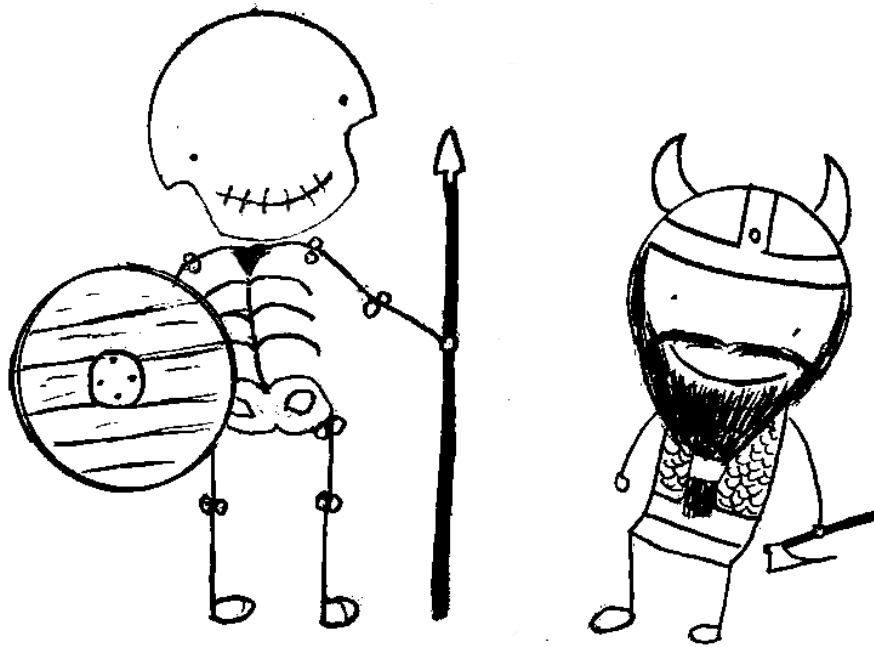


Dungeon Module E3

Underfurnace Excavation

By Jeff Simpson

AN ADVENTURE FOR CHARACTER LEVELS 5-7



Long before the human settlement of Knup-Tra sprang up, the miners of the Magnitogorsk clan uncovered an ancient hall deep in the Mountains of Fire. A strange being taught them secrets that led to their downfall. Are you brave enough to plumb the depths of the Underfurnace of the Mountain King and find what caused an entire dwarven settlement to virtually disappear?

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There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

Introduction

Players adventuring in these dungeons and their surrounding environs will encounter horrid beasts, given in **Appendix A: Wandering Monsters**. Rules for new monsters and items are given in **Appendix B: New Content**.

The creatures found within these pages are given statistics in the following books: TSR's **Dungeons and Dragons Basic** and **Expert Rulebooks**, and TSR's **Advanced Dungeons and Dragons Monster Manual** and **Fiend Folio**. They may require slight adjustment for use in your own home campaigns.

Dungeon maps use a 5 foot scale.

Travel from Knup-Tra to the Mountains of Fire is a six-mile journey, and a further six miles to reach the entrance to the dungeon.

All maps are found at the end of this booklet. The Town of Knup-Tra first appeared in print in **Kobold Caves of the Gangrene Rat-Prince** for B/XBlackrazor's Year of the Rat Dungeon Contest. Kobold Caves of the Gangrene Rat-Prince was later re-edited and published as **Kobold Caves of the Golden God**.

Regarding infra-vision, in the author's games, infra-vision only allows one to see the heat signatures of opponents; traversing in dark areas still requires a light source to navigate terrain features. This becomes important when dealing with the drow in **Part 3**, who bear with them dull purple fungal torches.

The Town of Knup-Tra

Anyone in the area of **Knup-Tra** will notice smoke rising from the stove-fires in Knup-Tra's bakery and shortly after will smell the delicious bread being baked there. All villagers have the stats of a Normal Man. Some may give rumours in their descriptions, which will be noted as True or False.

General Store Run by the bickering couple of Silksif and her husband Granmar, much of their arguing comes from the fact that they are currently broke.

Magic Shoppe Theodora is an ex-nun who now sells potions and scrolls. Ever charitable, there is a dish containing 27sp that shoppers may help themselves to. For sale is a Mace +1 for 2000gp. Quite the gossip, Theodora will say that Kazmir has a betrothed in the city but truly loves Euphemia (True).

Smithy Brand is a burly mountain-man who specializes in armour repair and will buy suits of used armour at 125% normal price. There is a fine breastplate inlaid with silver worth 550gp for sale.

Baker The pride of Knup-Tra, Theobald and his wife Katarina make their traditional Dwarven peasant-breads here. Stored in a clay urn on the stove are 38sp and 18gp. Their bread costs 5gp per loaf and heals 1 hit-point if consumed, to a maximum of 1 hit-point healed in this manner per day.

Church A small-town shrine to numerous gods, it is tended to by Almaric, an aged priest of Thomas the Younger, God of Candles. Within the alms box is 17gp. Almaric will mention how recently, heroes cleared out some caves in the **Mountains of Fire**, but came across a set of stone doors some miles north of these caves which they didn't enter (True).

Mason Storvik the stone-mason spends his evenings at the inn drinking with Ivan the thatcher. Characters with knowledge of engineering can identify a fine set of calipers in his shop worth 93gp. Somewhat addled from drink, Storvik tells the players that there is a bounty for the heretics who wander the roads (False; there is no bounty for the Mystics, but rather for the Bandits).

Reeve's Office In charge of law and order is Louis the halfling who is cheerful, but takes his job very seriously. His badge of office is of finely-wrought gold and is worth 900gp. Louis wields a gnarled quarter-staff.

Seamstress The mature widow Alyona continues to mourn the loss of her husband Garak but still deftly mends clothes. She is currently living off the last 80gp that Garak's death left her. If asked about her deceased husband or the **Mountains**

of Fire, she will say that Garak once travelled there to trade with dwarves (True).

Farmer's Market Each day, the farmers Sigurd, Cecilia, and Agnes come here to sell their crops, including carrots, beets, eggs, and mint.

