

Underdark Adventure Log

... for a campaign set beneath the *Forgotten Realms*

October 1998-December 1999

The campaign starts in [Harkstone's Hold](#), near the [Trade Way](#) of the [Sword Coast Underdark](#), on Uktar the 5th, 1368 DR (Year of the Banner).

"Bane of Bain" [see [map 1](#) and [map 2](#)]*--* Our heroes, having been employed by Harkstone for only a few weeks, agree to go on a little quest for their boss. He sends them to find the long-abandoned hideout of Bain Ironthorne, a deceased dwarven rogue. There, he hopes they'll find a chunk of meteor that might have some valuable properties to it. Before they leave, the party prepares for their journey by acquiring needed supplies. While eating at the bar in Harkstone's Hold, they are accosted by some of Djarrius Gost's guards, who accuse Galath of being a human-killer. Dekbrock acts quickly and hypnotizes the angry men, then suggests that they go have a drink. They do so, and our heroes escape a potentially sticky situation.

The mongrelman priest Megruk summons the adventurers to his quarters before they go. He gives them a sermon about the role of Law and Chaos in the Underdark. He also gives them some helpful potions. As they leave, Snumpkin gets the urge to play a practical joke. He sneaks into the bar, where Gost's guards are still drinking. He uses an *unseen servant* to pull down the breeches of one of the guards, dump a mug of ale on another, and flip the third guard's tabard over the guard's head. The guards rush from the bar and complain to their employer, who immediately sets out to talk to Harkstone. Snumpkin decides that it would be a good time to leave the Hold, and encourages his comrades to do likewise. As they leave, Harkstone's four orog guards wish the party well.

The trip to Bain's hideout is a long one. Four days into the journey, Galath is caught in the sticky filament of a cave fisher that is in a cave high in the tunnel wall. His companions grab onto him and manage to keep him from being pulled up -- indeed, they manage to pull the cave fisher down into the tunnel. A thrown dagger from Snumpkin and a stab from Dekbrock finish off the horrid creature. Snumpkin's experience with brewing helps him discover that the cave fisher's blood has a high alcohol content, and uses it to dissolve the adhesive on the cave fisher's sticky filament.

Another day later, and our party meets up with a group of Deep Gnomes on their way to Harkstone's Hold from the distant city of Glimmerfell. This is the group that Snumpkin traveled with to get to Harkstone's Hold in the first place. The Deep Gnomes share news about Glimmerfell, and continue on toward the Hold.

On the tenth day of travel, the party leaves the main Trade Way and begins traversing some more difficult tunnels. A couple of days later, Dekbrock has a nasty fall and hurts him self. The group loses a day of travel while he recovers. On the 20th day, the party reaches the Crystal Cavern (area G on the Trade Way map). By day 23, the party has found the general area where Bain's Hideout is supposed to be.

Xaltha and Dekbrock find some dwarven runes on the ground but no one in the party can read them. Galath finds a secret door, and Snumpkin discovers how to open it. They find a worked tunnel beyond. This must be Bain's Hideout!

The party finds a circle of dwarven runes in a short side tunnel, and then has to make it past an open pit in the main tunnel. Beyond that and a long stretch of tunnel is a circular stone staircase descending. They find a dead Gray Dwarf and loot its body. A few flights down they again find the same dwarf, in the same position and condition in which they left it moments ago. Dekbrock has a flash of insight and descends the stairs, but finds a duplicate of himself approaching from the other direction! He rushes back, and Galath makes short work of this

semi-material copy of Dekbrock.

The whole party descends and again, spectral duplicates of the whole party approach from the other direction. The heroes battle these copies of themselves, and as they die they vanish into thin air. The party decides to go back up the stairs. Near where they found the dead dwarf they also discover another secret door. The open it and step into a dusty foyer -- but the dust has been recently disturbed by a few passing creatures. (ended around Uktar 27th)

Xaltha inspects and takes a couple of the old wall hangings in the foyer, and the group moves on to what is clearly a kitchen area. Beyond that is a small pantry. Xaltha is assaulted by an ochre jelly that had clung to the ceiling of the pantry, and beats a hasty retreat while Galath carves chunks out of the amoeba-like monster. Snumpkin lobs a couple of flasks of "Greek fire" at the thing -- missing once but then striking dead-on the second time -- and Dekbrock lights the oil with a well-thrown torch. The creature is reduced to cinders.

A nearby room clearly served as a feast hall of some sort. Snumpkin sees that the dusty floors here too have been disturbed recently. In an adjoining room, the party witnesses a strange sight -- a phantom of a human, dressed for a long journey, emerges and heads for an alcove. A hand reaches out and strangles the ghostly man. The man collapses and merges with his earthly skeletal remains on the floor. Dekbrock immediately casts *thought capture* and learns that this man, Bern Stark, was a henchman of Bain's. He had just gotten done betraying Bain in some way, and was about to leave. He thought he was the only person left in Bain's hideout. He did not know who strangled him.

The party inspects the nearby alcove and learns that it is most likely a teleporter leading back to the entrance near the Underdark tunnels. Galath uses his knowledge of the Dwarven language to read runes above the alcove that indicate a possible command word to activate it -- the name of Bain's "beloved mother."

