

THE FORGE OF FURY

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INTRODUCTION

Two centuries past, the dwarven smith Durgeddin the Black carved a secret stronghold from the caverns riddling a hill known as the Stone Tooth. Laboring ceaselessly in their halls under the mountain, Durgeddin's clan forged enchanted weapons for use in their vendetta against the orcs that had driven them out of their old homes. Durgeddin and his followers are long dead, but the dwarf-hold is not empty. Deadly peril waits in the caverns beneath the Stone Tooth, as well as Durgeddin's hidden armory of matchless weaponry.

The Forge of Fury is a DUNGEONS & DRAGONS® adventure suitable for four 3rd-level player characters. Player characters who survive the entire adventure advance to 5th level with good play. Lower level characters can handle the early portions of the adventure with luck and caution, while you can make the adventure suitable for higher level characters with some minor modifications.

The Town of Blasingdell

While the Stone Tooth is a remote and lonely place, there is a human town not too far away. Blasingdell lies about 30 miles south of the Stone Tooth, a journey of three days on foot or two days on horseback due to the surrounding rugged terrain and dense forests. While it isn't close enough for the player characters to use it as a base camp for their exploration of the Glitterhame, it's still useful as a place to purchase equipment, stock up on supplies, and rest in between excursions into the caverns.

Blasingdell (large town):

Conventional; AL NG; 5,000 gp limit; Assets 505,000 gp; Population 2,021; Integrated (human 37, halfling 20, elf 18, dwarf 10, gnome 7, half-elf 5, half-orc 3).

Authority Figure: Sir Miles Berrick, male human Ari6.

Important Characters: Kheldegan Tolm, male dwarf Exp7 (proprietor of Tolm's Superior Outfitting and Dry Goods); Constable Dara Whitewood, female human War6; Sister Alonsa, female human Clr5; Sergeant Grendar Kuln, male half-orc (watch-captain) Ftr4; Sarel Bankdown, female half-elf Exp2 (proprietor of The Griffon's Nest inn and tavern).

Others: Town guards, War3 (2); Militia, War1 (101); Clr2 (2); Ftr2 (2); Exp3 (2); Exp1 (56); Ari3 (2); Ari1 (10); Com1 (1,838).

contain special information for you, the Dungeon Master.

Areas with monster encounters include a set of "spot" statistics, just enough information for you to run a combat with these creatures without referring to another source. Extended monster statistics are provided in the appendix in alphabetical order.

Each encounter is rated with an encounter level to help you figure out how powerful the encounter should be for your party of adventurers, and to determine experience point rewards.

ADVENTURE BACKGROUND

Two centuries ago, the great dwarven smith Durgeddin the Black was driven from his home by a horde of fierce orcs and trolls. They plundered his ancestral halls and slew all they could catch. Fleeing his enemies, Durgeddin led the destitute remnants of his clan in search of a new home. After years of wandering, the dwarves discovered a great cavern system beneath the Stone Tooth, which is a rugged, forested hill crowned by a bare rocky crag. There Durgeddin and his followers founded the secret stronghold of Khundrukar—the Glitterhame.

About one hundred years ago, one of Durgeddin's clansmen was captured by orcs during a raid, and a powerful orc tribe learned the secret of their enemy's stronghold. The orcish chieftains raised a great army and marched on Khundrukar. In a hard-fought siege lasting months, the orcs tunneled around the dwarven defenses and stormed the place, putting all within to the sword. The monsters abandoned the scene, carrying off wagonloads of booty.

In the years since the great battle, various goblin or orc bands have occupied the Glitterhame and used the dwarf-hold as a base for their raids. At other times, the caverns have lain empty except for the mindless and bloodthirsty monsters that haunt such places. Today legends of Durgeddin's Vengeance, the Smith's War, and the extraordinary blades he forged in anger still surface from time to time in the lands near the Stone Tooth.

