudly. The space seems utterly black and cold, without the faintest gleam of light or heat.

The room has two oil lamps that are just like those on the upper levels. One lamp is placed near the bottom of the ladder leading to area **13**, and the other lies at the foot of the stairs leading to area **27**. Both lamps are usually kept unlit.

When the guardhouse was built, Brubgrog had a basin chiseled into the rock here to hold the water from a natural spring. The whole chamber is flooded to a depth of about 2 feet. Brubgrog's servants keep the walls clear of fungi, but some mold still grows on the walls and in the shaft leading up. Water flows silently from the spring, but condensation from the walls creates a steady drip into the basin.

27. Smithy

A low dais here holds a wide, stone bowl heaped with hot coals that cast an eerie glow over the area. The bowl is surrounded by a visible haze and the reek of coal smoke. Next to the fiery bowl stands a massive iron anvil set atop a stone pedestal. Opposite the anvil lies a stone bench with a great leather bellows and several hammers and sets of tongs heaped on it. A wooden bin filled with coal stands next to the bench.

Wartslag, the bugbear blacksmith, lives and works here. Most of his job consists of making shoes for the quarry's mules and horses, but he also creates or repairs all manner of iron or steel items. The smith spends all his time here tinkering with metalwork, snoozing, or playing knucklebones with his two goblin assistants.

Wartslag pays attention to what happens in areas **24** and **25**, including any comings and goings from areas **26** and **28**. If he notices trouble, he hides behind his forge, hoping to ambush intruders who might come his way.

Wartslag (bugbear): AC 5; MV 9"; HD 3+1; hp 16; #AT 1; D 2-8 or 2-5 (hammer); SA surprise on a 1-3 on 1d6.

Goblins (2): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (short sword) or 1-4 (sling).

If Wartslag manages to surprise the intruders, he attacks the closest opponent. Otherwise, he maneuvers away and chucks hammers (he carries three with him and has four more on his workbench) at lightly armored or unarmored foes until someone engages him in melee.

Wartslag's two goblin assistants use the forge as cover (+4 bonus to Armor Class) and attack with their slings for as long as they can. If an enemy moves into melee range, they toss a stinkbomb they created from animal dung and fungi. The bomb creates a cloud that covers the whole dais and all the squares adjacent to it for five rounds. Anyone in the cloud (except for Wartslag and his assistants, who have built up an immunity) becomes sickened and weakened due to the stench unless the character makes a successful save vs. poison. A failed save results in the loss of 1 point of Strength per round for as long as the victim remains in the cloud and for one round after the victim leaves the cloud. Strength loss lasts for ten rounds after the poison has taken its final effect.

28. Staircase and Guardpost

A natural grotto lit by an oil lamp wedged into a crack in the wall gives access to a tightly spiraling staircase that leads up.

The stairs lead up about 25 feet to area **7** on the main level.

Two goblins and a worg stand guard here, keeping an eye on the stairs and defending areas **29-32** against intruders. In a fight, the goblins try to pin down foes while the worg uses its speed to attack from the flank or rear. It circles through area **29** if necessary to gain an advantage.

Goblins (2): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

Worg: AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2-8.

Any combat here alerts the goblins in areas **30** and **31** and the worgs in area **32**.

29. Pool and Grotto

Nearly every surface in this space seems covered with multi-colored stalactites and stalagmites. Several massive natural columns surround a pool of water.

The goblins in this part of the guardhouse use the pool as a water supply. It holds a few blind fish and crayfish, but nothing else.

30. Goblin Den

This fairly wide cavern bounded by natural columns has a lofty ceiling. The mingled scents of smoke, seared meat, sweat, and unwashed clothing hang heavy in the air.

A pit in the chamber floor holds a smoldering fire, where slabs of meat sizzle on skewers thrust into the ash.

Some of the quarry's off-duty goblins lounge here. At night, eight goblins gather around the fire, nibbling on rations and passing the time. During the day, only four goblins are present.

Goblins (4 or 8): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

In a fight, one goblin scurries to area **32** to acquire a worg mount while the rest attack. These goblins also respond to any disturbances in area **32**. They are accustomed to hearing occasional outbursts from area **28**, but if a fight there lasts more than three rounds, one of the goblins here fetches a worg mount and joins the battle. Meanwhile, two more goblins go directly to the battle.

The goblins hide their treasures in clay pots buried in the fire pit. Nine pots hold a total of 700 sp, 200 gp, and nine bloodstones worth 15 gp each.

31. Goblin Barracks

Darkness fills this area. A few patches of luminous fungi cling to the walls, glowing like stars on a foggy night. The sour odors of old sweat and dirt pervade the atmosphere.

Four goblins rest here at night, eight during the day. They have scraped most of the cavern's luminous fungi from the walls to make the chamber dark. Characters without infravision cannot see in here without supplemental light. The goblins use the same tactics as those described in area **30**.

Goblins (4 or 8): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).



32. Worg Den

Deep shadows fill this space, which reeks of offal. Shards of bone crunch underfoot.

This chamber is mostly free of luminous fungi, just as in area **31**. The goblins keep two worgs here. Two sets of tack and harness hang from pegs driven into a wall.

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2-8.

The worgs attack anyone who enters here without a goblin escort. The worgs are canny enough to know if a goblin is not in charge of the situation, and they attack if someone drags or ushers a goblin prisoner in here.

If the goblins from areas **30** or **31** come here to get mounts, it takes them two rounds to saddle the worgs. After that, the goblins ride off and seek the enemy. They throw spears or use their slings in battle and can split move and fire when mounted (move up to half, fire, and move up to half again).

QUARRY (GENERAL NOTES)

The quarry's walls are rough hewn and a trifle damp. For purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall. Ceilings are 12 to 18 feet high (larger chambers are taller). The air throughout the quarry smells musty due to the dampness.

The guards and goblinoids in the quarry know that Bazili Erak is using the mining operation to conceal his slave-trading activities, and they are aware that evil clerics are holed up in the caverns. However, they don't know Bazili's true name or that he's a half-orc, they don't know any of Bazili's contacts in the slaving operation, and they don't know why Bazili is sheltering the clerics or what their intentions are.

QUARRY: MAIN LEVEL

The tunnels here are a continuation of the quarry pit outside; the workers simply followed the outcropping of stone from the surface underneath the hillside.

Luminous fungi on the walls provide dim light throughout the level.

33. Quarry Entrance

The level floor of the quarry pit gives way to a nearly sheer wall of weathered stone that rises the equivalent of three or four stories to a wooded summit. At the bottom of the wall, a crude arch as wide as a village street and as high as a cottage roof leads into the hillside.

Characters can enter through the arch freely.

34. Main Gallery

The slightest sound in here triggers a chorus of echoes that reverberate along a double row of massive, chiseled columns in a cavernous hall.

During daylight hours, two human guards are on duty here, keeping watch over the quarry pit outside and the passages leading west. If attacked, they use the same general tactics described in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2-8 (broadsword) or 1-6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. In a battle, the goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

The guards, whether human or goblin, challenge any strangers not accompanied by Brubgok or Gylrthiel. The player characters can try to bluff their way into the tunnels by not attacking the guards. See area 1 for details on how the slavers deal with nonviolent visitors. Any combat here attracts the guards in area 36.

35. Storage

Low mounds of cut stone fill most of this long chamber. Here and there stand carts constructed from planks. Most of them are practically falling apart, and at least one sits propped up on a pile of stone blocks.

