

# The Sundered Crown

## A D&D 5th Edition Adventure for Characters Level 7-9

### Adventure Background

Deep beneath the Ironspire Mountains lies Khaz Ankor, the great dwarven kingdom that has stood for over three millennia. Built into the living rock itself, this realm of carved halls and forge-fires has weathered countless storms through unity, tradition, and the divine blessing of their ancestral crown—the *Khaz'gol*, Crown of the Mountain Kings.

But now the crown lies shattered, its seven sacred gems scattered across the deepest reaches of the kingdom. Without its binding power, the great clans have begun to fracture, ancient grudges resurface, and the very mountains themselves grow unstable. Worse yet, something stirs in the depths below—things that have slumbered since the kingdom's founding, waiting for the crown's protection to fail.

The party arrives as outsiders in a realm that rarely welcomes strangers, tasked with navigating dwarven politics, clan rivalries, and treacherous depths to recover the crown gems before the kingdom tears itself apart—or something far worse emerges from the darkness below.

**The Central Crisis:** The *Khaz'gol* was broken three weeks ago during a violent clan dispute in the throne room. Its fragments were seized by different clan leaders and hidden throughout their territories. Without the crown's unifying magic, the mountain's structural integrity weakens, ancient seals begin to crack, and the dwarves' legendary solidarity crumbles into bitter feuding.

### Adventure Hooks

- **Royal Summons:** High King Thorek Ironforge secretly requests aid from surface-dwellers, as no clan trusts another enough to seek the gems
- **Geological Emergency:** Tremors and cave-ins threaten trade routes; the party is hired to investigate and discovers the supernatural cause
- **Personal Honor:** A party member has dwarven heritage or owes a debt to a clan member
- **The Deepwatch:** A dwarven ranger emerges from the depths with warnings of ancient evils stirring, seeking aid

## Chapter 1: Arrival in Khaz Ankor

### The Mountain Gates

**Approaching the Kingdom:** The Ironspire Mountains rise like stone giants from the earth, their peaks lost in perpetual clouds. The main entrance to Khaz Ankor is the legendary Irongate—a massive portal carved directly into the mountainside, depicting the seven great clans' heraldry

surrounding the royal crown. Two colossal statues of ancient dwarf kings flank the entrance, their stone eyes seeming to judge all who approach.

**The Gate Complex:** The entrance tunnel stretches for nearly a mile through solid rock, lit by enchanted crystals that pulse with inner fire. Guard stations are carved into the walls every hundred feet, and the sound of hammers on anvils echoes from hidden forges. The tunnel opens into the Grand Vestibule, a circular chamber two hundred feet across with a vaulted ceiling that disappears into shadowy heights.

### **Security Measures:**

- **Clan Checkpoints:** Each of the seven clans maintains guards who must approve entry
- **Registration Stones:** Magical crystals record the identity and purpose of all visitors
- **Honor Bonds:** Visitors must swear oaths of peaceful conduct witnessed by clan representatives
- **Weapon Limitations:** Only ceremonial weapons permitted in common areas

### **Initial Reception**

**Clan Representative Meeting:** The party is brought before a council of seven clan representatives, each deeply suspicious of the others. The tension in the room is palpable—hands rest on weapon hilts, and every word is carefully measured.

### **The Seven Clans Present:**

#### **Clan Ironforge (Royal Clan)**

- **Representative:** Thane Daina Ironforge, niece to the High King
- **Heraldry:** Golden crown on red field
- **Territory:** The Royal Quarter and Great Forge
- **Current Stance:** Desperate to restore unity but losing authority daily

#### **Clan Stormhammer (Military)**

- **Representative:** General Grimjaw Stormhammer
- **Heraldry:** Lightning bolt crossed with war hammer
- **Territory:** The Warrior's District and primary armories
- **Current Stance:** Believes strength should rule, questions royal authority

#### **Clan Goldbeard (Merchants)**

- **Representative:** Trade-Master Nali Goldbeard
- **Heraldry:** Scales of justice with gold coins
- **Territory:** The Market Halls and treasury vaults
- **Current Stance:** Wants stability for trade, willing to support whoever can provide it

### **Clan Ironfoot (Miners)**

- **Representative:** Foreman Torin Ironfoot
- **Heraldry:** Crossed pickaxe and shovel on black field
- **Territory:** The Deep Mines and ore processing facilities
- **Current Stance:** Reports increasingly dangerous mining conditions, seeks protection

### **Clan Runeforge (Craftsmen/Mages)**

- **Representative:** Master Artificer Vera Runeforge
- **Heraldry:** Mystical hammer surrounded by runic script
- **Territory:** The Craft Quarters and magical workshops
- **Current Stance:** Studies the crown's destruction, believes magical solution necessary

### **Clan Oathkeeper (Priests/Historians)**

- **Representative:** High Priest Borin Oathkeeper
- **Heraldry:** Sacred tome beneath mountain peak
- **Territory:** The Temple District and ancient archives
- **Current Stance:** Maintains that tradition and divine will must guide decisions

### **Clan Deepward (Guards/Scouts)**

- **Representative:** Scout-Captain Mira Deepward
- **Heraldry:** Eye within a mountain tunnel
- **Territory:** The Deep Tunnels and outer defenses
- **Current Stance:** Increasingly concerned about stirrings in the unexplored depths

## **Chapter 2: The Kingdom's Layout and Politics**

### **The Seven Levels of Khaz Ankor**

**Level 1: The Royal Quarter** The uppermost level, carved with the finest detail and decorated with precious metals and gems. Here stand the throne room (now sealed due to structural damage), royal apartments, and the Hall of Kings where the statues of past rulers watch over their descendants.

#### **Key Locations:**

- **The Shattered Throne Room:** Site of the crown's destruction, now magically sealed
- **Royal Library:** Contains historical records of the crown's creation and power
- **Hall of Ancestors:** Shrine to past kings, may hold clues about the crown's nature
- **High King's Private Quarters:** Where Thorek Ironforge plots the kingdom's salvation

**Level 2: The Great Forge** The industrial heart of the kingdom, where the finest weapons and artifacts in the known world are created. Massive forges burn with magical fire, and the constant ring of hammers creates a rhythmic heartbeat for the entire realm.

**Key Locations:**

- **The Eternal Forge:** Sacred fire that has burned for three thousand years
- **Master's Workshop:** Where legendary artifacts are crafted
- **The Anvil of Kings:** Where the crown was originally forged
- **Apprentice Halls:** Training grounds for young smiths

**Level 3: The Market Halls** Commercial center where goods flow in from across the mountain realm and beyond. Vast chambers filled with stalls, warehouses, and counting houses where clan Goldbeard's influence is strongest.