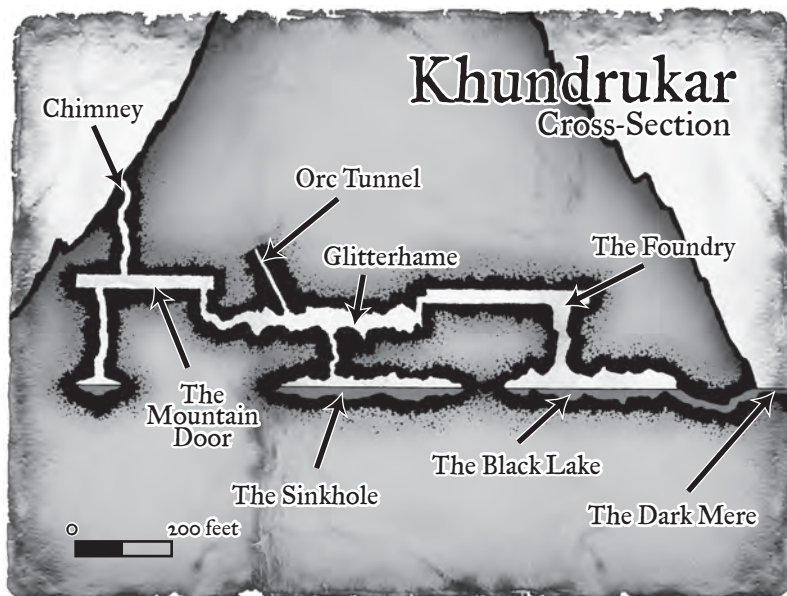
ADVENTURE SYNOPSIS

The Forge of Fury is a dungeon crawl, or site-based adventure, describing the ruined stronghold of Khundrukar. The characters come to the Stone Tooth in search of a

PREPARATION

You should have a copy of the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual* to play this adventure. Before you run this adventure for your players, you should read through it once to get an idea of what's supposed to happen. If you plan to play as a player character in this adventure, you shouldn't read it now—play the adventure first with someone else as the Dungeon Master, and when you're done with that game, you can get ready to run your own.

You should read or paraphrase text that appears in shaded boxes to the players. This information summarizes the scene as the characters first encounter it, providing the players with the information their characters gain simply from entering the room. In many cases, the characters may discover hidden treasure or lurking monsters by exploring the area at greater length. Boxes outside the running text contain



hidden cache of Durgeddin's superior blades. They find the old stronghold inhabited by a number of dangerous monsters. The complex consists of five different levels:

The Mountain Door: The entrance to the Glitterhame, the Mountain Door is the uppermost level of the cavern complex. It is inhabited by a tribe of fierce orcs, led by a brutal ogre-king known as the Great Ulfe.

The Glitterhame: The largest level of Khundrukar, the Glitterhame is a broad expanse of beautiful natural caverns. Troglodytes and cave-dwelling monsters infest this region. From here, the characters can ascend to the Foundry or climb down into the Sinkhole.

The Sinkhole: Streams in the Glitterhame descend to an underground river, which includes a corner of the caverns forgotten by the denizens above.

The Foundry: Beyond the Glitterhame lie the dwarven halls of Khundrukar itself, a complex of chambers and passageways carved by Durgeddin's folk. A small band of duergar (gray dwarf) warriors currently hold Durgeddin's hall, working to uncover the secret of the smith's ancient forge. A great crevasse leads to the Black Lake.

The Black Lake: The most dangerous denizen of the caverns under the Stone Tooth lairs in the cold, still waters of the Black Lake. Nightscale, a black dragon, discovered a passage into the lake through an underwater siphon connecting to a bog on the far side of the hill. The young dragon has claimed the ancient wealth of Khundrukar as the beginning of her own hoard, and she defends her lair to the death.

CHARACTER HOOKS

You can place the Stone Tooth and its caverns anywhere you like in your campaign world. *The Forge of Fury* works particularly well if you pick a remote range of rugged hills or highlands several days from the nearest town.

Your next task is to figure out why your players will want their characters to brave this adventure. How did the party learn about Khundrukar, and how did they discover its location? Pick one of the following options that best suits your game, or make up an explanation of your own. (If you don't know which one to use, go with *The Map*—it's easy).

The Map: The party has acquired a map showing the location of a secret dwarven stronghold named Khundrukar. Perhaps the characters discovered the map during a previous adventure, or maybe a character with a studious bent such as a wizard or a priest discovered the map in a forgotten corner of his or her favorite library before this adventure starts. It doesn't really matter how the characters got their hands on it—they can use the map to reach the Stone Tooth and begin their explorations.