Carpenter Hagal, a half-orc, long ago proved his loyalty to the people of Knup-Tra when he rebuilt much of the bar after a fire for free, likely because he spends so much time drinking there. Buried under a pile of sawdust in his shop is a pouch containing 65sp. Hagal will give characters a story involving a wizard who once lived in the **Mountains of Fire** who performed many strange experiments (False).

Thatcher Ivan spends his evenings drinking with Storvik the stone-mason. He has a nest-egg of 96gp under his pillow, which he hopes to use to buy Arnora the fletcher's affections. Ever the tale-spinner when he drinks, Ivan will tell the players that while dwarves used to live in the area, they were cursed by a violent wizard and grew up to be fire-giants (False).

Fletcher Arnora is a beautiful but cold half-elf who rarely takes pleasure in interacting with the human population of Knup-Tra. She eschews money, tending to trade game that she has caught for whatever she needs.

Chandler A quiet, headstrong girl, Lucienne has recently moved here from the city to start a candle-shop. She is from a noble family and is well off. She keeps a black velvet pouch of 93gp in a hat-box in her closet. Lucienne is not afraid of flirting with players; if one comments on her appearance, she will mention that she has recently started using a mercury-based skin cleanser and will gladly pay for more. While true, this may mislead players into thinking that harvesting mercury from **Area 9** of **Part 1** is a worthwhile venture.

Veterinarian It is a joke in town that when an animal dies at the hands of Euphemia, the town's vet, it ends up next door at Kazmir the butcher's. This is false, but the two are having a steamy love affair. Nailed to the interior doorframe is a single silver-piece, a sign of good luck.

Butcher Wildly in love with the veterinarian Euphemia, Kazmir the butcher primarily sells poultry here. His set of butcher's knives could fetch a sale of 20gp to the right buyer.

Stable Nicola, an orphan girl, has been taken in by Sigmund the bartender and serves as a stablehand. Fresh mounts can be exchanged or purchased here.

Bar & Inn Sigmund is a wiry but spry man of 67 years, who will always find a way to make more room for travellers to stay in his inn. The bar that he runs is quite lucrative, with 52gp currently in the cash-box. A mounted elk head above the bar is worth 30gp.

The Mountains of Fire

As players travel to the Mountains of Fire, they will come to a small stone outpost dug into the mountain-face. The interior walls contain bas-relief sculptures of skulls, and a weathered monument of a sword, the symbol of Glamdring the Conqueror. Characters with a knowledge of history will be able to identify the monument as such. They will also know that the paladins of Glamdring are long extinct, defeated by a demon who they led a crusade against. This outpost is entirely empty, having been cleared by those brave adventurers who played through the adventure **Kobold Caves of the Golden God**. After this outpost, a further six miles through rocky mountainous terrain, the players will come to a great set of stone doors carved into the mountain. This is the entrance to the Magnitogorsk Clanhold and the beginning of **Underfurnace Excavation**.

Part 1: King Over the Mountain

1. Exterior Entrance Mighty stone doors are draped with spiderwebs. Those who can read Dwarvish will see a carved tablet with the label "The Magnitogorsk Clanhold." Students of dwarven history will only know of the name in passing and that they disappeared under mysterious circumstance.

2. Records Desk Two brigands lie dead atop countless faded and ripped dwarven documents, holding spears. Their skin and armour are covered in patches of rocky crystal. This can be harvested as a poison.

3. Mess-Hall Tables here have been hacked to pieces and set in a pile. There are 6 dwarven skeletons here who will rise when anyone enters the room. One of them is wearing a silver and pearl coronet worth 400gp. They are all armed with rusty axes.

4. Kitchen All of the knives here are gone. 8 kobolds rummage through the empty barrels.

5. Stairs A sandstone plaque here reads 'Left: Grand Hall. Right: Quarters & Farther, Mine.' The worker's quarters are devoid of anything of interest other than cobwebs and broken beds. No map is given for this area. A central staircase on the Worker's Quarters floor leads to **Part 2: Mines of Crystal Steel**

6. Break-Room This den has three tables. A hog-sized spider (4HD) hides under each table (+2 to surprise anyone trying to cross the room). One of the tables bears a tablet written in Dwarvish chronicling the rise of Storkur the Dragonslayer. This tablet is worth 1200gp to a dwarven noble. In addition, the first PC to read this tablet (in its native Dwarvish) gains a permanent +1 to saves vs Dragon Breath.

7. Foundry There are 2 pickaxes and 1 helmet that sit on the worktables in this foundry. The picks deal damage as a short-sword. Two hellhounds are sleeping within the crucible. The casting table attached to the crucible offer no clues as to what was smelted here.

8. Mine Buried under the rubble in a minecart is a stone tablet etched with a map of the area. Rooms 6, 9, and 11 are marked with skulls.

9. Mine The floor here is pooled with quicksilver broken up by a few loose stones. For every turn spent in this room, roll a save vs Poison; failure means the character will die in 1d6 hours. The quicksilver drips from the lips of a stone bust of an emaciated dwarf with sunken eyes. If the bust is disturbed, four half-petrified ghouls (AC4) burst from the walls and attack.

10. Mine This mine is completely spent.

11. Jeweller's Workshop Two hellhounds patrol here. If they see an intruder, they will bark loudly for one round and then attack. One wooden display bust wears a gold and sapphire amulet worth 800gp.

12. An orc shaman (casts spells as a 3rd level cleric) and 2 orcs wait in this hall. They may be alerted by the hellhounds.

13. Thane-Room Behind a locked door, this bedroom contains the skeleton of a dwarf wearing the regalia of a dwarven Thane. He seems to have died peacefully. In a locked treasure chest with a poison needle trap is a +1 Mace of Providence (this can cast Locate Object on any one kind of ore 1d10 times). When its charges are spent, it still functions as a +1 Mace. A plaque labels the corpse as Thane Metalurg Magnitogorsk, the last lord of these halls.