One section of the chamber is given over to a collection of crates, sacks, barrels, and casks. In addition, a rack is hung with rows of picks and shovels, a couple of crude ladders, and an assortment of pointed and curved iron bars.

Cut stone ready for shipment sits in here. The quarry workers also store their tools and equipment (both broken and serviceable) here, along with a few supplies. The player characters can find eight coils of rope, each 100 feet long. Six picks can serve as horseman's military picks, and nine of the iron bars can serve as clubs. There are five small mine carts, none of them fit to move.

36. Guardpost

Glowing embers heaped in a pit seem to have driven the subterranean chill and dampness from this chamber. The place also has a table made from crude planks, a few stools and chairs, and two tiers of unmade bunks.

The off-duty guards assigned to area 34 live here—two humans at night, and four goblins during the day. They spend most of their time dozing or gambling, but they quickly respond to any fighting in area 34. It takes them two rounds to gather their gear and join any battle there.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2-8 (broadsword) or 1-6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

The guards' personal treasures are kept in areas 6 or 30 of the guardhouse. Here, they have only their fighting gear and a few sets of knucklebones.

37. Upper Ventilation Chamber

A steady draft flows out of this chamber. It's hard to tell if the air comes from the iron grate in the floor or a similar grate in the ceiling.

A vertical shaft here rises about 40 feet to the hilltop above the quarry. The shaft continues 20 feet down through the floor to area 48 on the lower level.

Iron grates in the floor and ceiling protect the shaft. They have been mortared into the shaft walls and coated with grease to keep them from rusting. The grates do not open, but the party can break them down. A character can force a grate with a successful Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces a grate. The party can beat a grate down with weapon attacks; it can withstand 50 points of damage before breaking apart.

The ceiling in this area is 12 feet high. If the characters wish to force the upper grate, they must find a way to reach it. That's not

a problem if the group has climbed down from the hilltop. Otherwise, the characters can heap stones from area 35 or use one of the ladders from there.

38. Ramp Down

A passage here seems to head due west, visibly sloping down.

The passage slopes down 20 feet to area 40 on the lower level.

39. Diggings

The ringing tones of metal striking stone (or other metal) make the walls and the air sing here. The stench of smoke and sweat accompanies the noise.

Teams of quarry workers labor at these locations day and night, chiseling stone from the rock. Most of the walls in these areas are freshly dug and free of luminous fungi, leaving them dark. Brubgok has ordered these areas lit with iron lamps similar to those in the guardhouse; the lamps have been driven into cracks in the walls.

During daylight, fifteen humans work here in teams of two or three. Each tunnel contains one team, chiseling and prying stone from the rock faces. Each digging area also has a mule hitched to a cart or sledge that the workers slowly load with stone.

These human workers are free citizens from Darkshelf and do not fight unless forced to defend themselves. If confronted with proof of slaving, they set down their tools and walk back to the village. If pressed, they agree to guard any captives taken by the player characters or escort rescued slaves to Darkshelf.

At night, twenty-five goblin diggers work here in teams of two to five. Each tunnel contains one team along with a mule. The goblins attack any strangers who are not escorted by Brubgok or Gylrthiel.

Human Workers (15): AC 8; MV 12"; HD 1; hp 5 each; #AT 1; D 1-6 (improvised weapon).

Goblins (25): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

QUARRY: LOWER LEVEL

This level is similar to the main level but is darker, clammy, and cooler. Luminous fungi grows in patches on the walls. Characters without infravision can see only 20 feet in the poor light. Several places have no fungi, as noted in the area descriptions.

40. Up Ramp

A passage here slopes up to the east.

The passage slopes up 20 feet to area 38 on the main level.

41. Lower Tunnel

This tunnel is similar to area 39 on the main level except that one team of five goblin diggers works here day and night. Any fighting here alerts the clerics in areas 42-44 and the goblins in area 46.

Goblins (5): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

42. Elemental Temple

The ceiling here is 18 feet high.

The floor in this cavern is packed sand, pale yellow with flecks of iridescent material. Tendrils of pale mist or smoke writhe along the ground, carrying the rank odor of muddy filth and the sharp tang of resin or incense.

Ahead rises a pyramidal spire, as thin and sharp as a dart. It is composed of dusky gray stone, marbled with the ghastly white of dead flesh. A staring eye adorns the visible side of the spire.

A pit filled with glowing coals lies just beyond each corner of the spire. Yellow and blue flames dance over the coals, and tendrils of smoke and mist wander among the tongues of fire before escaping the pits and creeping along the floor.

An irregular pool ringed with slime lies beyond the spire.

Brubgok brought in a small group of evil clerics to assist him with his operations. The clerics worship an unspeakably evil god they refer to as the Elder Elemental Eye, or simply the Eye. The floor is covered with a natural deposit of sand mixed with grains of quartz and mica. The sand is 1 to 3 feet deep.

The four-sided spire is solid stone, and each face is adorned with a single eye. The fire pits are dug out of the sand down to the hard rock below. The fires are stoked with coal, and minerals in the stone floor create the odd smoke.

One cleric is always in this chamber, tending the fires and chanting an unholy prayer or supplication. He wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand. The cleric is quick to recognize intruders—only goblins and slavers come here voluntarily—and pretends to welcome anyone who enters the temple.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2-7 (footman's mace) or 1-4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

In addition to his regular mace, the cleric carries a mace with a stone head. He uses the stone weapon when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a -1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

In battle, the cleric tries to befriend opponents long enough to use **cause fear** on a fighter type or rogue, then he uses his sling or mace as appropriate. When help arrives, he falls back and uses **curse**, then **command** ("Flee!").

The water in the pool comes from a very small natural spring; the collected liquid is murky and mostly stagnant. It's about 2 feet deep, with a muddy bottom about a foot thick.

The pool is home to a pair of mudtigers. They generally lie at the bottom of the pool, where they cannot be seen. They can hear sounds of combat and other loud noises in the room and move to attack intruders.

Mudtigers (2): AC 6; MV 6"/12" (3"); HD 2; hp 8 each; #AT 1; D 2-5; SA electric shock (D 2-8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers move into melee range as quickly as they can. If necessary, they burrow under the sand to protect themselves from ranged attacks while they close. Once they are close enough to attack, they plunge into the midst of the foe and use their electric shocks. After shocking, they bite, but they shock again as soon as they can.

The cleric here knows the limits of the mudtigers' electric shock and is careful to stay out of range when a shock might be coming.



The cleric and goblins in areas **43** and **44** notice any commotion in the temple and join the fray after two rounds. Likewise, the cleric here notices any combat in area **41** and alerts his comrades in area **43** and **44** after one round.

43. Temple Guardpost

This chamber is dark because it has no luminous fungi.

Deep shadows fill this oddly shaped chamber. The silhouette of an overturned cart is visible in the gloom. Heaps of dirty furs and soiled straw surround the cart. A few lumps of coal have spilled out of the cart onto the floor.

Six goblins stand guard here. The overturned mine cart serves as a bin to hold coal for the fires in areas **42** and **44**, and it doubles as a table for the goblins. Their sleeping furs are filthy and worthless.

Goblins (6): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

The goblins notice any fighting in area **42** and join the fray after two rounds. In a fight, they use their slings as long as they can and use their melee weapons when necessary.

44. Clerics' Quarters

This chamber is roughly L-shaped and contains a stone basin filled with sulphurous ash and glowing embers. Each arm of the room has a thick rug, a bed, a desk, and a padded chair.