A Broken Blade: Baron Althon, a local nobleman, hires the party to search for the legendary cache of weapons forged by Durgeddin the smith. He shows the characters a broken blade bearing the smith's mark, and tells them that it was discovered near a rocky hill called the Stone Tooth. Baron Althon provides the party with directions to the Stone Tooth and offers a reward of 500 gold pieces above market value for each blade of Durgeddin's the party recovers for him.

Captured Raider: In the town of Blasingdell, the characters learn that fierce orc raiders have been pillaging iso-

lated farmsteads and camps in the hills north of the town. One orc warrior, left for dead by his comrades, was placed under the influence of a *charm* spell by the town's mage. He then divulged the location of the monsters' lair, a lonely hill called the Stone Tooth. The characters are offered a bounty of 25 gold pieces per orc they slay or capture, plus the eternal gratitude of the townsfolk for quelling the threat.

THE FORGE OF FURY

When you're ready to begin play, read or paraphrase the following information to the players. This is what their characters have heard about Durgeddin and his lost stronghold before setting out in search of the dwarf's lost stronghold. This text assumes that you've decided to use *The Map* as your hook for getting the characters to the adventure; if that's not the case, you might need to change the text to fit.

The legend of the smith Durgeddin the Black is well known in this region. In each of the small, scattered towns you've passed through, you've heard stories of wondrous treasure hidden in long-lost dwarven vaults and a pitiless war of vengeance between dwarf and orc a hundred years past.

Durgeddin was a master smith who forged blades of surpassing quality and power. Centuries ago, Durgeddin's home was sacked by orcs. Durgeddin led the remnants of his clan to a new stronghold in the mountains north of the town of Blasingdell and established a small, secret stronghold somewhere in the trackless wilderness.

From his hidden redoubt, he waged a decades-long vendetta against all orc-kind, until one day his enemies discovered his fortress and attacked it. Durgeddin and his followers perished, and much wealth was carried away by the conquering hordes. But it's said that the deepest and best-hidden vaults and armories escaped the looting, and that some of Durgeddin's extraordinary blades still wait in the darkness for a hand bold enough to claim one.

You've come to Blasingdell, a small mining town on the northern frontier, to see if there's anything to these stories. Your map shows that the old dwarf-hold lies about three days' march to the north of the town. Dark, deeply forested hills rise beyond the town's outskirts.

This is a good time to ask the players if their characters would like to make any special preparations before beginning the adventure. Buying equipment and supplies for an expedition into the wilderness might be a good idea.

When the players are ready, move on to *The Stone Tooth*. The trek to the peak passes without event.

THE STONE TOOTH

When you're ready to begin play, read or paraphrase the following information to the players. Again, this text assumes that the players are beginning with The Map as their hook for involvement and that they have already set forth on their journey.

As you travel, you pass through brooding pine forests and deep vales several days' travel north of the mining town of Blasingdell. From where you stand now, you catch sight of a tall, steep hill that rises to a prominent bare knob of rock—the Stone Tooth. A thin spire of smoke rises from some unseen point high on the hill's slopes, and you can make out a steep, narrow road or track that runs back and forth across the face of the mountainside.

Refer to the map. The characters have three basic options open to them. They can follow the path, they can try to locate the source of the smoke or scout the surrounding area, or they can find a place to wait and observe to see if anything happens.

The Wilderness and Camping

The trek from Blasingdell to the Stone Tooth is an excellent place to insert an encounter with a monster common to cold forests. See the appropriate section in the *DUNGEON MASTER'S Guide* for an encounter chart.

During the initial part of the adventure, the dangers that the characters face may cause them to retreat back outside to recuperate. In this case, the characters can find any number of defensible campsites in the forest near the Stone Tooth. As long as the characters keep a vigilant watch, they should have no problems resting outside the dungeon.

The Path

At the foot of the Stone Tooth, a carefully constructed path winds up the hillside to some unseen height above. Dugbaldin's clan cut the path carefully to conceal its presence as much as possible, but years of wind and rain have eroded away its cover, leaving it exposed and visible from the valley floor below.

The path climbs directly to The Mountain Door section. This is also the route used by the orcs in Great Ulfe's tribe to come and go from their lair.

If someone checks the trail for tracks, have the player roll a Search check (DC 17). If successful, the character determines that a party of four humanoids came down the trail within the last day and headed into the forest. This trail seems to disappear after half a mile or so.

