**Hrakhamar (lvl 6)**

Albino Dwarves:

Not long after you emerge from the spider tunnels, an axe comes hurtling out of the dark, barely missing [PC] face and embedding in the wall nearby. A voice rings out “That’s close enough. We’ve got your surrounded. Put your weapons on the-”  
 Musharib, “Sithi? Is that you?”  
 The voice pauses, and you see a figure emerge. You can tell she’s an albino dwarf, and female, with some of the similar tattoos and markings as Musharib. But she has a warrior’s stance, a bone axe in one hand, and she looks grimy and malnourished. Nearly a dozen more dwarves pop out from hidden niches and side tunnels all around you. Her gaze is intense, but her eyes shoot up in surprise when she sees Musharib. “Mushy, by Moradin’s beard. It’s you!”

Musharib stumbles forward and the two clasp arms, kneeling their heads until their foreheads touch. They remain this way for several seconds before slowly pulling apart.

Musharib: “We saw the bodies. So many dead, but I knew you were alive!”

Sithi: “Bloody kobolds caught us by surprise. We’d been living in the tunnels for years tryina take back the forge. The mine was lost cause of the bloody drag- wait. How the hell did you come from the mine?” She looks back at all of you pointedly.

Musharib: “Sithi, I made it to the city and met some wonderful friends.They are a bit strange and mostly terrifying. But they’ve fought ghosts, pirates, and defeated the dragon!”

Sithi looks at each of you with respect, and you several dwarves exchange glances. “My name is Sithi Vinecutter, once proud dwarves of Hrakhamar, now reduced to scavengers living in tunnels. If my brother lives it means more of our kind has been scattered to the jungle. I wish them well. But for us, we mean to take back the mine or die trying.”

You look over and notice that most of the dwarves look injured or sick, with visible limps, scars, and lots of horrible burns.

Sithi: “If you helped Musharib, perhaps you will also help us.”

How long have you been fighting?

“The firenewts invaded almost a year ago, after a particularly nasty volcanic eruption forced us to abandon it. Bastards are drawn by the heat. By the time it was deemed safe to re-enter, they were there. We fought as hard as we could for our home, but they were organized, and our losses were great. Our kind rarely goes to the surface, but many fled out into the jungle. I lead others into the tunnels. We survived, skirmishing with the newts where we could, never gaining a bloody inch. In the last few months a bunch of dragon-worshipping kobolds came in from the mines. We were already depleted, and they kept hitting us. We were forced to retreat closer and closer to the forge, finally having to seal off the main mine tunnel.

What can you tell us about the forge?

Hrakhamar is a marvel of dwarven ingenuity. It’s been our home and our livelihood for generations, built right inside of a volcano.

The mine track will take you the rest of the way. You’ll know you’re close when it splits off to the north and east. You’ll definitely feel the heat, too. Both paths eventually lead to the smelter. We know the firenewts are using it to make weapons and armor. But we don’t think they’ve broken into the vault.

What can you tell us about the firenewts?

They’re not very bright but there’s a lot of them, and they know how to fight. They literally swim and breed in lava, and they ride these large beaked dinosaurs that can breathe fire. They worship Imix, the elemental prince of fire, and some of them can cast fire spells.

They lack our darkvision though, and they won’t never venture too far from the forge.

**Southwestern entrance**

You travel for several miles as the mine cart track continues to narrow, sometimes forcing you all into single file. The heat is gradual at first but grows into an intense sauna, all of you dripping in sweat by the time you reach a switch in the tracks, leading to two separate tracks going north and east. The eastern track turns and continues into darkness. To the North you can see the source of the heat, a bubbling river of magma. The sounds of rhythmic hammering echo off the cave walls.

The northern track extends into a bridge 10 feet above the river of fire. Beyond the bridge you can make out a large creature that looks like a cross between a dinosaur and a bird, with a horse-like saddle and bridle. Mounted atop is a lizard-humanoid with fire-red skin, gripping a glowing morningstar. Both creatures are watching the bridge intently, though hasn’t noticed any of you yet.

Before the track extends over the bridge, you can make out a pair of side caves to the west. The caves are blocked by iron gates that are glowing red, and you can hear whimpering sounds coming from inside.

**Area #9 Prison & Entrance**

Prison bar doors have Heat Metal, 2d8 fire damage if touched. They’re not locked but require quite a DC 16 STR check to open They’re too heavy for mage hand.

Through the bars you can see a small huddled figure, bound, gagged, and blind-folded. It looks like an albino dwarf, though they’re covered in scars and burns.

The dwarves do not respond at all until they are physically distrubed after the doors have been breached. Malkar will begin screaming incoherently if the gag is removed, which will draw the attention of the guard on the bridge. Laz will whimper.

If healed, Laz: “Yer not….them….who are ye….”

If they mention Sithi or Mushabir “Bless Moradin. He has heard our prayers. The newts work day and night at the forge making weapons and armor. They kept some of us alive to learn how to work it. Killed most, tortured the rest, then killed them. “

“They can’t get into the vault, and it angers them. They hope I’ll divulge its secrets. I would sooner die, but they won’t let me.”

Guards and Striders can make Perception checks on any sneaking heroes through the tunnels. Guard will spot them if successful, strider will make a noise and PCs will have a chance to react.