In the meantime, Xaltha has thoroughly inspected an adjoining staircase for secret doors, to no avail. The group argues about what to do next, and Snumpkin makes the decision for them -- he heads back through the feast hall and into an unexplored sitting room, where he finds a book containing a map to a treasure cache of a noble Drow family of Menzoberranzan.

The next room along contains a dead gnoll -- but unlike Bern Stark, the gnoll has only been dead a few days at most. While Dekbrock inspects the gnoll's possessions, Snumpkin is assaulted by a flying severed hand wielding a dagger! The hand stabs Snumpkin nearly to death with a sneak attack, then hides under a table. Dekbrock, meanwhile, has disturbed four hairy spiders living in the gnoll's backpack and is bitten and poisoned with their mild venom. The party fights off the nasty spiders, and the hand flies away. Xaltha cures Snumpkin's wounds and Dekbrock recovers from the spider venom in short order.

The room beyond is lined with bunk beds. After quickly searching this barracks they move on to a smaller bed chamber with just two beds and two desks. The desks hold papers containing notes of business dealings from about 150 years ago. As they search the room, they hear the far door to the barracks open. The heroes prepare to fight.

Sure enough, the severed hand opens the door and flies in. It grabs hold of Galath and starts to strangle him. The hand seems resistant to non-magical weapons, so Galath and Dekbrock try to wrestle the hand off of Galath's throat. Finally, though, it is the holy might of Eilistraee through her servant Xaltha that turns away the hideous undead hand, sending it fleeing into the darkness.

The final room in this section of the hideout is a small treasure room, apparently holding the treasure of the disembodied hand -- including coins, gems, and some special-looking darts. The heroes gather the booty and head back towards the staircase they found near the phantasm of Bern Stark. [Ends the same day, about Uktar 27th].

Our heroes leave the first floor and ascend to the second. Snumpkin fails to unlock a door leading to an armory. Nearby, the party finds a dead body covered with a cloak -- which turns out to be a horrifying cloaker. The creature's moans are ineffective against the undead Xaltha and the magic-resistant Galath, though the normally unruffled Dekbrock is sent running in fear. The remaining party members make short work of the cloaker. The body it covered is that of another gray dwarf.

The exploration of Bain's hideout continues. A nearby room gives off a purple light, so Snumpkin enters alone to investigate. There he finds a shrine to the dwarven god Abbathor -- and feels an overwhelming compulsion to return to his companions and pick their pockets. He is caught trying to lift Xaltha's holy symbol from her pouch. They move away for a private conversation: Snumpkin insists that Galath paid him to steal the holy symbol so they could learn more about Xaltha, but Xaltha wisely refuses to believe this lie. Snumpkin's compulsion to steal leaves him.

The next room along contains the bodies of two more gray dwarves, both of whom have been strangled. While examining the bodies, Snumpkin feels something at his pouch. When he looks around, he sees nothing. Galath uses his drow powers to create a *faerie fire* to reveal invisible creatures, and sure enough they see a disembodied hand -- but this is the right hand, while the one encountered previously was the left!

The hand flies away and becomes invisible again, so the party pursues. They stop short when in the next hallway yet another gray dwarf is discovered with an arrow in his neck. The party rightly assumes that this whole hallway might be trapped, so they slow down and Snumpkin scouts ahead searching for mechanical traps. He finds one that shoots poisoned needles, but fails to find one that squirts him with acid. Only Xaltha's healing spells keep him from the dead-book.

At the end of the hall a locked door blocks their way -- but at the bottom of the door is an area that has been cut away, presumably so the Right Hand can enter and leave. The party opens the door and the ghoulish hand begins to strangle Snumpkin. Xaltha calls upon the might of Eilistraee to banish the hand, and while it cowers at the rear of the room, the party scoops up a small pile of treasure and then retreats.

The party discusses at GREAT length what to do to keep the hand locked away in this room. Suffice it to say that in end, a shield, some spikes, a halberd and the severed leg of a gray dwarf were used to block up the hole in the door.

Eager to solve this mystery and find the missing piece of meteor, the party moves on to the third level via a staircase near Abbathor's temple, even though they leave a room or two unexplored on the second level. At the top of the stairs is a room holding various trophies -- a huge set of ring mail and shield from an ogre of the Bloodjaw tribe, banners from Menzoberranzan noble houses Freth and Despana, and so forth. Snumpkin, though, hears whispering in the next room.

What happens next is a bit of chaos. Snumpkin and Xaltha lurk, hidden, in the trophy room, hoping to attack with surprise should anyone enter, while Galath and Dekbrock move to the opposite exit to try to come around the rear. Unfortunately, Dekbrock bears a lit torch which announces their presence immediately to a pair of gnolls in the next room. The gnolls don't react well when Galath demands that they surrender, and suddenly Galath is attacked from a hidden drow rogue, who fires upon him with a hand crossbow. Galath whirls about and slays the rogue, then creates a globe of *darkness* to cover an escape back into the trophy room.