**Key Locations:**

- **The Grand Bazaar:** Central marketplace with goods from across the world
- **Clan Goldbeard Counting House:** Financial center of the kingdom
- **Trade Guild Headquarters:** Where merchant disputes are resolved
- **The Gem Vault:** Secure storage for the kingdom's mineral wealth

**Level 4: The Warrior's District** Military center featuring barracks, training grounds, and armories. Here, Clan Stormhammer maintains the kingdom's defense forces and houses the greatest collection of weapons outside the royal armory.

**Key Locations:**

- **The Grand Barracks:** Housing for professional soldiers
- **Champion's Arena:** Where martial disputes are settled and heroes proven
- **The War Room:** Strategic planning center for military operations
- **Hall of Heroes:** Monument to great dwarven warriors of the past

**Level 5: The Craft Quarters** Where the majority of the kingdom's artisans live and work. Countless workshops produce everything from fine jewelry to architectural stonework, while magical practitioners study the mystical arts.

**Key Locations:**

- **Runic Circle:** Center for magical research and enchantment
- **Artisan's Guild Hall:** Where craft disputes are resolved and standards maintained
- **The Observatory:** Astronomical center studying celestial influences on the mountain
- **Workshop District:** Hundreds of small crafting businesses

**Level 6: The Deep Mines** The source of the kingdom's wealth, where precious metals and gems are extracted from the living rock. Recently, mining has become increasingly dangerous as structural instabilities and strange encounters plague the workers.

**Key Locations:**

- **The Central Shaft:** Main elevator system reaching the deepest accessible levels
- **Clan Ironfoot Headquarters:** Administrative center for mining operations
- **The Crystal Caverns:** Natural formations of magical crystals
- **Abandoned Sections:** Old mines sealed due to dangers or depletion

**Level 7: The Deep Tunnels** The frontier of dwarven civilization, where scouts and guards monitor the passages leading to unexplored depths. These tunnels connect to ancient sections of the kingdom and serve as the first line of defense against creatures from below.

**Key Locations:**

- **Deepward Outposts:** Fortified positions monitoring the frontier
- **The Sealed Gates:** Ancient barriers protecting against unknown threats
- **Scout Training Grounds:** Where the kingdom's rangers learn their trade
- **The Deep Archives:** Repository for maps and records of the lower reaches

**Political Tensions and Clan Conflicts**

**Current Major Disputes:**

**Clan Stormhammer vs. Clan Ironforge:** General Grimjaw believes High King Thorek has grown weak and indecisive. He argues that military strength should lead the kingdom, especially with growing threats from below. Privately, he's considering whether the crown should pass to a more "worthy" ruler.

**Clan Goldbeard vs. Clan Ironfoot:** Trade-Master Nali wants to open new mining areas to increase gem production for trade, while Foreman Torin reports that the mines are becoming increasingly unstable and dangerous. Their dispute affects the kingdom's economy and worker safety.

**Clan Runeforge vs. Clan Oathkeeper:** Master Artificer Vera wants to experiment with new magical techniques to restore the crown, while High Priest Borin insists that only traditional methods blessed by the ancestors should be used. Their theological/magical dispute slows efforts to understand the crown's destruction.

**All Clans vs. Outside Influence:** Every clan is suspicious of surface-dwellers and their motives, but they need outside help since internal trust has completely broken down. The party must prove their worth while navigating these suspicions.

**Chapter 3: Investigating the Crown's Destruction**

## **The Sealed Throne Room**

**Gaining Access:** The throne room has been magically sealed by Clan Runeforge to prevent further structural damage. Gaining entry requires either:

- Official permission from four of the seven clans (difficult due to politics)
- Master Artificer Vera's personal approval (requires earning her trust)
- Magical dispelling of the barriers (risky and considered disrespectful)
- Secret entrance known only to the royal family (requires High King's trust)

**The Scene of Destruction:** *The great throne room lies in ruins. The massive stone throne, carved from a single block of granite, has cracked down the middle. Scattered across the floor are fragments of precious metal and shattered gems—the remains of the legendary Crown of Mountain Kings. Deep gouges in the stone walls suggest tremendous force was unleashed here. Most disturbing of all, the chamber's structural supports show stress fractures that seem to pulse with each tremor that shakes the mountain.*

### **Investigation Results:**

*Investigation DC 15:*

- The destruction pattern suggests the crown exploded from within rather than being struck by external force
- Seven distinct types of gem fragments are scattered about—one for each clan's sacred stone
- Scorch marks on the floor form a pattern resembling ancient dwarven runes

*Arcana DC 18:*

- The crown's destruction released a massive amount of stored magical energy
- Residual magic suggests transmutation and divination effects were involved
- The rune pattern is part of a spell designed to reveal hidden truths

*History DC 16:*

- The throne room has been the site of clan disputes before, but never violence of this magnitude
- The crown was created as a binding artifact to unite the clans and stabilize the mountain
- Ancient texts speak of the crown's power being tied to the "Seven Sacred Truths" of dwarven unity

### **Witness Interviews:**

**High King Thorek Ironforge** (if party gains his trust):

- AC 18 (Plate), HP 117, Speed 25 ft.

- **Appearance:** Elderly dwarf with iron-gray beard, bearing the weight of leadership heavily. Without his crown, he seems diminished.
- **Manner:** Weary but determined, speaks carefully as he trusts no one completely.

*"The crown has been passed down for ninety-three generations. Never once has it failed to keep peace between the clans. But three weeks ago, during the Harvest Council, old grievances erupted into accusations. Clan Stormhammer accused Clan Goldbeard of hiding wealth. Clan Ironfoot blamed Clan Runeforge for magical experiments causing mining instabilities. As the accusations flew, I tried to invoke the crown's power to restore calm... and it simply shattered. The very thing meant to unite us was destroyed by our division."*

**Thane Daina Ironforge** (Present during the incident): *"I've never seen Uncle Thorek look so shocked. He raised the crown to speak the Ritual of Unity—something he's done hundreds of times—and it just... exploded. The blast threw everyone to the ground. When we stood up, each clan representative was clutching a fragment. Instead of trying to piece it back together, they immediately started arguing about who would hold which piece."*

**Master Artificer Vera Runeforge** (Magical Expert): *"The crown wasn't just broken—it was actively rejected by the kingdom itself. My analysis suggests the crown's magic was tied to the genuine unity of the clans. When that unity was completely lost, the artifact could no longer function. Simply reassembling the physical pieces won't restore its power. The clans must genuinely reunite, or the magic will remain dead."*

## Chapter 4: The Seven Sacred Gems

### Understanding the Quest

**The Nature of the Gems:** Each of the seven gems represents one of the core virtues that founded the dwarven kingdom: Honor, Courage, Wisdom, Industry, Loyalty, Faith, and Unity. The gems were scattered when the crown shattered, with each clan seizing the fragment that resonated most with their traditional role.