Two evil clerics reside here, but one of them is always in the temple (area 42). The second cleric is resting and has the same equipment as the cleric in the temple, including the stone mace. If the cleric has not been awakened by the sounds of intrusion or combat, he can be surprised.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2-7 (footman's mace) or 1-4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

The two desks hold writing implements and other mundane items, plus key rings with keys to the doors in area 55 on the cavern level.

One locked chest lies under each bed; the clerics have the keys on their persons. In total, the chests hold the following: three silver unholy symbols, 260 gp, 18 pp, six bloodstones (15 gp each), three **potions of healing**, and three vials of an herbal preparation that cures the malady caused by the spores of the puffball fungi on the cavern level.

If combat occurs in the temple, the cleric here wakes up and rushes to join the fray after two rounds. When he arrives at the fight, he uses **command** ("Flee!") as soon as he can, then uses **cause fear**, and finally engages in melee. Like his comrade, the cleric knows about the mudtigers' electric shock power and tries to stay out of its range during battle.

45. Ramp Down

A passage here heads due west, visibly sloping down.

The passage slopes down 60 feet to area 54 on the cavern level.

46. Goblin Barracks

This chamber has no luminous fungi, leaving it dark. Characters without infravision cannot see in here without supplemental light. The embers in chamber's fire pit shed light in a 5-foot radius around the pit, revealing the scene below.

The walls spread out into a mostly lightless space. A few dying embers from an ash-filled pit in the floor cast a red glow. The ruddy light reveals several smoke-blackened tin pots lying in heaps and a collection of metal skewers, some still wrapped with charred meat, sticking out of the ash. The air is filled with the sharp odors of burned food and unwashed bodies.

Nearly fifty goblins call this chamber home. Fortunately for the player characters, no more than ten are ever here at once. When it's daylight outside, six goblins sleep here while four more keep watch. At night, only four goblins are here. The others are out working the quarry or patrolling the area around it.

Goblins (4 or 10): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

The goblins attack any nongoblins who enter the chamber except for the evil clerics or anyone accompanied by Brubgrog or Glyrthiel. In the latter case, the goblins are uneasy and suspicious because legitimate visitors to the quarry are seldom brought to this room. In a fight, a few goblins try to pin down enemies with melee attacks while the others use their slings or maneuver to the flanks. If some of the goblins are asleep when trouble starts, it takes the sleepers two rounds to awaken and gather their gear.

Noise from area 47 keeps the goblins from noticing what's happening elsewhere on this level, but they quickly hear any trouble

occurring in area 47. Goblins who are awake immediately join any fight there, and sleeping goblins follow two rounds later.

The goblins keep their treasures hidden in clay pots buried in the fire pit. Twelve pots hold a total of 900 sp, 250 gp, and 23 quartz crystals (worth 10 gp each).

47. Old Diggings

This roughly triangular chamber has walls that glitter with small bits of crystal embedded in the stone. To the east is a corridor lined with side passages that branch to the south. From each passage comes the irregular tapping of metal on stone.

The stone in this area is not good enough to be used as building materials, but it contains veins of quartz. Brubgrog keeps a few goblins busy here around the clock, digging out the precious and semiprecious bits. A single goblin labors at the south end of each side passage.

Goblins (4): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

The goblins focus on their work, but they notice anyone coming and going outside the diggings. They attack any nongoblins except for those escorted by Brubgrog or Glyrthiel. If fighting occurs in area 46, the goblins hear the sounds and move to assist their comrades after two rounds. The goblins in area 46 join any fight here as described in area 46.

48. Lower Ventilation Chamber

A steady draft flows out of this chamber and passes through an iron grate in the ceiling.

A vertical shaft rises 20 feet to area 37 on the main level. The grate here is identical to the ones in area 37.

49. Trash Chute

Thousands of small, pale fungi carpet the floor and most of the walls in this small chamber. The place reeks of old grease and other less savory odors. An irregular hole, wider than a human is tall, gapes in the center of the floor.

The quarry workers toss their garbage and other offal down the sinkhole. The natural shaft descends 60 feet to area 61 on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area 50.

50. Prison Trash Chute

This area is nearly identical to area 49; the sinkhole in here leads down 60 feet to area 60 on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area 49. The guards in areas 51-53 toss detritus, which sometimes includes corpses, down the hole.

51. Checkpoint

Brubgrog uses the natural chambers in areas 52 and 53 as a holding area for slaves awaiting shipment. The door is made from iron bars and blocks the only practical entrance or exit from the holding area. (It is possible to go through area 53, but the characters would have to climb down the sinkhole in area 49, make their way through the tunnel to the other hole, and climb back up into area 50.) The following boxed text assumes the party approaches the door from the west.

A door of blackened metal bars blocks the corridor here, sealing off passages that run north, south, and east. Beyond this portal, a point of light flares for an instant.

The barred door does not seem to have hinges or handles on this side.

The door's hinges are on the east side. It's also barred from the east side, and a padlock holds the bar in place. A character can try to reach through the bars and pick the lock, but the bugbear guard (see below) might have something to say about that. The guard carries a key to the padlock.

A **knock** spell opens the door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 50 points of damage before falling apart.

A bugbear always stands guard here. He stays out of sight, in a shadowy alcove just south of the door. The guard has no comforts other than a three-legged stool and a rack to hold his weapons. He keeps an eye on the door and the corridor beyond using a hand mirror (that's the flash of light mentioned in the boxed text).

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2–8 (morning star) or 1–6 (spear).

If the player characters start working on the door, the bugbear takes action. Melee attacks with slashing or bludgeoning weapons cannot pass through the door, but attacks with piercing or thrusting weapons can. Thrusting weapons with thin heads and long shafts, such as pikes or spears, work through the door without penalty. Shorter thrusting weapons, such as daggers or short swords, also work, but they have a –1 "to hit" penalty. Long blades, such as swords, work through the door, but the attacker must thrust with them and take a –2 "to hit" penalty.

Ranged weapons work through the door, but the bars provide 50% cover (+4 bonus to Armor Class for the target).

While the party is on the west side of the door, the bugbear uses his spear. He switches to his morning star if a foe gets past the door or reaches through it.

Any fighting here alerts the bugbear guard in area **52**, who alerts the guard in area **53** and then advances to help defend the door.

52. Guards' Quarters

The corridor ends in a small alcove where a crude wooden table sits, surrounded by a trio of three-legged stools. Three piles of odiferous furs lie roughly in the alcove's southeast corner. Three sets of manacles hang from the north wall. Below the manacles, ugly, reddish-brown stains form streaks all the way down to the floor. A peg on the south wall holds several rings of keys.

A bugbear snoozes among the furs but quickly awakens if combat breaks out in area **51** or **53**. It takes him one round to stand up and get his wits and gear together.

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2–8 (morning star) or 1–6 (spear).

The pile of furs contains three silver urns. One is stuffed with live coals; the bugbear uses it as a bed warmer. Each of the other two urns holds 300 gp, packed in ash, so that a casual look makes them look like burnt-out bed warmers, though they feel considerably heavier than the actual bed warmer. The urns are worth 25 gp each.

Most of the manacles hanging on the north wall are spares for use in area **53**, but three sets are embedded in the wall. The stains are souvenirs from times when the guards meted out punishment to slaves they found troublesome. The keys hanging on the south wall fit the manacles in here and in area **53**.