Search the Hill

Ambitious characters might choose to ignore the path and scale the Stone Tooth's slopes. This is very hard going, and requires a great deal of care to avoid dangerous slips or falls.

The characters must deal with steep slopes and heavy undergrowth, reducing their local movement rate to 1/4 normal (50 feet per minute, 75 feet per minute, or 100 feet per minute for a base speed of 20, 30, or 40, respectively). The map scale is 150 feet per square, so the characters could easily take hours to thoroughly explore the hillside.

If the characters try to climb up to the origin of the smoke rising from the hilltop, they soon discover that the smoke is invisible from the slopes of the Stone Tooth—the heavy woods block the view up the slope. To move directly toward the source of the smoke (The Chimney),

someone in the party must succeed in an Intuit Direction check (DC 15). If the characters succeed, tell the players in which direction the Chimney (the source of the smoke) lies from their present position. Otherwise, ask the players which direction they wish to travel in (north, northeast, etc.) but don't tell them whether or not they are moving directly toward the smoke. They may head in the right general direction, but without a successful Intuit Direction check, they could find themselves wandering the mountain for quite some time.

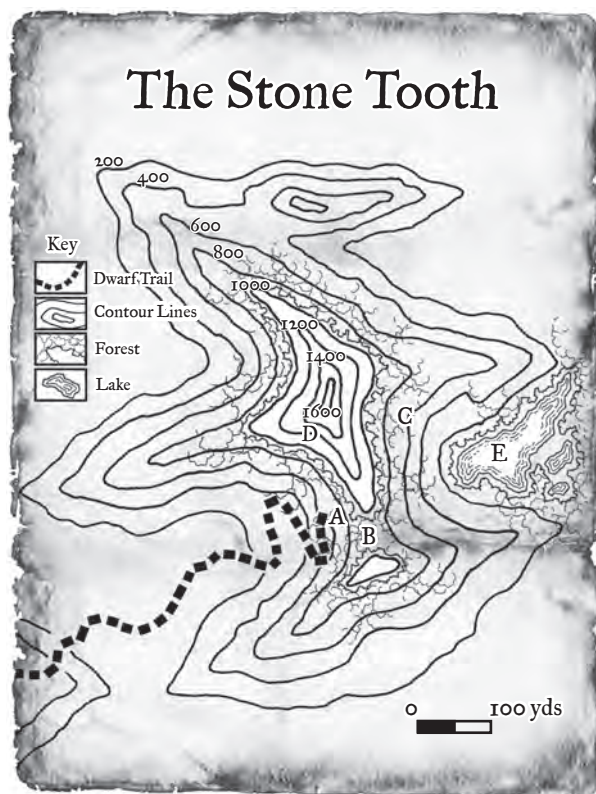
A. The Mountain Door: The front entrance to the Glitterhome is located here. The old dwarf-path leads up to a bare shoulder of rock and then turns into a deep cleft in the hillside. Go on to area 1 of the Mountain Door.

B. The Chimney: When the characters reach this square on the map, they can discover the source of the smoke. A natural rock chimney leads down into the caverns below, and a thin stream of smoke rises through it. Actually locating the chimney takes a bit of work; a party of climbers could pass within 50 feet of the fissure and not spot it through the dense thickets and boulders covering the hillside. The smoke is diffused as it comes up through the ground and isn't as easy to track down as it sounds.

If the characters deliberately search for the source of the smoke, one of them needs to make a Search check (DC 13) to find the rock chimney. If they pass through this area by accident, allow each character a Spot check (DC 20) to notice the fissure.

Should the player characters descend the chimney, go on to the description of area 7 of the Mountain Door.

C. The Orc Tunnel: On the other side of the Stone Tooth, a few hundred yards from the Mountain Door, the



orc army burrowed into the hillside to circumvent the dwarven defenses. The tunnel is still passable, although its entrance is choked with brush and debris. If the characters enter this square of the map, they discover the orc tunnel with a successful Search check (DC 18). They discover the tunnel automatically with a more thorough search of this area; it leads to area 21 of the Glitterhame.

The tunnel entrance is about 6 feet high and 4 feet wide. Any characters who search this area may attempt a Search check (DC 18) to spot old tracks passing in and out of the tunnel—numerous large birdlike prints (the troglodytes from the Glitterhame) and the pawprints of a very large bear.