**The Magical Connection:** The gems are not just valuable stones—they're repositories of clan memories, traditions, and the sworn oaths that built the kingdom. Recovering them requires more than theft or force; the party must prove worthy of each virtue and gain the genuine consent of the clan guardians.

### Gem 1: The Ruby of Honor (Clan Stormhammer)

**Location:** Hidden in the Champion's Arena beneath the Warrior's District

**Guardian Challenge:** General Grimjaw Stormhammer challenges the party to prove their honor through combat and moral choices.

**The Trial:** The party must face three challenges:

1. **Single Combat:** One party member must face a chosen champion in fair combat
2. **Moral Dilemma:** When given the chance to win through dishonorable means, they must choose the harder path
3. **Leadership Test:** They must command a squad of dwarven warriors in a mock battle, putting the soldiers' safety above victory

### **General Grimjaw Stormhammer (Clan Champion)**

- AC 20 (Plate +1), HP 165, Speed 25 ft.
- **Abilities:** Legendary fighter with tactical genius
- **Manner:** Gruff but fair, respects strength and honor above all
- **Tests:** Doesn't seek to kill but to measure character

**Key Dialogue:** *"Honor isn't just about following rules—it's about doing what's right when no one's watching and when the cost is high. Show me you understand the difference between victory and honor, and the Ruby will be yours."*

### **Success Conditions:**

- Win the combat trial through skill, not cheating
- Choose honor over easy victory in the moral test
- Protect the soldiers under command even at tactical disadvantage
- Gain Grimjaw's respect through consistent honorable behavior

### **Gem 2: The Sapphire of Courage (Clan Deepward)**

**Location:** The Deep Tunnels, guarded by Scout-Captain Mira Deepward

**Guardian Challenge:** The party must venture into the dangerous unexplored depths to confront the stirring ancient threats.

**The Trial:** Deep beneath the kingdom, something ancient has awakened. The party must:

1. **Navigate the Maze:** Find their way through twisting passages filled with traps and illusions
2. **Face the Shadow:** Confront a manifestation of the kingdom's greatest fears
3. **Make the Sacrifice:** Risk themselves to protect the scouts under Mira's command

### **Scout-Captain Mira Deepward (Clan Guardian)**

- AC 17 (Studded Leather +2), HP 78, Speed 40 ft.
- **Abilities:** Master tracker and survivalist with intimate knowledge of the deep tunnels
- **Manner:** Cautious but brave, protective of her scouts
- **Specialty:** Can guide the party but won't fight their battles for them



**The Deep Threat:** Ancient shadows have begun stirring—remnants of creatures that were sealed away when the kingdom was founded. Without the crown's protection, these seals weaken daily.

**Encounter: Shadow of Ancient Fear (CR 8)**

- Incorporeal undead that feeds on courage and hope
- Manifests the party's greatest fears as illusory enemies
- Can only be defeated by acting courageously despite overwhelming fear

**Success Conditions:**

- Navigate the deep tunnels without abandoning the mission
- Protect Mira's scouts from the ancient threat
- Defeat the Shadow through acts of genuine courage, not just combat prowess
- Prove the party won't flee when the kingdom needs defenders

**Gem 3: The Emerald of Wisdom (Clan Oathkeeper)**

**Location:** The Ancient Archives beneath the Temple District

**Guardian Challenge:** High Priest Borin Oathkeeper requires the party to solve an ancient puzzle that tests understanding of dwarven history and tradition.

**The Trial:** The party must navigate three chambers representing Past, Present, and Future:

1. **Chamber of Memory:** Correctly interpret historical events to understand their lessons
2. **Chamber of Understanding:** Solve the current crisis through wisdom rather than force
3. **Chamber of Foresight:** Demonstrate understanding of the consequences of their actions

**High Priest Borin Oathkeeper (Clan Spiritual Leader)**

- AC 15 (Chain Mail), HP 58, Speed 25 ft.
- **Abilities:** Divine spellcaster with extensive historical knowledge
- **Manner:** Patient teacher who values thoughtful answers over quick ones
- **Tests:** Challenges understanding, not just memory

**The Ancient Puzzle:** A complex riddle involving the kingdom's founding that requires understanding why the seven clans united originally and how those lessons apply to current problems.

**Chamber Challenges:**

- **Past:** Identify which historical decisions led to prosperity and which to conflict
- **Present:** Propose solutions to clan disputes that address root causes, not just symptoms
- **Future:** Predict consequences of different approaches to restoring the crown

### **Success Conditions:**

- Demonstrate genuine understanding of dwarven values and history
- Propose wise solutions to current political problems
- Show consideration for long-term consequences of actions
- Earn Borin's respect as someone worthy of ancient wisdom

### **Gem 4: The Topaz of Industry (Clan Ironfoot)**

**Location:** The deepest active mine, where Foreman Torin Ironfoot continues working despite increasing dangers

**Guardian Challenge:** The party must help solve the mining crisis while demonstrating the virtue of honest hard work.

**The Trial:** The party must:

1. **Restore Production:** Help repair damaged mining equipment and collapsed tunnels
2. **Ensure Safety:** Implement solutions that protect workers rather than just increasing output
3. **Prove Dedication:** Work alongside the miners for a full shift, showing commitment to shared labor

### **Foreman Torin Ironfoot (Clan Work Leader)**

- AC 16 (Chain Mail), HP 95, Speed 25 ft.
- **Abilities:** Master engineer and miner with encyclopedic knowledge of the mountain's geology
- **Manner:** Practical and hardworking, judges people by their actions rather than words
- **Values:** Honest work, safety of workers, and sustainable practices

**The Mining Crisis:** Without the crown's stabilizing influence, the mountain's geological structure has become unstable. Mine shafts collapse unpredictably, and strange creatures emerge from newly opened fissures.

### **Challenges:**

- **Engineering Problem:** Design support structures for unstable tunnels
- **Resource Management:** Efficiently distribute limited supplies to maximize safety and productivity
- **Leadership:** Coordinate teams of miners in dangerous rescue operations

### **Encounters:**

- **Earth Elementals:** Awakened by geological instability (2d4 **Earth Elementals**)
- **Cave-ins:** Environmental hazards requiring quick thinking and teamwork

- **Gas Pockets:** Toxic fumes that require proper ventilation and safety procedures

#### **Success Conditions:**

- Demonstrate genuine commitment to hard work through physical labor
- Solve practical problems through industry and perseverance
- Put worker safety above productivity or glory
- Earn the respect of the mining crews through shared effort

#### **Gem 5: The Diamond of Loyalty (Clan Goldbeard)**

**Location:** The secure vault beneath the counting house, protected by Trade-Master Nali Goldbeard

**Guardian Challenge:** The party must prove their loyalty can't be bought and that they understand the difference between wealth and greed.