14. Grand Hall There is a large oaken table in this council chamber with a fossilized skeleton of a blue dragon. There are 4 pyroclastic golems here who have been instructed by the orc shaman to draw a thaumaturgical circle to reanimate it. There is a 5% chance that they succeed just as the party enters the room. The golems understand Dwarven and Giant. 6 dwarf skeletons (3HD), 4 armed with longswords and 2 with crossbows, attack anyone entering this room.

15. Vault The carved oak double doors to this treasury have been smashed. The floor is covered in rubble, and 10,650 loose silver coins. Heat radiates from a dark breach in the back wall.

16. Cave Several dwarf skeletons litter the floor and wear blackened armour. A passage here tapers down to a volcanic vent leading to **Area 1 of Part 3: The Star Lord's Tomb.**

Part 2: Mines of Crystal Steel

1. Cart Terminus The rail-tracks here are rusted in spots. Characters who have battled a rust monster in the past can recognize this as likely being the result of such a beast.

2. Smithy 8 Bugbears who have crawled up from the ravine to scavenge are rummaging through this forge. They have 66cp, and 61sp. A Sword +1 remains in the cooling barrel.

3. Cave Hurc, a dwarven vampire and the last survivor of the Magnitogorsk Clan has made his camp here. He hates Kral the Vampire and will offer to share the history of these halls if Kral is defeated. Buried underneath his stone coffin is Hurc's treasure, mostly recovered from his clan's vault. His treasure includes 9000gp, and a magnificent robe studded with 30 clear emeralds, worth 500gp each.

4. Mine This mine is empty, save for several mundane bats who roost here. Their guano may be valuable to the correct buyer.

5. Mine The corpse of a rust monster lies next to an un-rusted sword. Disturbing the rust monster or the sword activates a silent alarm that alerts the dwarven vampire in **Area 3** of intruders.

6. The North Bridge Kral the vampire, a nosferatu, lives here, overlooking the ravine. He does not sleep in a coffin, but rather hangs from underneath the bridge as a bat would. He is a vile creature who bit Hurc many years ago. He wears a Girdle of Giant Strength, increasing his damage to 2-16 and carries on him a Scroll of Protection vs Elementals and a Ring of Weakness, which is worn about his neck on a fine mithril chain, itself worth 130gp.

7. Rail-Bridge The rail-bridge here may be crossed, though Kral might find it a suitable time for an ambush. Players standing on this ledge, or over the bridge, can see a stream of glowing water some 50 feet below.

8. The South Bridge A pyroclastic golem blocks the passage leading south. It stands here motionless always, unless disturbed. Kral the vampire ignores the golem, as he is unable to feed off of it.

9. Mining Camp Old mining equipment, including shovels, picks, rope, and candles are kept in rotten crates here. A small colony of giant ants, numbering 7 in total, scuttle about this room.

On a dwarven skeleton is a small helmet with a spike meant to fit a candle, as well as a platinum ring studded with rubies worth 5000gp. The ring is covered in dirt, and as such will blend in with its surroundings unless players specifically check the skeleton for gear other than his candle-helm.

10. Mine This empty mine has 1000ep scattered across the floor beside a broken chest. Stopping to gather the coins will trigger a wandering monster.

11. Mine A petrified skeleton stands in this room, in a pose of paralyzed fear. This drow-elf was struck by the pyroclastic golem in **Area 8** and retreated here before being attacked by a stray giant ant. His skeleton still wears his drow-chainmail, a giveaway as to his identity. He bears no house insignias.

12. River The bottom of the ravine, 50 feet below the rest of this level has a stream of glittering water running through it. The glowing water is caused by arcano-ferrous ores within the rocks. Players who lower themselves down to this level and follow the stream east come to a small waterfall that leads to the western edge of the **Part 3: The Star Lord's Tomb** map.

Part 3: The Star Lord's Tomb

Here is the Star Lord's Tomb, where thousands of years ago, an advanced being from beyond the stars crashed. When uncovered by the Magnitogorsk dwarves, it offered them the secret of fashioning magma into the pyroclastic golems. While the advanced being was immune to the pyroclastic golem's harmful effects, the dwarves were not, quickly learning that those who came into contact with them would be petrified, leaving behind only their hardened skeletons.

1. Cave A volcanic vent leads back up to **Area 16** of **Part 1**. While travelling along this vent, hot temperatures from other connected vents pipe in, possibly giving characters from cold climates a sense of discomfort.

2. Cave Hanging from the many stalactites are strings of sinew with discarded bones tied to them. It is extremely difficult to pass through the room without bumping into these bone-alarms. Clever use of spells or items may allow characters to traverse this room quietly.

3. Crystal Cavern A xorn eyes a chunk of worthless quartz in this cave. He is initially unconcerned with intruders, as long as they do not interfere with his gem-searching. Eventually, the xorn (named Horta), will uncover a geode containing 1750gp worth of lapis-lazuli.

4. Drow Guard Post A small patch of phosphorescent fungus rests in the centre of this cave where 2 drow-elf soldiers and a single archer sit around and pass a drink between them. They are waiting to hear the sound of their alarms in **Area 2**. Characters who carefully examine the walls of this chamber with adequate lighting can detect that a portion of the natural cave wall is particularly smooth. Wizards can tell that this is the result of a stone-shaping spell. A section of this wall is particularly weak and may be broken open.

5. Druidic Panic Room Hundreds of years ago, a cave druid used a stone-shaping spell to wall himself in here to give him shelter from predators who were hunting him. He succumbed to his wounds and died. His treasure consists of

500sp, 590gp, 89 turquoise gems worth a total of 4450gp, an antlered Helm of Alignment Change (always changes to neutral), and an enchanted rose whose flower always tugs in the direction of fresh air while underground.

6. Drow Camp A band of exiled drow-elves dwell here. They are led by a male wizard, Otzi, who casts spells as a 5th level Magic-User. With him are 2 guards and a female drider who wears a thick deep-metal mask to hide her shame from displeasing her profane goddess. They will likely be alerted to sounds of nearby combat.