53. Holding Area

Tiny alcoves that stink of blood and sickness line the corridors here. Manacles ring the walls in the alcoves, forming curtains of rusty metal. Soiled straw and a few buckets and urns cover the alcove floors.

Most of the alcoves are empty because the bulk of Brubgrok's slaves are in the guardhouse or have been shipped to Highport (see the Adventure Background). However, the four northernmost alcoves in the eastern cellblock hold 27 human slaves. They are a mix of males and females between the ages of 12 and 20. All are uncomfortably cold, exhausted, and hungry, though not dangerously so (the slavers keep the wares in decent condition so they will fetch a good price). All slaves are manacled hand and foot to the walls of their alcoves.

Human Slaves (27): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

Among this mass of human misery is the monk Kwon, who came here to investigate the quarry for Darkshelf's overlord. As noted in the Adventure Background, Kwon slipped into a shipment of slaves and has been posing as one. The monk has learned to pick his manacles and has made several secret forays into the quarry, entering and leaving the holding area through area 50; he's been careful to return to his alcove in time for each head count. See The Mission (page 6) for more details on Kwon.

Kwon (2nd-level human monk): AC 9; MV 16"; HD 2; hp 7; #AT 1; D 1–4 (unarmed strike).

One of the bugbears from area 52 patrols the two cellblocks and keeps an eye on the slaves, though his attention lapses often enough to allow Kwon to slip in and out.

QUARRY: CAVERN LEVEL

This level of the quarry consists almost entirely of natural caves and pools. The slavers do not use the area much except to smuggle slaves in and out, though Brubgrok's cleric allies breed mudtigers in some of the pools.

The caverns are fairly cool—about 60° F. The water here is even colder; anyone wading or swimming in the caverns risks exposure after 5 minutes. The character must make a System Shock roll with double the usual chance of failure plus an extra 5% chance of failure for every System Shock roll the character has made in the previous 24 hours. A failed check deals 1 point of damage and saps 1 point of Strength and 1 point of Dexterity. A character who remains in the water must make a new System Shock roll each round. Damage from the cold can be healed through the usual means. Ability score loss can be reversed only through rest. For each day of complete rest, the chilled character regains 1 lost point from each reduced ability score.

The caverns are too damp and cold to support the luminous fungi that lights the quarry's upper levels. All areas are dark unless noted otherwise. All boxed read-aloud text assumes that the characters have infravision or are using some kind of artificial light.

Cavern walls are natural limestone unless otherwise noted. They are somewhat rough (with many fissures, knobs, and folds) but slippery. Climbing characters travel at 3" per round, with ten times the normal chance of a fall. Ceilings in the caverns are roughly twice as high as a passage or chamber is wide.

54. Ramp Up

The passage heads west for a few feet, then sharply turns north.

The passage slopes up 60 feet to area 45 on the quarry's lower level. The walls here are hewn but slippery.

55. Antechamber

A smoky oil lamp casts a feeble glow over this irregular chamber. A natural basin of clear water fills most of the floor. The water gently bubbles and churns.

The chamber has three visible exits: a passage to the west, a door to the north, and a door to the east. Each door sports a handle and three keyholes arranged in a vertical column.

The oil lamp here is identical to the lamps in the guardhouse.

The doors are kept locked to prevent access into or out of the caverns. The clerics in areas 42, 44, and 65 have keys. In each door, two of the three keyholes are fakes; sticking a key in one of them turns a dummy lock that activates a chime. Ringing a chime risks drawing attention but otherwise has no ill effects. On the north door, the real lock is in the middle keyhole. On the east door, the real lock is at the bottom.

A door can be unlocked with the proper key or by picking the lock (although picking a fake lock triggers the door's chime, as noted above). A **knock** spell opens a door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

The pool contains a natural spring that keeps the water in motion. A tiny natural channel drains the water into area 56. The pool is home to a water weird, which attacks any creature that lingers in the chamber for more than one round. Any delay, such as searching the pool or fiddling with the doors, triggers an attack.

Water Weird: AC 4; MV 12"; HD 3+3; hp 16; #AT 1; D nil; SA attacks as a 6 HD monster, a hit forces a save vs. paralyzation to avoid being pulled underwater; SD being reduced to 0 hit points or fewer causes the weird to dissolve and reform in two rounds, only blunt weapons deal full damage (other weapons deal 1 point of damage), slowed by cold, fire deals half or no damage, **purify water** slays, other energy or magical attacks are ineffective.

56. Cavern Exit

Sand from the beach in this chamber extends east completely through area 57 and just outside areas 58 and 66.

Coarse sand covering the floor here makes the going seem a bit unsteady as your feet sink in. The sand-covered corridor eventually gives way to a wide, high chamber with a subterranean beach with lapping water beyond.

A boat floats on the water offshore. It seems to be a common rowboat and has oarlocks but no oars. A rope painter attached to the bow is stretched taut, and the rope vanishes into the water. The stern points steadily to the northwest, where there is an opening in the wall. The low murmur of flowing water issues from the opening.

The slavers keep the boat here to bring slaves from the Pelyra River to the quarry. The stream leading from this chamber flows a little more than a quarter mile to the river.

The boat is anchored away from the beach to make slave escapes more difficult. The water here is quite deep, falling away from the beach about 5 feet for every 5 feet to the west, to a maximum depth of 35 feet at the tunnel mouth to the west. The boat floats over 20 feet of water. To reach it, the characters must swim or improvise a raft, perhaps from some of the furniture salvaged from the quarry or guardhouse. The slavers recover the boat with a 20-foot hook that is kept in area 64 with the oars.

Any attempt to recover the boat is fraught with peril, as two mudtigers lurk under the water. They attack anyone who enters the water or messes with the boat unless they are first appeased with

at least one killer frog each (alive or dead) brought from area **66**. The mudtigers will eat fish brought from areas **63** or **64** or just about anything else edible, but they crave killer frogs and are vicious if they do not get their preferred meal.

Mudtigers (2): AC 6; MV 6"/12" (3"); HD 4; hp 16 each; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers start combat by dealing electric shocks, then they bite until they can shock again. They can bite characters riding in the boat by rearing up out of the water and standing on their tails.

57. Trapped Roundabout

The corridor here wraps around a fluted pillar of stone that rises to the ceiling like a moss-covered tree. A profusion of tiny fungi covers the pillar and spills across the sandy floor around it.

The central pillar in this chamber is mostly solid, but the surface has many deep grooves and flutes, which give the stone a treelike appearance. The slavers have hidden a series of trap mechanisms in the grooves and flutes. A powerful system of counterweights is attached to snares laid to the north, south, east, and west of the pillar—one per side. Anyone stepping into one of these spaces must attempt a save vs. breath weapon. If the save fails, the snare tightens around the character's ankle. The victim is lifted into the air, dashed against the pillar, and hoisted to the ceiling 15 feet above. If the saving throw succeeds, the snare is not triggered and continues to lie hidden on the floor.

A trapped character takes 1–4 points of damage and is left dangling from the ceiling. A trapped character armed with an edged weapon can try to double up and slash the snare. The loop has AC 2 and can take 8 points of damage before parting. Someone who climbs to the ceiling can cut the loop without making an attack roll. If a trapped character is cut free with no precautions taken to prevent a fall (such as roping the character to the pillar), he or she

plunges headfirst to the floor and takes 1–6 points of damage.

Commotion in this chamber, such as shouts or groans from trapped characters, alerts the troglodytes in areas **58** and **59**.