**The Trial:** The party faces three tests of loyalty:

1. **Temptation:** Offered vast wealth to abandon their quest
2. **Trust:** Must demonstrate loyalty to allies even when it costs them personally
3. **Service:** Show loyalty to the kingdom's wellbeing over personal gain

#### **Trade-Master Nali Goldbeard (Clan Economic Leader)**

- AC 14 (Studded Leather), HP 52, Speed 30 ft.
- **Abilities:** Master negotiator and economist with vast trade networks
- **Manner:** Shrewd businesswoman who understands the real value of loyalty
- **Tests:** Uses wealth and opportunity to test true motivations

#### **The Loyalty Tests:**

- **Wealth Temptation:** Offered enough gold to live comfortably forever in exchange for abandoning the quest
- **Ally Betrayal:** Given the opportunity to gain advantage by betraying party members' secrets
- **Kingdom Service:** Must choose between personal benefit and the kingdom's economic recovery

**Economic Warfare:** Clan Goldbeard's rivals attempt to sabotage the trial by offering competing deals and spreading misinformation about the party's motives.

#### **Social Encounters:**

- **Merchant Negotiation:** Complex trade deals that test integrity

- **Economic Puzzle:** Solving the kingdom's financial crisis through loyal service rather than profit
- **Trust Building:** Proving worthy of the clan's financial secrets and resources

#### **Success Conditions:**

- Resist all attempts at bribery and corruption
- Demonstrate loyalty to allies and quest over personal gain
- Propose economic solutions that benefit the entire kingdom
- Prove understanding that true loyalty can't be purchased

#### **Gem 6: The Amethyst of Faith (Clan Runeforge)**

**Location:** The Runic Circle, where Master Artificer Vera Runeforge guards the gem while researching the crown's restoration

**Guardian Challenge:** The party must demonstrate faith in the kingdom's future and the possibility of restoration despite overwhelming odds.

**The Trial:** Three tests of faith:

1. **Belief:** Maintain faith in the mission's success despite mounting evidence of failure
2. **Trust:** Have faith in the abilities and intentions of others, particularly former enemies
3. **Hope:** Demonstrate that restoration is possible even when the situation seems hopeless

#### **Master Artificer Vera Runeforge (Clan Magical Leader)**

- AC 17 (Mage Armor), HP 99, Speed 30 ft.
- **Abilities:** Powerful artificer and enchanter specializing in binding magic
- **Manner:** Intellectual but passionate about her craft and the kingdom's survival
- **Tests:** Challenges faith through apparently impossible magical problems

**The Magical Trials:** The party must work with Vera to attempt preliminary crown restoration rituals that seem destined to fail, testing their faith in ultimate success.

#### **Challenges:**

- **Impossible Magic:** Attempting to channel power through broken artifacts
- **Faith Healing:** Helping Vera overcome her own doubts about the restoration
- **Future Vision:** Using magical means to see possible futures and maintaining faith in positive outcomes

#### **Magical Encounters:**

- **Animated Constructs:** Testing magical defenses (*2 Shield Guardians*)
- **Planar Rifts:** Unstable magic tears holes in reality (*1d4 Air Elementals* emerge)

- **Memory Echoes:** Magical manifestations of past failures and successes

**Success Conditions:**

- Maintain faith in the mission despite apparent impossibilities
- Trust Vera's magical expertise and methods
- Demonstrate belief that the kingdom can be restored
- Show faith in the fundamental goodness of the dwarven people

**Gem 7: The Opal of Unity (Clan Ironforge)**

**Location:** The High King's private chambers, where he has locked it away in despair

**Guardian Challenge:** High King Thorek himself, who must be convinced that unity is still possible after everything that has happened.

**The Trial:** The ultimate test—convincing a broken king that his people can be whole again:

1. **Redemption:** Help the High King overcome his guilt and despair
2. **Reconciliation:** Facilitate genuine forgiveness between feuding clans
3. **Renewal:** Demonstrate that unity can be stronger after being tested

**High King Thorek Ironforge (Royal Guardian)**

- AC 18 (Plate), HP 117, Speed 25 ft.
- **Abilities:** Legendary ruler whose faith in his people has been shattered
- **Manner:** Deeply depressed but still caring, needs to rediscover hope
- **Challenge:** Not combat but emotional healing and renewed purpose

**The Unity Challenge:** The party must bring representatives of all seven clans together in the same room and facilitate genuine reconciliation—something that hasn't happened since the crown's destruction.

**Political Encounters:**

- **Mediation Sessions:** Helping clans resolve deep-seated grievances
- **Trust Exercises:** Rebuilding bonds between former allies
- **Shared Purpose:** Uniting clans against common threats from the deep

**The Restoration Ceremony:** Once all seven gems are recovered and the clans genuinely reconciled, the party participates in the crown's restoration—a magical ritual requiring all clans to reaffirm their unity.

**Success Conditions:**

- Help the High King overcome despair and guilt

- Facilitate genuine reconciliation between all seven clans
- Demonstrate that unity is stronger for having been tested
- Successfully restore both crown and kingdom

## Chapter 5: The Ancient Threat

### What Stirs Beneath

**The Deep Dwellers:** While the party pursues the crown gems, the ancient threat that was sealed beneath the kingdom grows stronger. Without the crown's binding power, barriers that have held for millennia begin to crack.

**The Duergar Exile - Malachar the Forsworn** An ancient duergar who was exiled from the kingdom centuries ago for practicing forbidden magic. He has spent generations in the deepest tunnels, growing in power and hatred. The crown's destruction is his opportunity for revenge.

### Malachar's Forces:

- **Corrupted Dwarves:** Citizens driven mad by exposure to his dark influence
- **Shadow Constructs:** Golems powered by negative energy rather than traditional magic
- **Deep Horrors:** Aberrations that have never seen the light of forges or sun
- **Broken Earthen:** Earth elementals twisted by centuries of dark magic

**The Weakening Seals:** Ancient barriers throughout the deep tunnels begin failing:

- **The Iron Gates:** Massive barriers blocking the deepest passages
- **Ward Stones:** Magical sentinels that have stood guard for centuries
- **Sacred Forges:** Divine fires that kept evil at bay
- **Ancestor Tombs:** Burial sites of ancient kings whose spirits protected the realm

### Escalating Encounters

**Early Signs** (While party seeks gems):

- Strange tremors shake the kingdom at regular intervals
- Miners report voices calling from unexplored tunnels
- Ancient texts spontaneously combust in the archives
- Forged weapons develop mysterious flaws and breakages

**Direct Threats** (As seals weaken):

- **Corruption Spreads:** 1d4 **Corrupted Dwarves** attack mining crews
- **Shadow Infiltration:** **Shadow Demons** manifest in poorly lit areas
- **Structural Collapse:** Tunnels collapse as ancient supports fail
- **Possession Attempts:** NPCs make saves against domination effects

**Open Warfare** (If crown restoration is delayed):

- **Malachar's Army:** Full assault on the deep levels
- **Possessed Citizens:** Mass enchantment effects throughout the kingdom
- **Planar Rifts:** Tears in reality allowing aberrations to enter
- **Infrastructure Failure:** Complete breakdown of magical systems

## **Chapter 6: The Crown Restoration**

### **Preparing for the Ritual**

#### **Requirements for Success:**

1. All seven gems must be recovered with clan consent
2. Representatives of each clan must genuinely forgive past grievances
3. The party must prove worthy as neutral arbiters of dwarven unity
4. Ancient magical procedures must be followed precisely
5. The ritual must be completed before Malachar's forces breach the upper levels

**The Restoration Chamber:** Deep beneath the Royal Quarter lies the original forging chamber where the crown was created. This sacred space has remained sealed since the kingdom's founding, waiting for a time when restoration might be necessary.