D. The Hilltop: An hour or two of hard hiking brings the party to the summit of the Stone Tooth. The last 100 feet or so are a sheer point of rock, requiring a Climb check (DC 15) to negotiate successfully. The Stone Tooth is about 1,450 feet in height, which towers over the neighboring hills by 500 feet or more. The view is spectacular, but the hilltop is otherwise unremarkable.

E. The Dark Mere: The eastern slopes of the Stone Tooth descend into a damp valley where water is trapped by the terrain. A dark tarn nestles under the hill's slopes, surrounded by numerous meres and smaller lakes. The large lake has a hidden drainage channel deep underwater that connects to the Black Lake. The dragon Nightscale uses the dark mere as its preferred entrance to its underground lair. Player characters exploring the area near the lake can't find this underwater outlet unless they conduct extensive dives to plumb the mere's depths (Swim DC 10). Remember that every 5 pounds of gear that a PC carries causes him or her to suffer a -1 penalty to the Swim check. Also, failure by 5 or more points causes the PC to start drowning.

The tunnel is about 40 feet deep, and it lies about 100 feet from the western lakeshore. If any characters are capable of diving this deep and conduct a thorough search of the lake, they'll discover the passage with a successful Search check (DC 23). Naturally, if the characters can't swim this deep or don't search the lake, the passage remains hidden.

Wait and Watch

The characters might choose to observe the path and keep watch for some amount of time before braving the Stone Tooth. When the characters arrive, two foraging squads of four orcs each are away from the Great Ulfe's tribe. The first patrol returns two days after the characters arrive, and the second returns three days later.

Creatures (EL 2): Player characters keeping watch from the spot marked "Start" on the Stone Tooth map may encounter the returning orcs. These orcs sleep by day and travel by night, so they arrive in the party's vicinity just before dawn. If the party sets up their camp at least 60 feet from the path, the returning orcs pass by them without spotting the camp. Otherwise, the orcs notice the camp when they come within 60 feet (or 300 feet if a campfire is burning).

A sentry whose post overlooks the trail is entitled to a Spot check (DC 10) to detect the approaching orcs (or Listen DC 10). Characters with darkvision automatically spot the orcs when they approach within 60 feet. Read the

following text aloud, adjusting as necessary for the circumstances in which the characters meet the orcs.

Four hunched humanoids in dirty scale armor approach along the trail, snarling and muttering to each other in a guttural tongue. Yellow tusks jut from their bestial faces.

The orcs charge to attack if they spot a sentry. (The orcs roll Spot checks against the sentry's Hide check result, if the sentry chooses to conceal himself.) If the orcs come across the camp and aren't spotted, they attempt to sneak up to the sentry and ambush the character on watch, or creep into the camp to attack sleeping characters. Refer to the Helpless Defender rule in the *Player's Handbook*. As a full-round action, the attacker may instead execute a Coup de Grace. This automatically scores a critical hit, and the defender must make a Fortitude save (DC 10 + damage dealt) or die on the spot.

➤ **Orcs (4):** hp 8, 6, 5, 4.

If the orc patrol slips past the characters or fights its way through, that area 14 will be reinforced by any patrol survivors when the characters begin their exploration of Krunderkar.

Captured orcs can describe in some detail the general arrangement of the Mountain Door. They don't know anything about the rest of the Glitterhame, or that it's possible to enter through the chimney. A captured orc tries to convince the player characters to ransom it back to its tribe. However, the Great Ulfe doesn't actually pay to ransom any of his followers, and he refuses to allow the



Dungeon Features

The following features are true unless otherwise noted in a specific area description.

Doors: Unless noted otherwise, average doors have the following qualities:

▀ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; break DC 18.

Player characters can attempt any number of activities before opening a door, including listening at it and checking for traps. If characters elect to listen at a door, check the keyed encounter of the room beyond to determine if any creatures inhabit the area on the other side. You may want to set a DC and have the characters check, just to keep the players guessing. If the room beyond provides no instructions otherwise, set the DC at 14, and if very soft noises might be heard, set the DC at 22.

Light: Once within the confines of Khundrukar, many rooms are lightless, unless specifically noted otherwise in a room's description. A light source is required for characters to see without darkvision.

Ventilation: All keyed rooms contain an adequate air supply, unless noted otherwise. The air is renewed from small vents leading to the surface. These vents are individually too small for any but Fine creatures to navigate.

characters to enter the Mountain Door to negotiate.