58. Troglodyte Barracks

The sand underfoot thins out and gives way to a smooth stone floor. Ahead lies a chamber with a ceiling that bristles with thousands of tiny stalactites, like spines on a giant sea creature. The floor is mostly smooth, but it lies in rounded peaks and troughs like waves on a wind-tossed pond.

Here and there on the floor, heaps of seaweed fill some of the low spots. A faint but putrid smell permeates the air.

A troglodyte resides here, and the slavers have equipped it with metal weaponry.

Troglodyte: AC 5; MV 12"; HD 2; hp 9; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices adventurers approaching if they trigger the trap in area **57** or do something else to announce their presence. If alerted, the troglodytes (including the two in area **59**) hunker down and try to surprise the player characters as they enter the chamber.

If the party arrives here quietly, the troglodyte is all but invisible in its beds of seaweed, but it quickly awakens if the characters make too much noise. It cannot surprise the party as it gets to its feet, and the creature might be surprised.



59. Troglodyte Den

The ceiling of this chamber is thick with stalactites. The floor has many knobs and hollows. Drying fish and carcasses of small game dangle from many of the stalactites.

Two troglodytes relax in this chamber. They keep a sharp eye on the corridor leading to area **60** in case the zombies there decide to go wandering. The troglodytes are likely to spot anyone approaching unless the intruder uses no artificial light and takes care to be stealthy.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

60. North Rubbish Heap

A low mound of dirt and rubbish nearly fills this chamber. Many odds and ends, from broken crockery to bone shards, protrude from the mound. A few scattered fungi grow among the bits of junk.

A steady draft seems to flow through this chamber and up through a wide opening in the ceiling.

The ceiling in here is domed and peaks at the opening, 20 feet above the floor. The shaft leads up 60 feet to area **50** on the quarry lower level. The draft keeps the shaft's walls drier than the rest of the level. For the purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall.

The guards in areas **51–53** above toss all manner of organic material down here, including the occasional corpse. The ghouls from area **62** visit this place regularly and confiscate anything edible.

The slavers have stationed four zombies in this chamber to serve as a buffer between the ghouls in area **62** and the troglodytes in area **59**. The zombies have orders to attack any living thing that enters the chamber. They tolerate the ghouls because those creatures are not alive.

Zombies (4): AC 8; MV 6"; HD 2; hp 8 each; #AT 1; D 1–8; SD always strike last.

The zombies can hear combat or other loud noises in areas **59** or **62**, but they are too stupid to react.

The slavers have hidden an unholy relic amid the junk. This item is a steeply sloped pyramid of blackened, greased iron adorned with discs of black onyx and tarnished copper that resemble staring eyes. The item is worth 500 gp as an art object. Its power creates an unholy aura in a 30-foot radius. This aura imposes a –2 penalty to all rolls to turn undead and a +2 bonus to all rolls to control undead.

61. South Rubbish Heap

The air in this chamber reeks of death and decay despite a strong draft, which flows through the entrance and up a natural shaft as wide as a man's outstretched arms.

Immediately below the shaft lies a huge mound of debris and rotting offal. A forest of varicolored fungi covers the mound like a shaggy blanket.

The ceiling is 20 feet high and domed. The opening in the ceiling leads up 60 feet to area **49** on the quarry's lower level. The shaft is fairly dry.

The rubbish is the normal sort, but some of the fungi growing on the mound is not. Among the fungi's stems and caps lie several puffball types, each about as big as a man's fist. Any rough contact with a puffball makes it burst, releasing a cloud in a 5-foot radius. Living creatures in the cloud must attempt a saving throw

vs. paralysis. Failure renders the subject paralyzed for 3–18 turns. After regaining mobility, victims remain infected with the spores and die in 2–8 weeks unless they receive a cure. A **cure disease** spell does the trick; also, the clerics in areas **44** and **65** have several vials of an effective herbal cure.

62. Charnel Complex

A thin layer of crackling debris and splotches of gray powder cover the smooth stone floor. Many niches are carved in the walls, four tiers high. Each niche is 5 to 6 feet long and perhaps half that wide and deep. They are also littered with shards of debris, but the remains are mixed with scraps of moldering cloth instead of gray powder.

An ancient tribe once used this chamber as a charnel house where they left their dead to be slowly consumed by the cavern's scavengers. After the tribe's passing, a massive colony of bats took up residence here. More recently, a pair of ghouls moved in, driving out the bats and consuming the tiny scavenging creatures that lived here. The ghouls also emptied all the burial niches.

The crackling debris on the floor is a mixture of bat bones, insect exoskeletons, and human teeth. The gray powder is decomposed bat guano.

These days, the ghouls subsist on the slavers' castoffs. They attack any living thing that wanders by except for the evil clerics. In combat, one ghoul charges the party, trying to reach an unarmored or lightly armored foe if it can. The other ghoul circles around to take the enemy from the rear.

Ghouls (2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to charm and sleep.

The troglodyte in area **63** can hear any combat that takes place in this chamber, but it does not react except to hide and prepare to ambush intruders. Likewise, the ghouls can hear combat or disturbances in areas **60**, **61**, or **63**, and they prepare to attack anyone who gets too close.

63. Mudtigger Nursery

This chamber stinks of decaying fish and something even more horrid. A low wooden table sits between a pair of turbid pools. Scraps of dismembered fish and globs of old fish guts stain the tabletop.

The quarry's evil clerics raise mudtiggers in here. The south pool contains a mudtigger that is ready to lay eggs. The north pool teems with little mudtiggers, each no larger than a human's index finger. A troglodyte always works here, tending to all the mudtiggers but taking special care to keep the fingerlings in the north pool fed. Every hour or so, the troglodyte takes fish from a half dozen baskets stashed under the table, chops them to bits with a cleaver, and tosses the mess into the north pool. A few times each day, it feeds the adult mudtigger a whole fish.

Troglodyte: AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices the adventurers approaching if they fight in areas **62** or **64** or if they use artificial light in either of those areas. If alerted, the troglodyte takes up a javelin and does its best to blend into the walls. It tries to surprise the intruders and toss the javelin at a likely target. If the characters manage to sneak up on the troglodyte, they find it busily cutting fish at the table.

If any combat occurs in this chamber, the mudtigger in the south pool becomes agitated and climbs out and attacks. It is not affected by the troglodyte's stench and is not careful about where it uses its shock powers. The troglodyte tries to stay out of range of the mudtigger. It uses stone weapons and does not wear metal armor,

so it ignores the magnetic effects of the shocks. The troglodyte's weapons are better quality than those used by the evil clerics, so it has no attack penalties for attacking armored targets.

Mudtiger: AC 6; MV 6"/12" (3"); HD 2; hp 8; #AT 1; D 2–5; SA electric shock (D 2–8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger fingerlings do not leave the north pool. However, they can collectively generate a shock that is as potent as one from the adult mudtiger. The shock fills the whole pool and a 10-foot radius around it. The collective shock recharges just like an adult mudtiger's shock does.

If anyone enters the north pool, the fingerlings attack en masse like a school of piranhas. A character wading in or immersed the pool takes damage each round equal to 1–4 points plus one half the character's Armor Class, not including shield (minimum 1 point of damage). Just sticking a hand in the pool results in a painful bite.

64. Mudtiger Breeding Pool

This large cavern smells of soot and fish. A few smoky oil lamps set in the walls here and there cast feeble light over the chamber, revealing a wide pool that is more or less centrally located. A long-handled net, a few oars, and a very long pole with a claw-like hook on one end lean against a wall just south of the pool.