**Chamber Description:** *A circular chamber carved from living bedrock, its walls inscribed with the founding oaths of the seven clans in ancient runic script. At the center stands the Anvil of Unity—a massive block of star-metal that fell from the heavens at the kingdom's founding. Seven channels carved into the floor lead from the walls to the anvil, designed to channel the magical power of each clan's sacred gem. The air itself thrums with ancient power, and the very stones seem to remember the hope and determination of the kingdom's founders.*

#### **Magical Requirements:**

- Each gem must be placed by a willing representative of its clan
- The original forging hammers must be wielded by masters of their craft
- Ancient words of binding must be spoken in perfect unison
- The party must serve as witnesses and guardians of the unity being restored

### **The Restoration Ritual**

**Phase 1: Consecration** Each clan representative places their gem in the appropriate channel while reciting their clan's founding oath. The gems begin to glow with inner fire, and the ancient runes on the walls respond with answering light.

#### **Magical Effects:**

- Temperature in the chamber rises as if forges have been lit

- Ancient voices whisper encouragement in Old Dwarvish
- The mountain itself seems to settle more firmly, tremors ceasing
- Structural damage throughout the kingdom begins to heal

**Phase 2: Forging** Using hammers blessed by each clan's traditions, master smiths begin reshaping the crown while magical energy flows through the gem channels. This requires perfect coordination and timing.

#### **Skill Challenges:**

- **Smithing** (Strength + Smith's Tools): Shape the crown's physical form
- **Arcana** (Intelligence): Direct magical energy through proper channels
- **History** (Intelligence): Recite the ancient words of binding
- **Performance** (Charisma): Coordinate the ritual's timing

**Phase 3: Unity** The most critical moment—representatives of all seven clans must simultaneously declare their renewed unity while the party facilitates genuine reconciliation.

#### **Reconciliation Challenges:**

- **Clan Stormhammer and Ironforge:** Military strength serving royal wisdom
- **Clan Goldbeard and Ironfoot:** Wealth supporting honest labor
- **Clan Runeforge and Oathkeeper:** Innovation respecting tradition
- **All Clans:** Accepting party as honorary members of the kingdom

#### **The Intervention**

**Malachar's Last Strike:** Just as the ritual reaches its climax, Malachar and his forces launch their final assault on the restoration chamber. The party must defend the ritual while the clans complete the crown's restoration.

#### **The Battle in the Chamber:**

- **Environmental Protection:** Keep the gems and ritual components safe
- **Defender Coordination:** Work with clan warriors to repel invaders
- **Magical Disruption:** Prevent Malachar from corrupting the restoration magic
- **Time Pressure:** Complete the ritual before the chamber is overrun

#### **Malachar the Forsworn (Final Boss)**

- AC 19 (Natural Armor), HP 200, Speed 30 ft., burrow 30 ft.
- **Legendary Actions:** 3 per turn
- **Corruption Aura:** All creatures within 30 feet make saves against fear and despair
- **Shatter Stone:** Can cause structural collapses as legendary actions
- **Mind Control:** Attempt to dominate clan representatives and break the ritual



## **Victory Conditions:**

- Protect the ritual participants long enough to complete the restoration
- Defeat or drive off Malachar before he can shatter the gems again
- Maintain clan unity even under supernatural pressure
- Successfully complete all phases of the restoration ritual

## **Chapter 7: Detailed NPC Interactions**

### **Extended Clan Leader Dialogues**

#### **High King Thorek Ironforge - Deeper Conversations**

*Initial Meeting (if party gains private audience): "Three thousand years this crown has kept peace between the clans. Ninety-three kings have worn it, and each time it has reminded us that we are stronger united than divided. But perhaps... perhaps we had forgotten that unity must be chosen, not just inherited. The crown's magic was never the source of our strength—it was merely the symbol of what we chose to build together."*

*When Asked About the Destruction: "I have ruled for thirty-seven years, and never once has the Ritual of Unity failed to calm clan disputes. But that day... the accusations were so bitter, the mistrust so deep. When I tried to invoke the crown's power, I felt something break inside me first. Perhaps the crown merely reflected what had already shattered—our faith in each other."*

*If Party Suggests the Crown Can Be Restored: "You speak of restoration as if broken trust can be mended like a cracked stone. But trust, young ones, is not forged of metal and gem. It is built through deed and word, choice and sacrifice. If the crown is to be whole again, then we must first remember how to be whole ourselves."*

*When Offering His Support: "I will give you what aid I can, but know this—I cannot command the clans to cooperate. That authority died with the crown. Each clan must choose to trust you, just as they must choose to trust each other again. Prove to them that unity is still possible, and they will follow. Fail, and the kingdom dies with you."*

#### **General Grimjaw Stormhammer - Military Perspectives**

*On the Current Crisis: "A kingdom divided is a kingdom conquered. While we argue about gems and ceremonies, ancient enemies stir in the depths. Every day we delay makes us weaker. Sometimes I think it would be better to name a new king by right of strength and be done with it."*

*When Challenged About Honor: "Honor? You want to speak to me about honor? I have served this kingdom for forty years, bled for it, lost friends defending it. Don't lecture me about honor when politicians play games while soldiers die in the deep tunnels."*

*If Party Proves Their Worth: "Perhaps... perhaps I have been thinking like a general when I should think like a dwarf. The kingdom was not built by conquest but by cooperation. If you can*

*remind the other clans of that truth, then maybe there is hope yet. But mark my words—if this fails, I will do what I must to protect our people."*

*Offering the Ruby of Honor: "You have shown me that strength and wisdom need not be enemies. Take the Ruby—may it remind you that true honor serves something greater than itself. When the crown is whole, remember that its power comes not from magic, but from the courage to do what is right."*