7. Supply Cave A lone drow-elf guard watches over their supplies and treasure. Mundane supplies such as food and rope are here as well as their treasure. This horde includes 40,000sp, 11,000gp, a 1500gp silver necklace studded with onyxes, a potion of control animal, a shield +2, a sword +1/+3 vs undead, a clerical scroll with the spells *Bless*, *Cure Disease*, *Cure Serious Wounds*, *Insect Plague*, and *Snake Charm*, and a treasure map that leads to a chest buried deep within the underworld of Cthonia containing a sword +2, a potion of control giant, a potion of levitation, a scroll of *Telekinesis*, and *Teleport*, a scroll of *Shield*, and *Read Magic*, and 19,000gp. Journeying to Cthonia to acquire this chest is outside the scope of this adventure.

8. Bridge The waterfall to west leads to **Area 12** of **Part 2**. Upon crossing the bridge and entering the structure beyond, players will note that the walls, floor, and ceiling of the structure are made of a dull grey metal. Patches of rust spread from the corners of rooms.

9. Central Control Room Here is found a shelf with 12 glass panes, roughly 6 inches by 10 inches, inscribed with the steps for creating pyroclastic golems. As a curiosity or art piece, they are worth 1000gp, but to a wizard capable of crafting such golems, they are worth ten times that amount. A single pyroclastic golem guards this room.

10. Vat Storage This room contains 4 large glass vats full of a salty water. It is unsure whether this

strange room was once an alchemical lab, a hospital, or a temporal-stasis chamber. Two of the glass vats contain large floating brains, but one of them is actually a grell who will attack intruders. The other brain belongs to a creature unknown.

11. Bedroom Empty. An uncomfortable metal slab of a bed abuts the eastern wall.

12. Viewing Room A shuttered window to the outside is mounted on the northern wall of this room. It can only be activated via a lever to its right. The lever is currently in a neutral position. Moving it down will open the shutter. Moving it up will seal this room behind a large metal sheet that comes from the ceiling, but it will also unlock the door to **Area 13**. Those in the area will be able to hear that additional machinery off in the distance is being activated.

13. Armoury The contents of this armoury have long since rusted beyond any recognition, but a Rock Saw (see Appendix B) remains in working condition. A potion of healing sits beside it, a hint as to how the weapon is operated. The door to this room is locked and thieves attempting to unlock it must roll as if they were a thief of 2 levels less. Its complex mechanism also takes much longer to manipulate, meaning a wandering monster roll will be triggered at the end of every attempt to unlock this door that is made.

14. Mess Empty.

15. Laboratory A series of rubbery tubes eject from the walls in this room, meeting in the centre where a vrock is suspended by said wires. Any noise made in this room will awaken the vrock.

16. Hall Along the southern wall is a large desk covered in levers and small gemstone-buttons. Attempting to remove the buttons is time-consuming and will trigger a wandering monster roll, but will yield 1000gp worth of small rubies. Manipulating any of the levers on this desk will activate a security protocol which causes 3 Bronze Golems (3HD) to emerge from wall panels located in the western wall

and attack the party. If the northernmost panel is investigated after the golems are defeated, a hatch will be discovered which leads to **Area 17**.

17. Hidden Room This is the resting place of the being who once controlled this ship. He is incased in a sarcophagus made of 60,000gp worth of sky-metals but requires two stout men carrying it at either end to move it. As well, the beings body rests within; a spell-user of sufficient power could perhaps revive or clone this being, which would serve as an excellent opportunity to introduce a new race-as-class to your game! Suggestions include a shape-shifting reptoid, a mind-controlling and probing grey, or a mighty blonde-haired, blue-eyed Pleiadian.

18. Laboratoria These small rooms were each dedicated to different experiments.

A Chemistry Lab. There are 2 small beakers of an unknown liquid that rest on a table here.

They are highly volatile and characters handling them must roll a save vs Dragon Breath to avoid jostling them. If they fail, the beakers will explode dealing 4-16 points of damage.

B Chemistry Lab. A small steel chest contains six vials of Berserker Serum (see Appendix B).

C Geology Lab. A crystalline geode worth 2100gp sits in a small metal frame next to a veinwand (see Appendix B).

D Geology Lab. This lab is partially caved in and as such, is devoid of noteworthy content.

E Biology Lab. There are 3 violent violet fungi being cultivated here.

F Biology Lab. A cactus is being fed from a dispenser of a thick green gel. The juices from inside the cactus (of which there is enough for 2 doses) can cure any would should they be imbibed, and the gel can double the yield of any one crop. There is enough gel to cover an area equal to one acre.

Appendix A: Wandering Monsters

Surrounding Wilderness

1. 1-6 Wolves (if 1, it is potentially tamable)
2. 2-16 Bandits
3. 1-12 Myconids
4. 1 Ettercap
5. 2-8 Mystics
6. 1 Owlbear

Part 1

1. 1 Drow Scout
2. 1-3 Spiders, Giant Black Widow
3. 2-7 Orcs
4. 1-4 Hellhounds
5. 1-4 Orcs with 1 6HD Orc Captain
6. 1 Pyroclastic Golem

Part 2

1. 1-8 Stirges
2. 1-4 Violet Fungi with legs
3. 1-10 Bats, Giant
4. 1-3 Xorn
5. 2-8 Ant, Giant
6. 1 Pyroclastic Golem

Part 3

1. 1-4 Umber Hulks
2. 1-4 Xorn
3. 1 Grell
4. 1-8 Drow and 1 Drider
5. 1 Demon, Type I Vrock
6. 1-4 Pyroclastic Golems

The Mystics are believers of Rex Mundi the Shaitan. They believe in giving up their earthly possessions and whipping themselves.

The Bandits are led by Odric "Odd Rick" the Burglar. There is a 500gp bounty on his head.