The evil clerics keep mudtigers in the pool, which currently holds one very big specimen. Two troglodytes always work in here, tending the mudtiger. They use the net to scoop fish from the small pool in area 66 to feed to the mudtiger. The oars and hooked pole are for the boat in area 56.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodytes notice any combat or disturbances in areas 57, 61, 63, and 66. They also spot any artificial light used in adjacent caverns or passages. Once alerted, they warn the cleric in area 65, then prepare to ambush the intruders here.

The troglodytes try to keep their distance from the pool to avoid shocks from the mudtiger.

Mudtiger: AC 6; MV 6"/12" (3"); HD 5; hp 20; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger is particularly big and nasty. It leaps from the pool and attacks at the first sign of trouble. It uses its shock power as often as it can and bites when it cannot shock. The troglodytes' stench power has no effect on it.

The cleric in area 65 quickly notices any combat in here even if the troglodytes do not warn him. For details on his tactics, see the area 65 description.

65. Cleric's Chamber

This nook features a brazier full of glowing coals, a bed, and a table with a padded chair. An oil lamp set into the east wall lights the space.

An evil cleric from the temple complex (areas 42–44) is always here, supervising the troglodytes on this level. He is awake two-thirds of the time, chanting or overseeing the mudtiger breeding program. The rest of the time, he dozes in the bed. Awake or asleep, he reacts quickly to any warning from the troglodytes in area 64 or any disturbance there. If roused from sleep, it takes him two rounds to be ready. Otherwise, he acts immediately.

The cleric wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse, command, cure light wounds, cause fear.**

In addition to his regular mace, the cleric carries a mace with a stone head. He uses it when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a –1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

If warned of approaching trouble, he casts **bleed** on the troglodytes and mudtiger in area 64, then hunkers down at the entrance to this room, ready to cast **command** ("Flee!"). If he must rise from bed and go to a fight, he starts with **command** and follows up with **cause fear**. In either case, after casting his initial spells, he uses his mace and looks for chances to use his other spells. The cleric has grown accustomed to troglodyte stench and takes care to stay out of the mudtiger's shock range.

The cleric keeps his personal possessions in area 44, but a chest under the bed here holds two vials of an herbal preparation that cures the malady caused by the spores from the puffball fungi in area 61.

66. Chamber of Killer Frogs

A bank of cloying fog fills the air in here. The vapor has a sulphurous smell. A steady gurgling and splashing is audible somewhere in the depths of the fog.

A natural warm spring fills the large, T-shaped pool in this chamber. Vapor from the heated water creates fog that fills the whole chamber, reducing visibility to 15 feet.

The quarry's evil clerics have stocked the warm pool in here with a colony of killer frogs, which serve as guardians and treats for the mudtigers. Currently, eight killer frogs bask in the water.

The small, round pool is full of cool water. The clerics keep it stocked with fish to feed the killer frogs and the mudtiger in area 64.

Killer Frogs (8): AC 8; MV 6"/12"; HD 1+4; hp 8 each; #AT 3; D 1–2/1–2/2–5.

The frogs leap out of the pool and attack the moment anyone comes into sight; only the quarry's troglodytes can approach unscathed.

CONCLUDING THE ADVENTURE

Once the player characters defeat Brubgrog and Glyrthiel and free the slaves in areas 12, 21, 24, and 53 (including Kwon), the adventure is effectively over. The characters can return to Darkshell, report back to Neistor, and claim their reward of 500 gp.

Any surviving humans or humanoids in the complex flee, taking whatever treasure they can carry. The undead and other monstrous creatures on the cavern level remain.

If the characters avoid the guardhouse and focus their attention on the mines, enemies that escape from them might flee to the guardhouse to alert the forces there. In that event, Brubgrog or Glyrthiel might lead a force of humans or goblins into the mines to hunt down the interlopers, leaving at least half of the garrison behind to watch over the guardhouse.

The characters might need to make several forays into the quarry and guardhouse to finish exploring the whole complex. If Brubgrog survives their first attack, he summons reinforcements to fortify his weakened defenses. If the adventurers prove to be a serious threat, Brubgrog and Glyrthiel consider abandoning their operation and fleeing for their lives, but ultimately they decide to stay. They fear reprisals from others in the slaver network, so they make a stand instead.



MUDTIGER

FREQUENCY: *Rare*
 NO. APPEARING: 1–3
 ARMOR CLASS: 6
 MOVE: 6"/12" (3")
 HIT DICE: 2–5
 % IN LAIR: 50%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2–5 (2–3 HD) or 2–8 (4–5 HD)
 SPECIAL ATTACKS: *Electric shock, magnetize*
 SPECIAL DEFENSES: *Immune to electricity*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal (I)*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/Nil*
 LEVEL/XP VALUE: III/65 + 3/hp (2–3 HD), IV/110 + 4/hp (4 HD), V/170 + 5/hp (5 HD)

Mudgetters dwell on the elemental planes where water and earth meet to form mud and ooze. They find their way onto the Prime Material Plane through elemental vortices or when conjured or summoned. Recently, evil elemental clerics have established breeding colonies of mudgetters on the Prime Material.

Although a mudgetter has a vicious bite, its most dangerous power is the ability to generate an electrical burst. When a mudgetter releases a burst, the effect shocks everyone within 10 feet of the creature, dealing 2–8 points of damage if the mudgetter has 2 or 3 Hit Dice, or 2–12 points if the mudgetter has 4 or 5 Hit Dice. A successful save vs. breath weapon reduces the damage by half. Once the mudgetter generates a burst, it cannot use the burst again until the power recharges. To check for recharge, roll 1d6 before the mudgetter acts during a turn. On a roll of 5 or better, the power recharges.

Any ferrous metal (such as steel) subjected to a mudgetter's electrical burst becomes partially magnetized for two to five rounds. While affected, the metal has a magnetic field with rapidly (and randomly) changing strength and polarity.

Characters wielding ferrous metal weapons while wearing magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) take a –2 penalty on "to hit" and damage rolls.

Characters wearing magnetized armor move at half speed (treat every 1" moved as 2" of movement) until the effect wears off. Characters wearing ferrous metal armor while within 5 feet of another character with magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) also move at half speed.

Description: A mudgetter resembles a cross between a shark and an aquatic lizard. It has a sinuous body covered in scales, a pair of triangular ventral fins, a blunt snout with a toothy maw, and a pair of thick, stubby forelimbs tipped with broad, rayed fins. A mudgetter's body is iridescent green with blue-green stripes.

On land, a mudgetter slithers and hunches along, occasionally pausing to hold itself erect on its forelimbs. In the water, a mudgetter wriggles its body and steers with its forelimbs. A mudgetter also can burrow through soft or loose material such as sand, ooze, or mud.

Against the Slave Lords!

Brubgok's links to the larger slaver network are well protected, but the party can pick up some threads. Capturing Brubgok or Glyrthiel alive and forcing them to talk reveals that they have been using the quarry as cover while secretly transporting slaves to Highport, a nearby coastal city that figures prominently in module A1, **SLAVE PITS OF THE UNDERCITY**. If the characters do not wish to interrogate the prisoners themselves, they can take the villains to Darkshelf and turn them over to Neistor, who obtains the information.

The evil clerics are the only other creatures in the quarry who have a clear idea of how Brubgok's operation really works. They occasionally serve as accountants and scribes for the half-orc, and they can reveal the link to Highport and the connection to the larger slaver organization.