## **Trade-Master Nali Goldbeard - Economic Realities**

*On the Kingdom's Financial State: "Unity isn't just about feeling good about each other—it's about practical cooperation. Our trade routes rely on coordinated security. Our currency depends on unified backing. Our prosperity requires trust between partners. The crown's destruction has cost us three major trade deals already."*

*When Discussing the Missing Gems: "Every day this crisis continues, our credibility with outside partners decreases. Other kingdoms are already questioning whether Khaz Ankor will honor its agreements. I'm not being greedy—I'm being realistic about what it takes to keep a kingdom functioning."*

*Testing the Party's Understanding: "Tell me, surface-dwellers, what is the difference between wealth and greed? Between prosperity and selfishness? If you cannot answer that, then you cannot understand what the Diamond of Loyalty truly represents."*

*If Party Shows Genuine Understanding: "You surprise me. Most outsiders see only the gold, not the relationships it represents. Wealth means nothing without trust, and trust means nothing without loyalty. Take the Diamond—may it teach you that the greatest treasures cannot be bought, only earned."*

## **Supporting Characters**

### **Master Smith Durin Ironforge (High King's Brother)**

- AC 16 (Chain Mail), HP 84, Speed 25 ft.
- **Appearance:** Broad-shouldered dwarf in his sixties, arms scarred from decades at the forge, beard singed from constant flame exposure.
- **Manner:** Practical, speaks in metaphors drawn from smithing, values craftsmanship above politics.

*On the Crown's Creation: "My great-great-grandfather helped forge the original crown. The process took seven months, with each clan contributing not just their gem, but their blood, sweat, and tears. It wasn't just metalwork—it was a binding of souls. That's why it can't simply be melted down and recast. The spiritual component must be rebuilt first."*

*Technical Expertise: "The crown's restoration will require more than replacing the gems. The star-metal itself has been stressed by the magical explosion. We'll need to retemper the entire*

*structure while maintaining the original enchantments. It's like rebuilding a living heart while it's still beating."*

### **Scout Lieutenant Kira Deepward (Mira's Daughter)**

- AC 15 (Studded Leather), HP 52, Speed 35 ft.
- **Appearance:** Young dwarf with keen eyes, practical gear, multiple maps and survival tools.
- **Manner:** Energetic, optimistic despite dangerous circumstances, proud of family tradition.

*On the Deep Threats: "The old scouts told stories about things sealed away in the founding days. We always thought they were just tales to keep apprentices from wandering too far. But now... now we hear them moving down there. Whatever's coming up from the deep, it's been waiting a very long time."*

*Offering to Guide the Party: "Mother says you'll need a guide for the deep tunnels. I know paths that haven't been mapped, ways to avoid the unstable areas. But I won't lie to you—it's dangerous down there even on good days. With the seals weakening, it might be suicide. Are you sure about this?"*

### **Apprentice Artificer Dain Runeforge (Vera's Student)**

- AC 13 (Mage Armor), HP 27, Speed 30 ft.
- **Appearance:** Young dwarf with ink-stained fingers, magnifying spectacles, constantly taking notes.
- **Manner:** Intellectually curious, excited by magical problems, slightly overwhelmed by current crisis.

*On the Crown's Magic: "Master Vera has been studying the crown fragments for weeks. The interesting thing is that each gem seems to resonate with specific emotional states. When clan representatives are nearby, their gem glows brighter. It's as if the crown was designed to reflect the spiritual health of the kingdom itself."*

*Magical Research Support: "I've been cataloging every magical anomaly since the crown's destruction. Pattern analysis suggests the effects are accelerating. If my calculations are correct, we have perhaps two weeks before the containment failures become irreversible."*

## **Chapter 8: Extended Location Descriptions**

### **The Royal Quarter - Hidden Secrets**

**The Hall of Kings** A vast chamber containing statues of all ninety-three dwarven kings, carved from different types of stone to represent their individual achievements. Each statue holds items representing their greatest accomplishments.

### *Hidden Elements:*

- **Secret Passage** (Investigation DC 18): Behind the statue of the first king lies a passage to the original forging chamber
- **Royal Archives** (History DC 16): Each statue's base contains historical records of that king's reign
- **Spiritual Echoes** (Religion DC 15): The statues sometimes whisper advice to those who listen respectfully

**The King's Private Study** High King Thorek's personal workspace, filled with maps, reports, and increasingly desperate correspondence with other rulers.

### *Investigation Opportunities:*

- **Diplomatic Correspondence:** Letters from other kingdoms expressing concern about Khaz Ankor's stability
- **Military Reports:** Detailed accounts of the increasing threats from the deep tunnels
- **Personal Journal:** Thorek's private thoughts about his failure and hopes for restoration
- **Emergency Plans:** Contingency strategies for evacuating the kingdom if restoration fails

## **The Great Forge - Industrial Heart**

**The Eternal Forge** A massive furnace that has burned continuously for three thousand years, fed by a mysterious fuel source and tended by master smiths in rotating shifts.

*Forge Description: The Eternal Forge dominates the chamber like a living mountain of fire and metal. Its flames dance in colors that have no names, fed by channels carved deep into the mountain's heart. The heat is not merely physical—it warms the soul and inspires the hands of all who work nearby. Ancient runes carved into the forge's surface glow with each heartbeat of the flames, and the rhythm of hammers on anvils provides a constant counterpoint to the fire's roar.*

### *Magical Properties:*

- Items forged here gain minor magical properties (GM's discretion)
- The forge's health reflects the kingdom's spiritual state
- Master smiths can glimpse visions of the past and future in the flames
- The fire will only accept offerings from those with pure intentions

**The Master's Workshop** Where legendary artifacts are created by the kingdom's greatest craftsmen, including the tools needed for the crown's restoration.

### *Workshop Contents:*

- **The Seven Hammers:** Sacred tools used in the crown's original creation
- **Star-Metal Reserves:** Rare materials required for royal artifacts

- **Enchantment Circles:** Permanent magical installations for imbuing items with power
- **Master's Library:** Technical manuals and magical formulae for legendary crafting

## **The Deep Mines - Source of Wealth and Danger**

**The Crystal Caverns** Natural formations of magical crystals that provide both light and power for the kingdom's enchantments.

*Cavern Description: Massive geodes burst from the cave walls like frozen flowers, their crystal petals refracting light into rainbow cascades. Some crystals hum with barely contained magical energy, while others pulse in rhythm with the mountain's heartbeat. The caverns extend beyond sight, their depths unexplored and possibly infinite. Since the crown's destruction, some crystals have begun resonating with disturbing frequencies, and dark veins have appeared in previously pure formations.*

*Current Dangers:*

- **Unstable Crystals:** Random magical surges that create hazardous conditions
- **Crystal Corruption:** Dark energy spreading through the formations
- **Resonance Tremors:** Sound waves that can cause structural collapse
- **Emerging Creatures:** Things awakening in the deep crystal formations

**The Abandoned Sections** Old mining areas sealed due to dangers or depletion, now showing signs of renewed activity from unknown sources.