Appendix B: New Content

Pyroclastic Golem

HD 6

AC 3

Move 60'

Attacks 1 slam (1-6) or Breath

Save As Fighting-Man 3

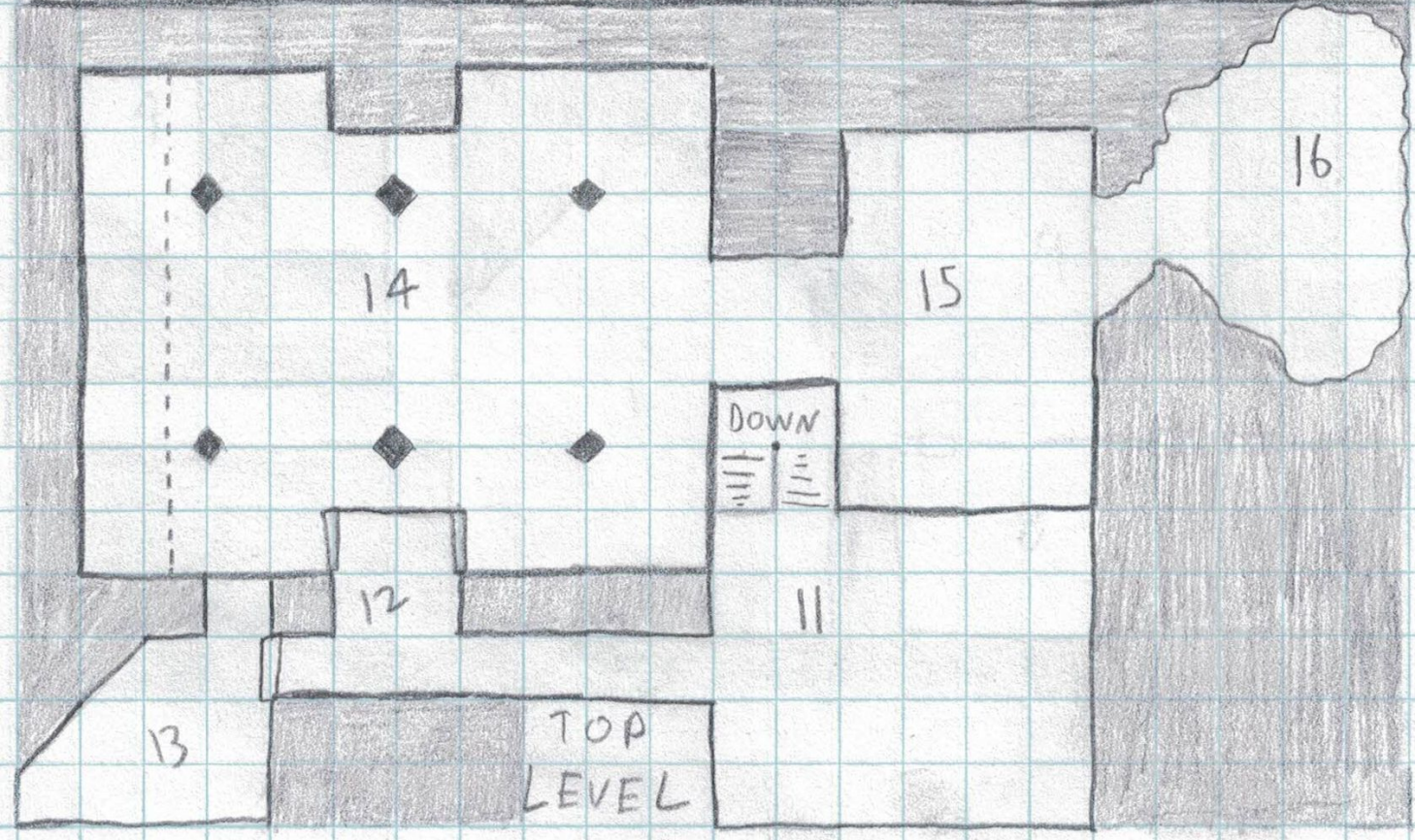
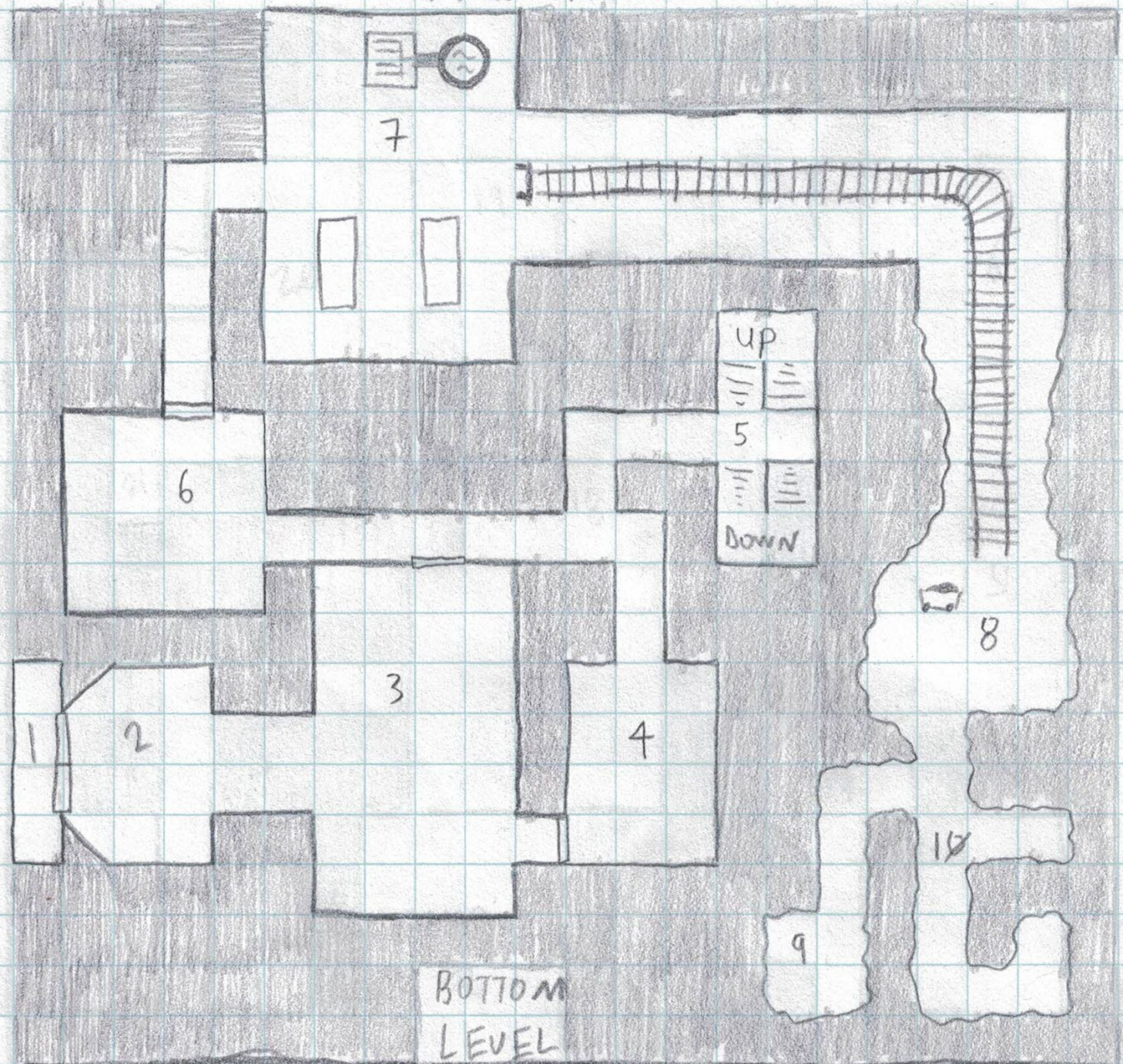