Even if the characters do not manage to capture the important slavers, their discoveries at the quarry help to reveal (or at least hint at) the full extent of the slave network. Officials along the coast of the Sea of Gearnat become wary, and they begin piecing together stories from escaped slaves, survivors left for dead after attacks by bandits or pirates, and merchants and adventurers. Eventually, all of this information points to the slavers operating in Highport (module A1), though reaching this conclusion might take several months.

CREDITS

Designed and Written By: Skip Williams

Development: Christopher Perkins

Editor: Ray Vallese

Art Direction: Jon Schindehette

Cover Art: Brian Snoddy

Art: Kim Feigenbaum, Rich Longmore

Cartography: Mike Schley

KEY TO ALL MAPS



Battlement
Bridge
Dias
Door



Gully/Crevasse
Natural Chimney
Pit/Shaft
Pyramid



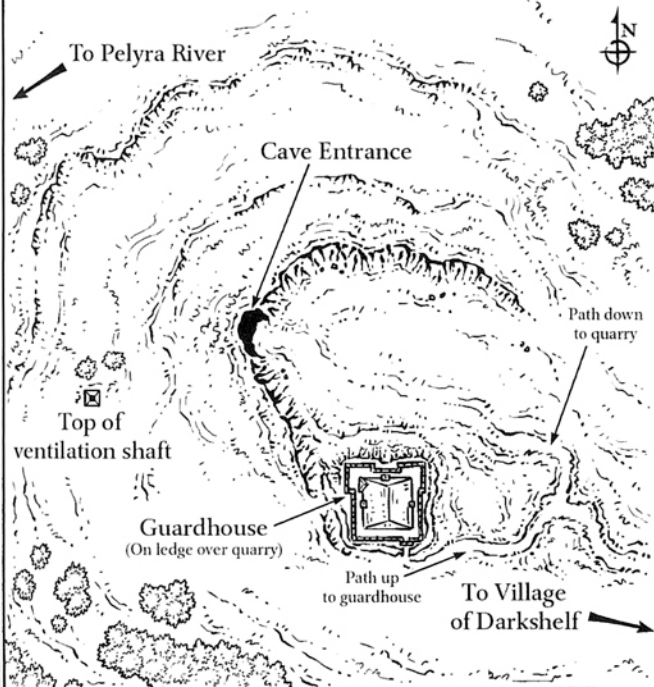
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Ramp
Road
Sinkhole



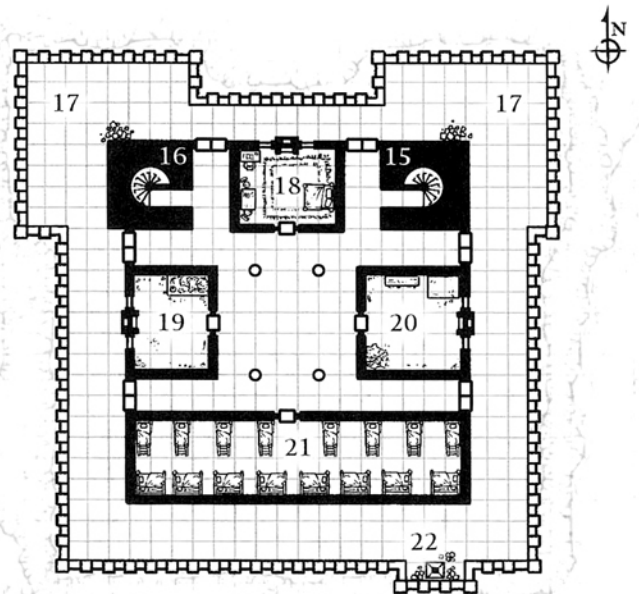
Spiral Stairs
Subterranean Passage
Water
Window

One square = 5 feet

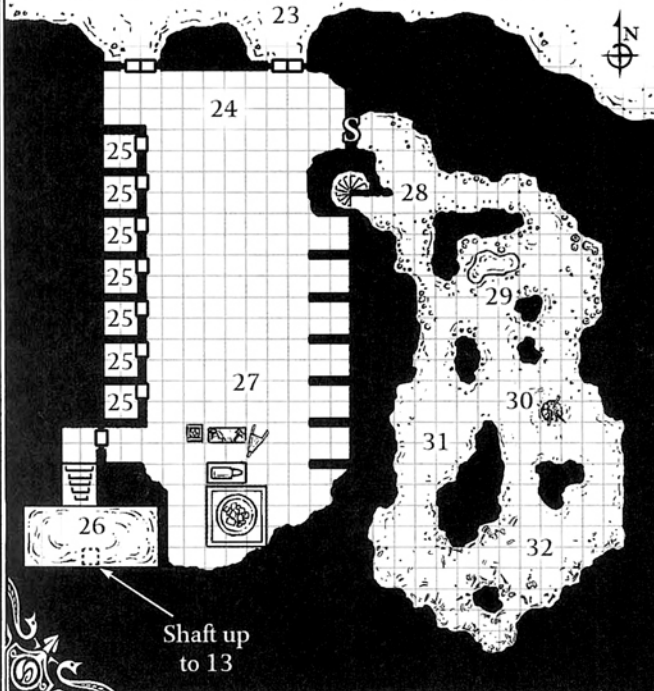
QUARRY (NOT TO SCALE)