*Investigation Results:*

- **Strange Sounds:** Rhythmic tapping that doesn't match mining patterns
- **Fresh Air Currents:** Suggesting new passages have been opened
- **Tool Marks:** Recent excavation work in supposedly abandoned areas
- **Magical Residue:** Evidence of spellcasting in areas where magic should be impossible

## **Chapter 9: Combat Encounters and Tactical Scenarios**

### **Encounter: The Mining Crisis**

**Setup:** While recovering the Topaz of Industry, the party must help resolve an emergency in the deep mines.

**The Crisis:** A major tunnel collapse has trapped a dozen miners, and rescue efforts are complicated by unstable magical energies and emerging creatures.

**Environmental Challenges:**

- **Structural Instability:** Movement and loud noises risk causing additional collapses
- **Magical Interference:** Spellcasting has unpredictable effects near unstable crystals

- **Limited Oxygen:** Time pressure increases as air quality in trapped areas decreases
- **Difficult Terrain:** Rubble, flooded sections, and narrow passages impede movement

#### **Creatures Encountered:**

- **2 Earth Elementals:** Awakened by the geological disturbance
- **1d4 Mephits (Dust):** Emerging from damaged crystal formations
- **Environmental Hazards:** Gas pockets, unstable crystals, potential cave-ins

#### **Rescue Objectives:**

- Extract trapped miners without causing additional collapses
- Stabilize the tunnel system to prevent future accidents
- Investigate the cause of the increased instability
- Demonstrate the virtue of Industry through practical problem-solving

#### **Success Conditions:**

- Save at least 10 of 12 trapped miners
- Solve the underlying geological problems
- Work alongside clan Ironfoot members as equals
- Show that industry means more than just production—it means caring for workers

#### **Encounter: The Shadow Incursion**

**Setup:** During the quest for the Sapphire of Courage, ancient shadows begin manifesting in the deep tunnels.

**The Threat:** Malachar's influence has weakened ancient seals, allowing shadow creatures to emerge from areas that have been forbidden since the kingdom's founding.

#### **Shadow Encounters:**

- **4 Shadow Demons:** Incorporeal threats that possess mining equipment
- **1 Shadow Dragon Wyrmling:** Ancient guardian turned malevolent
- **Shadow Swarms:** Hundreds of tiny shadows that attack in coordinated waves

#### **Environmental Features:**

- **Darkness Zones:** Areas where light sources are supernaturally dimmed
- **Possession Hazards:** Unattended equipment becomes hostile
- **Terror Effects:** Psychological pressure that builds throughout the encounter
- **Seal Fragments:** Broken magical barriers that still provide some protection

#### **Tactical Considerations:**

- Shadows are vulnerable to light-based attacks and radiant damage
- Staying together provides protection against possession attempts
- Some areas offer sanctuary but limit movement options
- Scout-Captain Mira provides tactical support but cannot fight the shadows directly

### **Encounter: The Forging Battle**

**Setup:** During the crown restoration ritual, Malachar's forces assault the restoration chamber.

**The Battle:** A multi-phase encounter where the party must protect the ritual while fighting increasingly dangerous enemies.

#### **Phase 1: Corrupted Guards (Rounds 1-3)**

- **6 Corrupted Dwarves:** Former guards driven mad by Malachar's influence
- **Objective:** Protect the clan representatives as they begin the ritual
- **Complications:** Attacks on gem channels disrupt the restoration magic

#### **Phase 2: Shadow Constructs (Rounds 4-6)**

- **3 Shadow Golems:** Constructs powered by negative energy
- **Objective:** Maintain the magical flows while fighting incorporeal enemies
- **Complications:** Golems attempt to possess the ritual hammers

#### **Phase 3: Malachar Himself (Rounds 7-12)**

- **Malachar the Forsworn:** Ancient duergar sorcerer seeking revenge
- **Objective:** Defeat Malachar while completing the restoration
- **Complications:** Malachar's presence corrupts the ritual magic

#### **Environmental Features:**

- **Gem Channels:** Must be protected from damage or the ritual fails
- **Anvil of Unity:** Provides cover but also serves as ritual focus
- **Runic Walls:** Can be activated to provide magical support
- **Forge Fire:** Deals extra damage to shadow creatures

## **Chapter 10: Multiple Endings and Long-term Consequences**

### **Ending 1: Complete Restoration**

**Requirements:** All gems recovered with clan consent, genuine reconciliation achieved, ritual completed successfully, Malachar defeated.

**Resolution:** The *Khaz'gol* is restored with even greater power than before, as it now embodies not just inherited unity but chosen reconciliation. The kingdom emerges stronger from its trial, with the clans more united than they have been in generations.

**Rewards:** 1000 gp each, permanent citizenship in Khaz Ankor, honorary membership in chosen clan, access to dwarven crafting secrets, ongoing trade relationships.

**Long-term Impact:** Khaz Ankor becomes a powerful ally. The party gains access to dwarven military support, magical items, and political influence. The kingdom serves as a safe haven and resource base for future adventures.

## **Ending 2: Partial Success**

**Requirements:** Crown restored but some gems obtained through force, or reconciliation incomplete, or significant casualties during restoration.

**Resolution:** The crown functions but lacks its full power. The kingdom survives but remains internally divided. Some clans harbor resentment about the methods used, creating ongoing political tensions.

**Rewards:** 750 gp each, limited citizenship, access to some clan resources, mixed reputation within the kingdom.

**Long-term Impact:** Sets up future adventures involving internal dwarven politics. Some clans become allies while others remain suspicious. The party has a complicated relationship with the kingdom.

## **Ending 3: The New Alliance**

**Requirements:** Crown cannot be fully restored, but party facilitates new form of unity based on cooperation rather than magical binding.

**Resolution:** The seven clans form a new confederacy based on mutual respect and shared purpose rather than magical compulsion. The crown becomes a symbol rather than a magical artifact, but the unity is arguably more genuine.

**Rewards:** 800 gp each, recognition as founders of the new order, political influence in the reformed government.

**Long-term Impact:** Khaz Ankor becomes more democratic and outward-looking. The party gains significant political influence and helps shape the kingdom's future development.

## **Ending 4: The Deep Compact**

**Requirements:** Malachar is defeated but not destroyed, leading to a negotiated settlement.



**Resolution:** The ancient duergar agrees to return to his exile in exchange for recognition of his legitimate grievances. The kingdom acknowledges past wrongs and establishes new protocols for justice and inclusion.

**Rewards:** 600 gp each, plus unique magical items crafted by Malachar as part of the peace agreement.

**Long-term Impact:** The kingdom gains access to ancient magical knowledge but must deal with ongoing political complications. Some citizens oppose the settlement with their former enemy.