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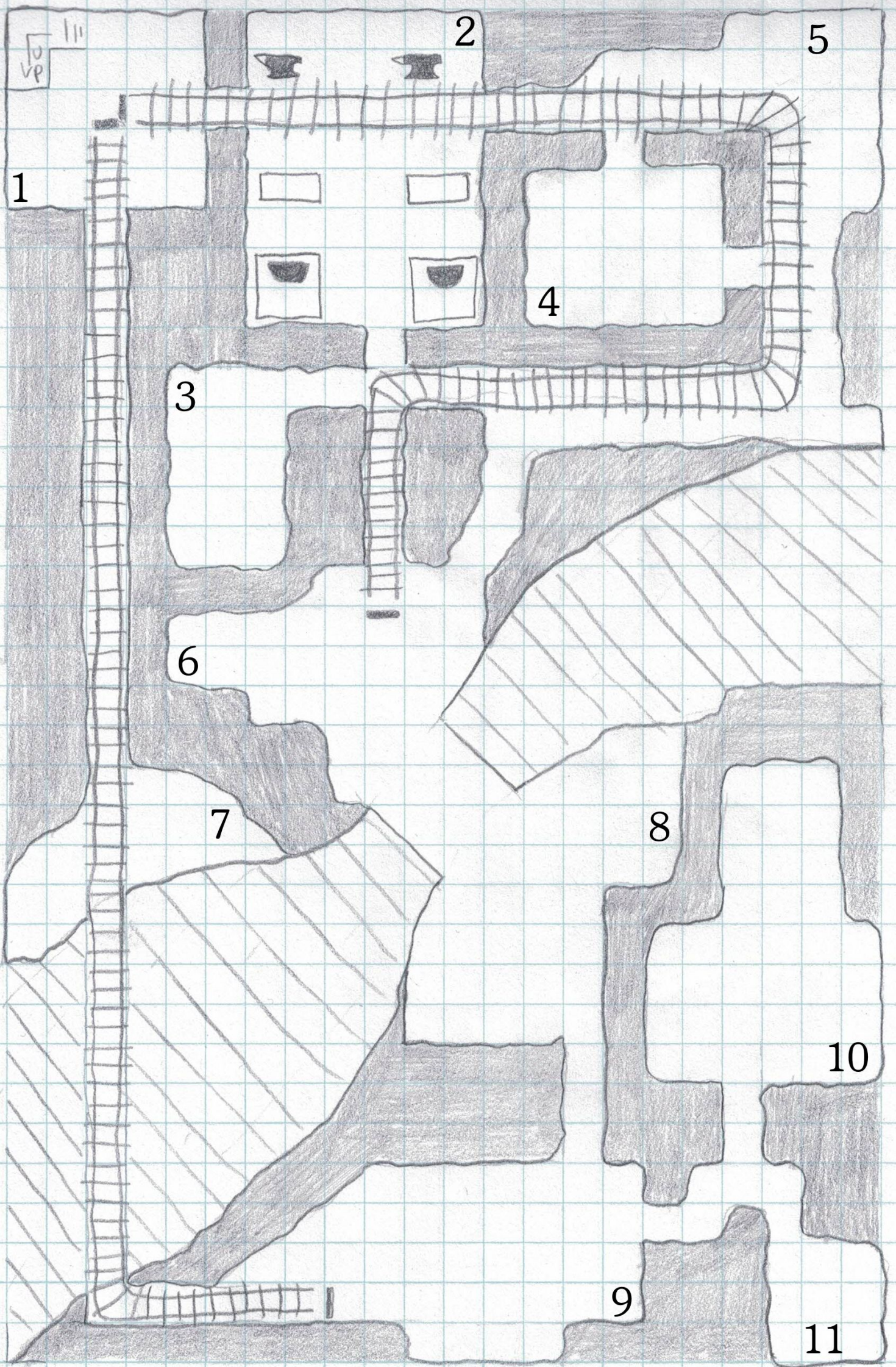
Those struck by the breath weapon must save vs Dragon Breath or become petrified. Pyroclastic Golems are immune to fire-based attacks and can only be harmed by magical weapons.