Treasure: Each orc carries coinage totaling 4d6 sp and 1d10 gp.

Development: Regardless of how much longer the characters wait, no more dungeon denizens emerge during their vigil, and no more monsters appear after the second patrol returns (use the same statistics and guidelines for the encounter with the second patrol). The next step is to find a way in.

ENTERING KHUNDRUKAR

Once the party is ready to enter Khundrukar, go to the appropriate area description.

The Mountain Door

As the uppermost level of Khundrukar, the Mountain Door is a natural cavern expanded and improved upon by Durgeddin's folk in a series of halls and guard-chambers protecting the entrance to his realm. The entrance itself is still well fortified.

The caverns and chambers of this dwarven strongpoint are now occupied by a band of orc raiders, led by a powerful ogre who calls himself Great Ulfe. Ulfe's raiders use the Mountain Door as stronghold from which to hunt and pillage the surrounding area, although they're many miles from the nearest settlements and outposts. The fierce tribe has blocked access to the lower levels of Khundrukar, and they have no dealings with the other denizens of the cave system. Ulfe's rule extends as far as his reach.

1. The End of the Trail

The old dwarven path winds up to a cleft in the hillside, wrapping around a shoulder in the hillside and leading in to the front door of Khundrukar. Two orcs stand guard nearby. Read or paraphrase the following text to the

players when they approach this area:

The path climbs up one last steep switchback toward a bare shoulder of rock. The hillside climbs steeply on your right and drops away precipitously on your left. Debris and rubbish lie scattered over the last hundred yards or so of the path—discarded waterskins, bits of charred bone, and splintered casks or kegs discarded carelessly from the path. Up ahead, the path opens up onto a wide ledge and then doubles back sharply into the mountainside.

Two bestial humanoids in scale armor stand watch on the ledge. They appear to be inattentive and bored with their duty.

When the characters move around the corner onto the ledge, they may notice a row of cleverly hidden arrow slits in the rocky walls about 15 feet overhead. Ask players for a Spot check (DC 18) to notice the slits when their characters move into a position from which they might see the slots, and lower the check (DC 13) if the character deliberately examines the east wall of area 1.

Creatures (EL 1): Two orcs stand guard here, though they aren't paying as much attention to their duties as they should. Wark and Thark, as they're called, are currently muttering to each other in the Orc language about some being name Ulfe. Because of their laxness in duty, they receive a -4 penalty to Spot and Listen checks. The party (or their advance scout) is near the point marked "X" on the map when they spot the orcs at the points marked "O". Unless the characters have previously encountered orcs, be sure to describe them instead of simply telling the players that they're orcs.

▀ **Wark and Thark (2):** hp 5, 4.

Tactics: If attacked or confronted by more than one character, Wark and Thark call out a warning to the orcs in area 4 as soon as they get a chance to act. They stand their ground against one character, but flee to area 3 otherwise. If the characters are disguised as orcs, the two don't call out a warning until their second action comes up.

Wark and Thark aren't the only enemies here. See area 4 for more details.

2. The Dwarf-Door

From the ledge at area 1, the trail turns south and ascends steeply through a deep cleft or fissure in the rock, turning into the mountainside in a grand entrance of stone.

Broad, shallow steps lead up a steep fissure to the south and turn east into the mountainside. Here, a broad entrance has been carved out of the stone. Marble steps cracked with age and veined with green moss lead up to a strong double-door of carved stone, 8 feet wide and almost 10 feet tall. Two arrow slits high on the north and south walls command this area.

The door may stand ajar, or it could be sealed shut—your call. If the orcs know the player characters are coming, they will eventually shut the door. However, the door may be open otherwise. Be warned: If the door isn't ajar, the player characters will have a difficult time entering the mountain this way.

The danger to the player characters here is simple: If the orcs know the heroes are coming, they'll be pelted with arrows until they retreat or force their way through the door into area 3.

If the characters silenced the orcs in area 1 and moved past the orcs in area 4 by using stealth or a disguise, they find the door at the top of the marble stairs standing open.

On the other hand, if the characters allow the orcs in area 4 to discover their presence and don't move quickly to reach the door, the orcs shut it in their faces. Opening the door once it has been shut is very hard, as it is barred on the other side. A Strength check (DC 25) is necessary to