If the PCs make it to the bridge:

A cavern of molten magma bubbles and flames before you.The cavern walls are lined with metal gantries that support immense crucibles of scorched clay. Huge chains stretch across the cavern, apparently to shuttle multi-ton buckets of ore across the lava.

**Area #10 Mine Cart Bay**

Several mine carts are parked in side tunnels in various states of repair.

**Area #8 Smoke Caverns**

The size and shape of this area are impossible to determine. Clouds of roiling smoke sting your eyes, and drifting embers burn your throat as you breathe.

If the PCs do blunder inside, the mephits will attack them, while the PCs have to roll CON saving throws

**Session 52**

**Area #2 - Smelter**

This enormous, rectangular chamber is a working smelter. A rectangular pit in the center of the room is filled with molden iron. Six devices of dwarven design and make, arranged around the pit, siphon off the liquid metal and draw out the impurities. A smaller pool in the southeast corner holds what appears to be molten silver.

Numerous creatures that look like a cross between humanoid amphibians and elemental fire are working at the machines. As you watch, a crane carries a glowing lump of metal up into another room, where you hear the sharp ringing sound of hammers on anvils.

Gillian transformed -

“You, what are you doing in here? You were told to guard the southern entry.”

You hear a grinding sound and one of the firenewts begins cursing. A billowing cloud of smoke rises from the smelter. “Piece must’ve got stuck inside. We’ve been having trouble with that one. Go reach in there and get it out.”

**Session 53:**

Dwarf Reinforcements

“Come on ye bastards, they’ve got ‘em on the ropes. This is our last chance to take back our home. Give ‘em all ye got!”

Smoke Mephit Help:

A burst of smoke appears next to you, a small black imp-like creature grins a wicked smile. “Smoke?”

**Session 54:**

**Armory**

This room is an armory that houses several weapons and armor of dwarven make, including battle-axes, half-plate, and heavy crossbows. They look mostly undisturbed by the firenewts.

**Forge:**

The forge features two large anvils with machine-powered hammers. A large crane looks ready to hoist cast-iron metal into this room. Doors are set in the east and south.

2) The southern forge features a grand workshop filled with bits of metal, basins of water and tables for pounding out impurities. A number of glittering gems can be seen sparkling amongst the back table.

**Treasure:** Platinum hammer hanging on display in the forge (200gp), 2 garnets, 4 obsidian, and a star rose quartz.

**Stores:**

These rooms were once used as storage spaces for the dwarves, including food and equipment. The firenewts have torn them apart, and turned piles of leather aprons into makeshift nests. The smell is horrid, like burned hair.

**Treasure Vault**

ONLY A PROUD

AND TRUE DWARF

WILL FIND THE KEY

Need to press O-P-E-N. Any wrong button presses will trigger the retractable bridge trap.

**Moradin’s Gauntlet**

Exquisite dwarven-forged gauntlet.

Requires attunement. The wearer can touch or grasp fire and magical fire, though it does not provide the user resistance or immunity anywhere other than their hand.

Includes 3 charges. Can expend 1 charge to cast Burning Hands or 2 charges for Heat Metal (no concentration required). Can use additional charges to increase the level of the spell, 1 charge = 1 level.

Adamantine Ingots - 10gp each.

Adamantine Arrows/Bolts = +1 to attack/damage.

Adamantine Skeleton:

There is something special we can do for you. It’s still in the, uh, prototype stages, but Musharib ensures me you’d be strong enough. None of ya seem capable of using the adamantine armor we craft but it’s really what’s on the inside that counts. And we can, uh, put the armor inside of ya, so to speak.

It won’t be a painless procedure, and there may be a few complications what with your mophin abilities but I guarantee you’ll come out stronger for it.

You are encased in a dwarf-sized iron maiden,like suit of armor. With holes puncutred throughout. Pipes are connected to the holes and liquid metal begins pouring through, followed by quick stabs of precise needles pricking your skin in dozens of places. The pain is excruciating.

DC 15 CON save

Success - you grit your teeth and bare it as the needles continue their onslaught. You feel the metal enter your body, warm at first, then rapidly chilling.

Failure - Take 4d10 damage. he needles continue their onslaught. You feel the metal enter your body, warm at first, then rapidly chilling.

DC 18 CON save

Success - You welcome the change in your body as you feel the metal harden to your bones.

Failure - take 4d10 damage the extreme temperature change from within gives you chills as the metal hardens to your bones.

Excess metal is drained, only to be replaced by a torrent scalding water to seal the wounds

DC 15 CON save

Success - The iron maiden cracks open with a hiss, and numerous dwarf hands hurriedly reach out to help you up.

Failure - Take 4d10 damage. The iron maiden cracks open with a hiss, and numerous dwarf hands hurriedly reach out to help you up.

**Adamantine Skeleton**

All crits against you are treated as normal hits. You gain a permanent +1 to AC that persists through wild shape forms.

All unarmed or natural weapon melee attacks have +1 to attack/damage and deal an extra 1d6 bludgeoning damage.

Every time you wild shape, you take 2d10 psychic damage to your original form (no save) due to the pain of reshaping the adamantine skeleton.

Whenever a hostile creature damages you while you are wild-shaped, you must succeed on a DC 15 WIS saving throw or go berserk. While berserk you must use your action to attack the nearest creature, and you must expend all of your attacks if you have the multi-attack feature. If there are multiple creatures in range you attack them at random. If there is a creature within 60 feet that you can perceive you move toward them, but you do not take the dash action. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.