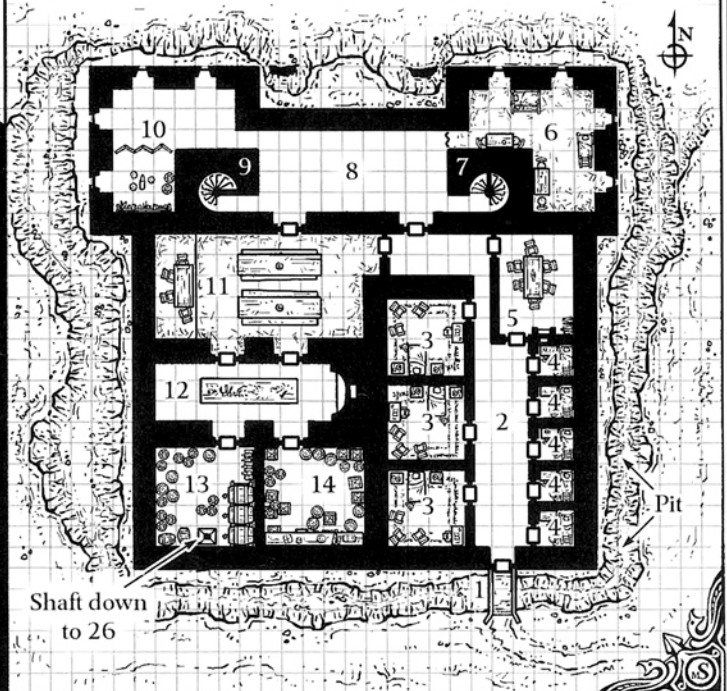
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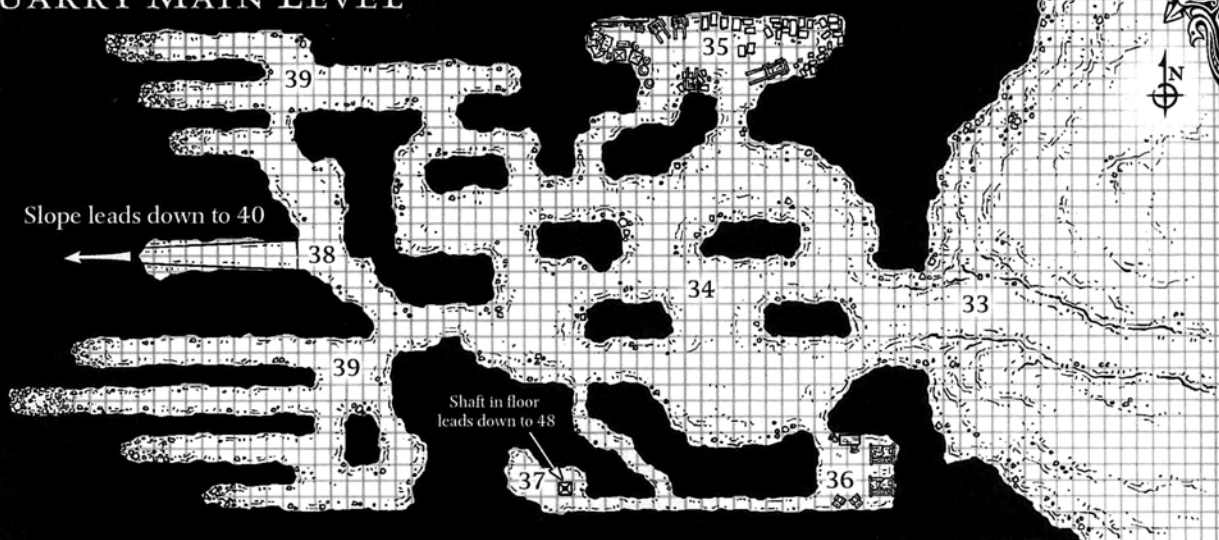
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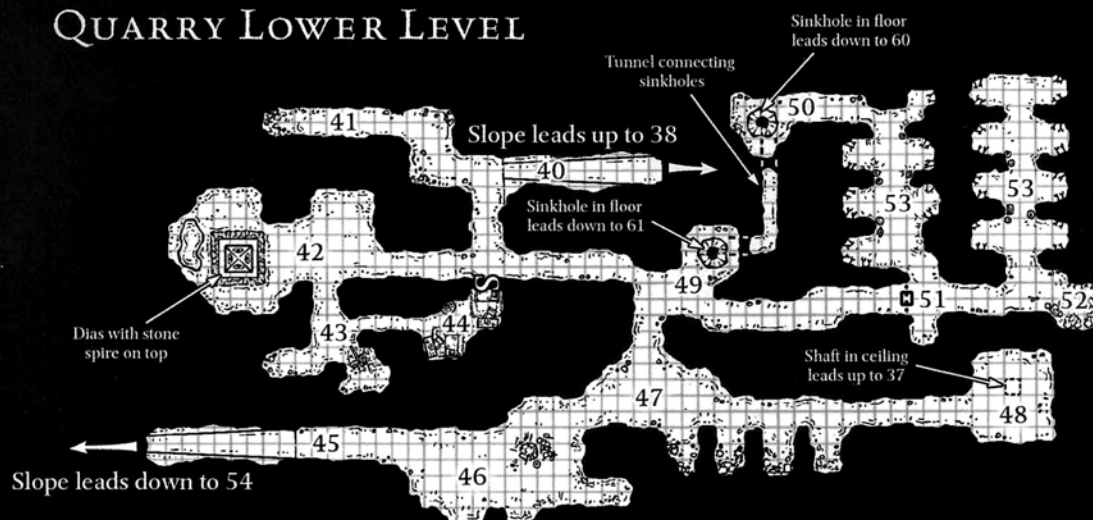
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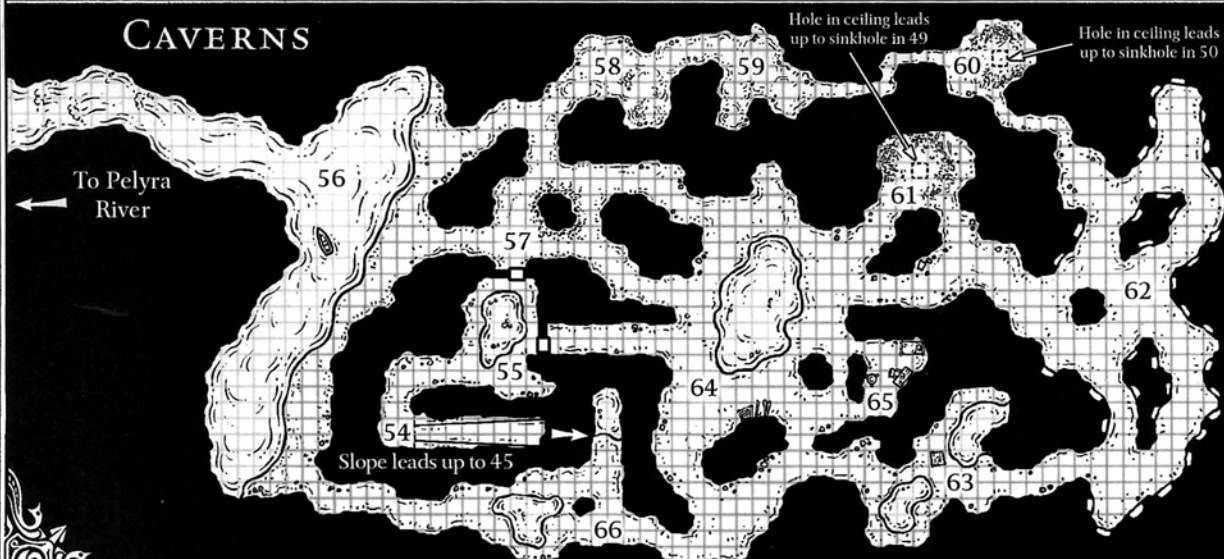
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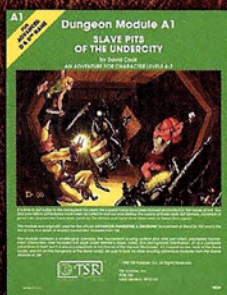


QUARRY LOWER LEVEL

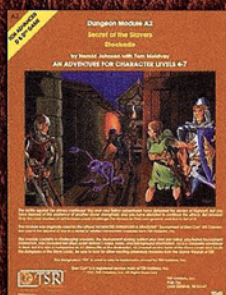


CAVERNS

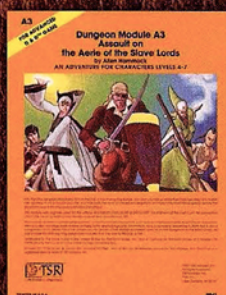




A1: Slave Pits of the Undercity™
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with Tom Moldvay



A3: Assault on the Aerie of the Slave Lords™
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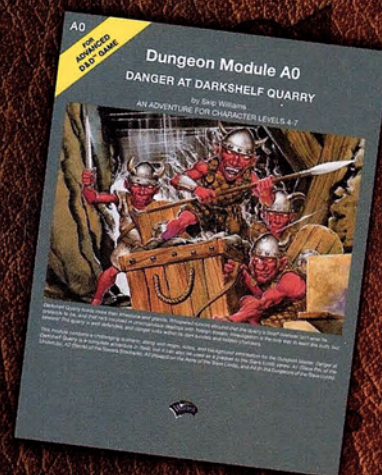


A4: In the Dungeons of the Slave Lords™
By Lawrence Schick

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