

dwarf must be under some sort of compulsion (which he is).

## Getting the Players Involved

Working with your players before the campaign begins is the best way to ensure a healthy and long-lasting game. Before the first session, ask the players what sort of characters they would like to play. Stay general, but try to get a sense of each player's preferred race and class, and use those details as the basis for weaving the characters into Diamond Lake and hence into the Age of Worms Adventure Path. The following suggestions ought to get you started, but don't be afraid to go in a completely different direction. The best choice is the one that makes both you and your player happy.

**Dwarf:** No dwarves call Diamond Lake home, though a few live there. Most have some sort of business with the Greysmere Covenant (area 23), perhaps as a guard, negotiator, or even magical advisor.

**Elf:** Right-thinking elves loathe Diamond Lake, as it represents everything elves find churlish and cruel about humans. Only Ellival Moonmeadow (area 26) and his deputies—exclusively elven—seem to have the stomach for the place. A PC elf might serve as a guard or confidant of one of these deputies, or might be a deputy himself!

**Gnome:** Gnomes might be lodgers at Tidwood's (area 5) or agents of any of the mine managers. Those with a theatrical flair might find steady work with the Emporium (area 1). Most come from the nearby warren of Grossetgrottel.

**Halfling:** Many halflings in Diamond Lake work in the hospitality field, as a clerk, cook, or menial of some sort. Others are (relatively) wealthy visitors from the halfling community of Elmshire to the north.

**Half-Elf:** Half-elves might belong to the Bronzewood Lodge community (detailed in *DUNGEON* #125), or might live among the "civilized" poor of Jalek's Flophouse (area 9). They might find themselves in the employ of Ellival Moonmeadow, but soon become aware that the mine manager simply doesn't like anyone other than elves, and half-elves don't quite qualify.

**Half-Orc:** Half-orcs' increased Strength and low Intelligence makes them ideal miners or thugs, and Diamond Lake is filled to bursting with both. A more original approach might cast a half-orc as a roustabout or performer at the Emporium. The garrison does not employ half-orcs as a rule, and most soldiers despise them thanks to an ongoing war against an orc nation far to the southwest.

**Human:** Humans can fill any role in Diamond Lake, from the humble miner to the child of a prominent citizen. Most are laborers.

**Barbarian:** In the secluded valleys of the Cairn Hills, primitive traditions hold strong and humans at times seem more like beasts than like men. In the vast swamp to the south, wiry, feral humans fiercely contest small patches of dry land, narrowly holding out against lizardfolk and more horrible denizens of the murky marsh.

**Bard:** Bards looking for an interesting way to fit into Diamond Lake need look no further than the Emporium. Players looking for a slightly less debauched hook might make good performers at the Spinning Giant (area 15) or another unnamed venue.

**Cleric:** For the easiest fit, encourage the players to select Heironeous, St. Cuthbert, Obad-Hai, or Wee Jas as their deity, which will allow them to interact with a local faith. (Temples to Wee Jas and Obad-Hai just outside the town proper will be covered in *DUNGEON* #125). If those gods don't appeal to your player, consider the character an adjunct cleric "loaned" to an allied local temple or a lone prophet amid the common folk of Diamond Lake.

**Druid:** Druids fit perfectly into the Bronzewood Lodge community (described with Diamond Lake's hinterlands in *DUNGEON* #125), and might get into the campaign as representatives of Nogwier, the cleric of Obad-Hai who leads that community and who sends them into the hills chasing stories of unkillable undead and unnatural green worms.

**Fighter:** Most fighters in Diamond Lake are part of the garrison contingent, but a few work as muscle for the mine managers. For an interesting spin, consider making a PC fighter a dep-

uty serving under the corrupt Sheriff Cubbin (area 8).


**Monk:** Monks native to the Diamond Lake region uniformly come from the Twilight Monastery, an edifice located just outside the town and described in *DUNGEON* #125. A PC monk might befriend another PC before the campaign begins, making him an ideal invite when the other PC learns of the Whispering Cairn.

**Paladin:** The Chapel of Heironeous (area 12) regularly houses one or two young paladins from the Free City, who work within the garrison sanctuary as a lesson in humility on a path to bigger and better things within the greater church. A paladin beholden to St. Cuthbert or Wee Jas would be a minor figurehead in the cult, uniformly respected by the flock.

**Ranger:** Few rangers dwell within Diamond Lake, but the druidic community at the Bronzewood Lodge includes several who might have reason to regularly visit Diamond Lake. Other rangers might come from the wild tribes of the Cairn Hills or the Mistmarsh.

**Rogue:** Rogues are right at home nearly anywhere in Diamond Lake, but especially in vice dens like the Emporium or the Midnight Salute. Each of the mine managers sponsors at least one gang of toughs, making a rogue PC a great point of contact with the town's seedy underworld. For a compelling challenge, make the PC a gofer for Balabar Smenk.

**Sorcerer:** The Emporium is always on the lookout for charismatic exhibitors with a magical trick up their sleeve—the flashier the better. Sorcerers might also be affiliated with a street gang that frequents the Feral Dog or might be in the employ of one of the mine managers.

**Wizard:** Consider apprenticing wizard characters to Allustan (area 18), one of the central NPCs in the Age of Worms Adventure Path. Such characters will feel even closer to the action of the campaign, and will serve as excellent interlocutors between the party and their arcane patron. 

**Next Issue:** Diamond Lake's hinterlands, encounter tables, setting conversion notes, random rumors, and as many stat blocks as we can fit.