Berserker Serum This is a set of 6 glass vials with small steel needles protruding from them. If driven into one's flesh, it injects them with a powerful serum that causes the injected character to not die at 0 HP, but rather when they reach -1d10 HP. Once injected, the serum will remain in one's system for one hour. Each syringe is worth 100gp full, or 40gp empty if sold to an assassin who can utilize the injection capabilities.

Veinwand This is a small steel rod with a glass bulb on one end. When within 10 feet of silver, the bulb will glow dimly.

Rock Saw A large rotating circular blade is attached to a reservoir and handle. This is a +2 weapon that deals 3-9 damage. In order to use it, a potion of any kind must be poured into the reservoir, which powers it for 1-10 rounds.





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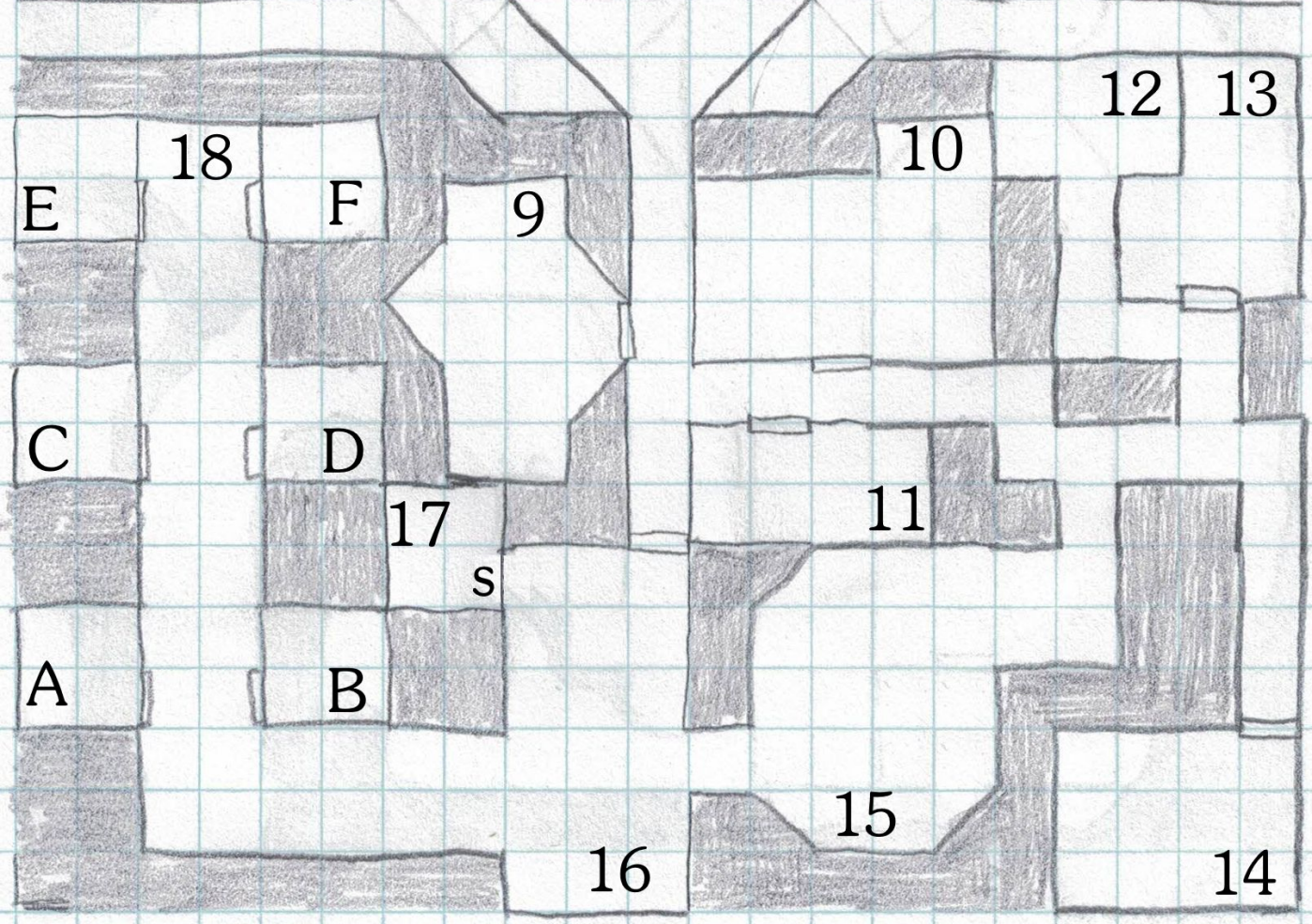
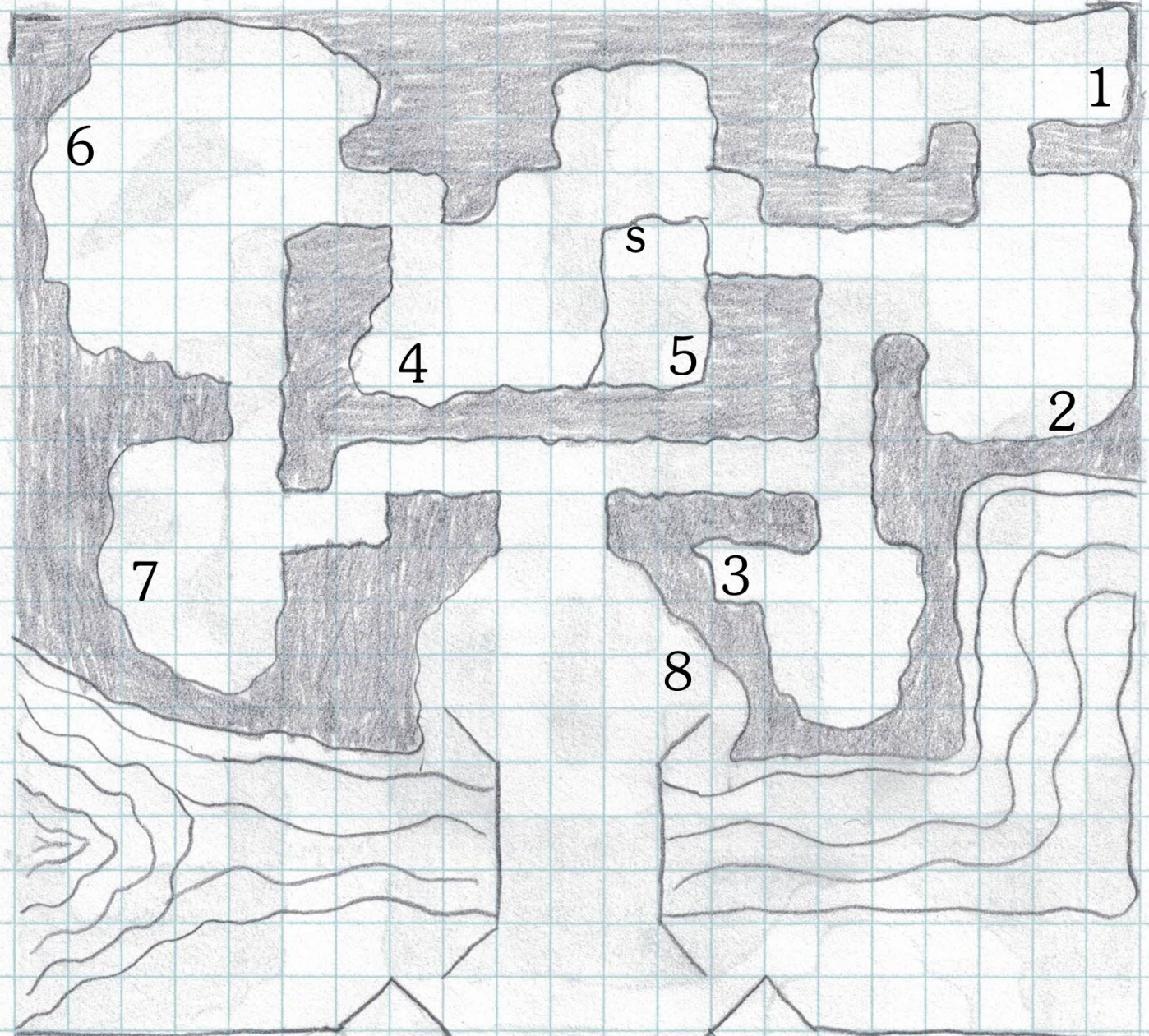
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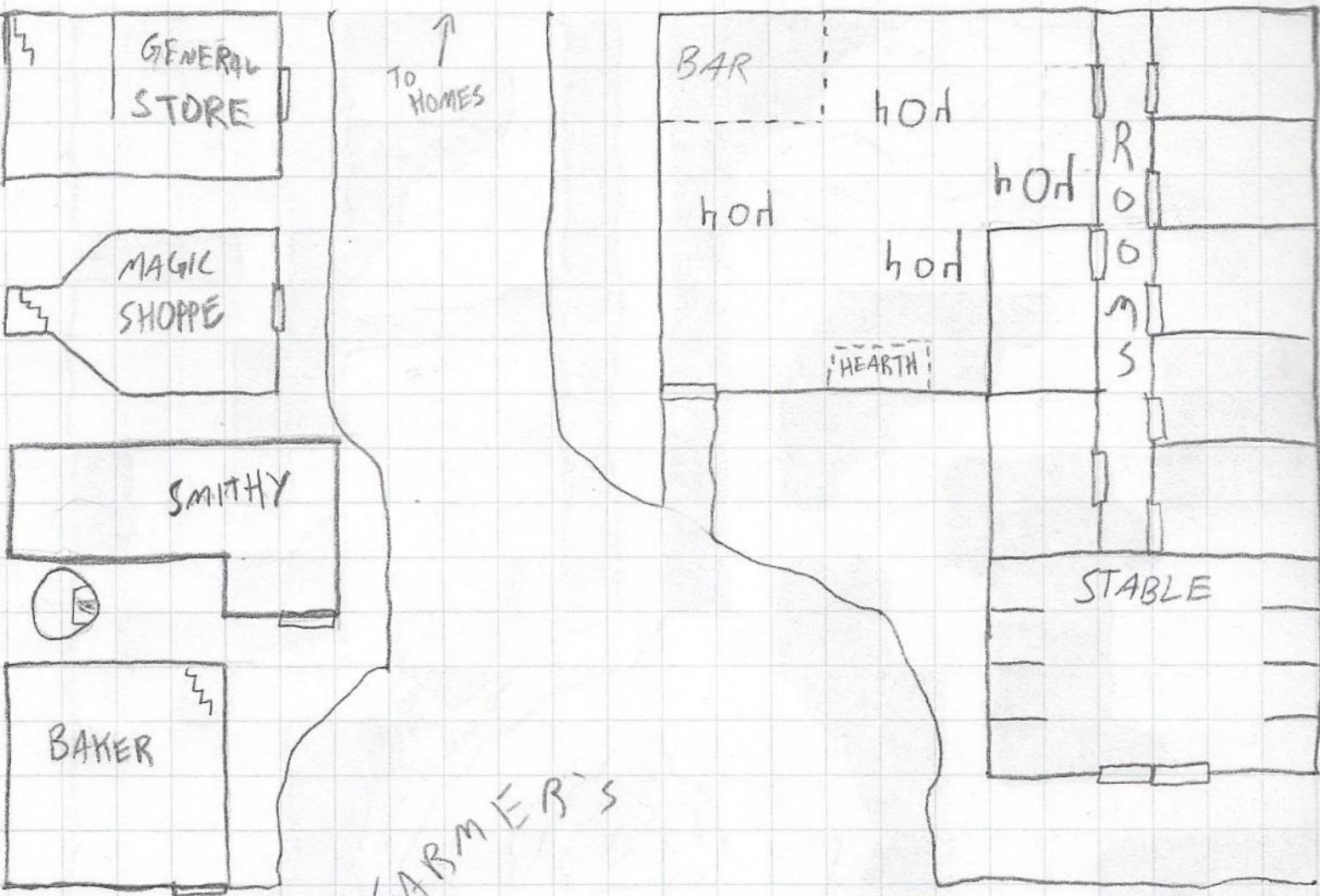
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FARMER'S



MARKET

To the FARMS ←

To the EAST →