## **Ending 5: The Emergency Exodus**

**Requirements:** Party fails to restore the crown or defeat Malachar in time.

**Resolution:** The kingdom must be evacuated as the ancient seals fail completely. The party leads a massive refugee operation, helping the dwarves establish new settlements on the surface or in allied kingdoms.

**Consequences:** Khaz Ankor is lost, but its people survive. The party becomes instrumental in preserving dwarven culture and helping establish new communities.

**Long-term Impact:** Creates a campaign focused on refugee assistance, cultural preservation, and eventually reclaiming the lost kingdom.

## **Chapter 11: Extended Cultural Details**

### **Dwarven Society and Customs**

**Daily Life in Khaz Ankor:** The kingdom operates on shifts rather than day/night cycles, as underground there is no natural sunlight. The Great Bell marks the beginning and end of work periods, and its tolling can be heard throughout all seven levels.

### **Cultural Traditions:**

- **The Hammer Greeting:** Dwarves greet each other by striking their right fist against their left palm
- **Forge Blessings:** All important business begins with invoking the blessing of the Eternal Forge
- **Clan Honors:** Each dwarf wears symbols indicating their clan, family line, and professional achievements
- **Ancestor Respect:** Major decisions are made after consulting carved ancestor stones

**Religious Practices:** Dwarves worship their ancestors and the Mountain itself as a living entity. The crown serves not just as a political symbol but as a religious artifact connecting the living to their honored dead.

**Economic System:** The kingdom operates on a combination of clan obligations and market economics. Basic needs are provided through clan membership, while luxury goods and special services are purchased with coin.

## **Architectural Marvels**

**Construction Techniques:** Dwarven architecture emphasizes permanence and beauty. Every surface is carved with meaningful designs, and structural elements are both functional and artistic.

### **Magical Infrastructure:**

- **Crystal Lighting:** Magical crystals provide illumination throughout the kingdom
- **Ventilation Systems:** Enchanted airways circulate fresh air to all levels
- **Water Management:** Sophisticated aqueducts and pumping systems
- **Transportation:** Mechanical elevators and moving walkways for heavy cargo

### **Defensive Features:**

- **Chokepoints:** Easily defended passages between levels
- **Hidden Passages:** Secret routes known only to clan leaders
- **Magical Barriers:** Enchanted barriers that can seal sections of the kingdom
- **Weapon Caches:** Emergency armories throughout the complex

## **Clan Relationships and Politics**

### **Traditional Alliances:**

- **Ironforge & Stormhammer:** Royal authority backed by military strength
- **Goldbeard & Runeforge:** Economic prosperity through magical innovation
- **Oathkeeper & Deepward:** Traditional wisdom guiding frontier exploration
- **Ironfoot:** Neutral clan that provides resources needed by all others

### **Historical Tensions:**

- Competition between old nobility (Ironforge) and new wealth (Goldbeard)
- Disagreements between military pragmatism (Stormhammer) and religious tradition (Oathkeeper)
- Conflicts between innovation (Runeforge) and conservation (traditional clans)
- Resource disputes between production (Ironfoot) and consumption (other clans)

**Marriage and Family:** Inter-clan marriages are common and politically significant. Children can choose their clan affiliation at coming of age, creating complex family dynamics.

## **Appendix A: Quick Reference Materials**

## **Clan Quick Reference**

### **Clan Ironforge (Royal)**

- Colors: Gold and Red
- Symbol: Crown
- Values: Leadership, Wisdom, Justice
- Current Leader: High King Thorek Ironforge
- Gem: Opal of Unity

### **Clan Stormhammer (Military)**

- Colors: Blue and Silver
- Symbol: Lightning Hammer
- Values: Courage, Honor, Strength
- Current Leader: General Grimjaw Stormhammer
- Gem: Ruby of Honor

### **Clan Goldbeard (Merchants)**

- Colors: Gold and Green
- Symbol: Scales and Coins
- Values: Prosperity, Loyalty, Fair Dealing
- Current Leader: Trade-Master Nali Goldbeard
- Gem: Diamond of Loyalty

### **Clan Ironfoot (Miners)**

- Colors: Black and Brown
- Symbol: Crossed Pick and Shovel
- Values: Industry, Perseverance, Honesty
- Current Leader: Foreman Torin Ironfoot
- Gem: Topaz of Industry

### **Clan Runeforge (Artificers)**

- Colors: Purple and Silver
- Symbol: Runic Hammer
- Values: Innovation, Knowledge, Faith
- Current Leader: Master Artificer Vera Runeforge
- Gem: Amethyst of Faith

### **Clan Oathkeeper (Priests)**

- Colors: White and Gold
- Symbol: Book and Mountain

- Values: Tradition, Wisdom, Remembrance
- Current Leader: High Priest Borin Oathkeeper
- Gem: Emerald of Wisdom

### **Clan Deepward (Scouts)**

- Colors: Gray and Blue
- Symbol: Eye in Tunnel
- Values: Vigilance, Courage, Exploration
- Current Leader: Scout-Captain Mira Deepward
- Gem: Sapphire of Courage

### **Investigation DC Guidelines**

- **Basic Information** (DC 10-12): Common knowledge, obvious clues
- **Detailed Discovery** (DC 13-15): Important connections, professional insights
- **Hidden Secrets** (DC 16-18): Well-guarded information, complex deductions
- **Ancient Mysteries** (DC 19-20): Legendary knowledge, perfect reasoning

### **Random Kingdom Events (Roll d12)**

1. Clan dispute erupts in public space, requiring mediation
2. Mining accident traps workers, needs immediate response
3. Ancient artifact discovered, sparking inter-clan competition
4. Structural collapse blocks major thoroughfare
5. Deep tremor shakes the kingdom, causing minor damage
6. Suspicious sounds heard from sealed areas
7. Clan celebration offers networking opportunities
8. Merchant caravan arrives with news from the surface
9. Religious ceremony provides cultural insight
10. Guild dispute affects services party needs
11. Young dwarves ask party to share surface world stories
12. Emergency clan council called to address crisis

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### **Adventure Credits**

- **Design:** Dwarven kingdom adventure emphasizing politics, culture, and unity
- **Estimated Play Time:** 10-14 hours across multiple sessions
- **Recommended Party Size:** 4-6 characters
- **Level Range:** 7-9 (scalable)

**DM's Notes:** This adventure emphasizes political intrigue, cultural immersion, and character development over pure combat. The seven gem quests should feel distinct and meaningful, each testing different aspects of character and party dynamics. Adjust the political complexity based

on your group's interest in roleplay and negotiation. Remember that dwarven culture values deeds over words—NPCs will judge the party by their actions more than their speeches. The restoration ritual should feel like a genuine climax where all the party's efforts come together in a meaningful conclusion.