In the meantime, Snumpkin and Xaltha see more figures and approach them. The leader of their opposition turns out to be a drow priestess, one Ryla Seerstar of Shar'zan. She calls to her allies to cease attacking, and manages to talk our heroes into joining forces. Ryla also gives the party some vital information: that Bain had stolen from a dwarven king, and that his punishment was to have both of his hands severed. She reveals that her group, too, is looking for the meteor. Our heroes reveal nothing of why they are here.

Together, the drow priestess, her remaining rogue henchman and gnoll guards, and our heroes search the

adjoining rooms and finally locate a secret door leading up to the fourth level, where Ryla says the meteor supposedly rests. At this point, Ryla betrays our heroes. She creates her own globe of *darkness* and attacks. Snumpkin manages to use a spell to *charm* the drow rogue and keep him out of the fight. Ryla, a priestess of Shar, sees quite well even in her own magical darkness, but Galath is trained in the arts of blindfighting and manages to slay her. Snumpkin, Xaltha and Dekbrock finish off the gnolls. Snumpkin tries to order the drow rogue, now *charmed*, to join them, but he breaks free of the charm and runs through the secret door and up to the fourth level.

Our heroes search the bodies of their attackers and then follow the drow. On the fourth floor, they find a large warehouse. They search around the stacks of crates, behind tapestries, and Galath even starts to roll up a large rug on the floor. Xaltha finds the drow rogue cowering behind a large tapestry. The drow bolts for the door. The heroic Galath immediately leaps to attack the drow, but trips over the rug he was rolling and goes sprawling as his drawn swords slide across the floor. Dekbrock the Spectacled, who blocks the door, skillfully kills the drow before he escapes.

That settled, the party attends to the one door in the warehouse -- a strange vault door with no handles, only a pair of handprints. From beyond the door, the group can hear a moaning voice calling to be released. It is Bain Ironthorne! He says he's been locked inside for hundreds of years, with only the magic of the meteor keeping him alive. He begs our heroes to release him. They surmise that only Bain's hands (alive or dead) will open the vault door, and they ask Bain for help. He tells them that perhaps a magic weapon found in the armory on the second level might work against the ghoulish hands. He tells them of a hidden compartment under his bed that contains a key to the armory.

Our heroes rush to the second floor, where they find that one of the rooms they hadn't explored was indeed Bain's bed chamber. Under the bed they find the compartment, which does indeed contain a key (as well as a wizard scroll). They also find a magical bag in the bedclothes. They use the key to open the locked armory, and after examining the various weapons they surmise that the lone longsword is the magical weapon.

The party seeks out the Left Hand back on the first floor, and it is not too long before it tries to stab one of the party members in the back. Galath uses the longsword to "slay" the already dead hand, but then has an overwhelming urge to continue attacking his companions with that sword. He strikes at Xaltha once, but then manages to gain control of himself.

The hunt continues back on the second level, where they return to the room holding the Right Hand captive. Again, the sword comes in handy in "slaying" the hand, and again, Galath has the urge to kill the rest of his companions. Xaltha uses magic to cause Galath to fall asleep briefly, and Dekbrock grabs the sword, runs back to the armory, throws the sword inside, and locks the door -- then slides the key under the door. Galath recovers and gives chase, but it is too late -- the sword is gone, and soon Galath's compulsion to kill his friends is gone too.

Our heroes, exhausted from combat and tramping about, find a secluded room to rest for several hours.

With both hands in their possession, the group returns to the vault door on the fourth floor. Assuming the worst (that Bain is in fact some sort of undead creature himself), the group stands back and Snumpkin creates an *unseen servant* to place the hands on the vault door. The door opens, a thick mist rolls out, and the decayed body of Bain shambles forth. Snumpkin fires on it with his newly acquired hand crossbow, while Xaltha and Galath attack with melee weapons. Bain's corpse belches forth a cloud of corrosive gas that virtually melts Galath's chain mail. He also sends forth a cloud of acid that burns our heroes. Finally, after battering him with weapons, Dekbrock steps forward and uses a *burning hands* spell from a scroll to burn Bain Ironthorne's ghoul to cinders.

Inside the vault is indeed a slightly glowing chunk of rock that weighs hundreds of pounds. They use their new magical sack to scoop up the meteor so they can bring it back to Harkstone's hold with them. [Ends on Uktar

28th.]

After resting, our intrepid adventurers set out to find a way to escape Bain's Hideout. The runes over the arch leading to the teleporter indicate that they need to use the name of Bain's mother as the command word to activate it. They recall that there is one room they haven't explored yet. They find that it is filled with webs from several giant winged "hunting spiders." Snumpkin creates an unseen servant to bring out any items from the room that might have a clue about the name of Bain's mother. The servant has only a limited range, however, and finds no clues. From the doorway, Dekbrock casts a sleep spell, causing one of the giant spiders to snooze, and the heroes rush in and quickly dispatch the other two spiders in short order. They discover a painting of Bain's mother, which is labeled with her name -- Eloise.

Armed with the knowledge of the command word, it is only a matter of minutes and our heroes have escaped the hideout. Then begins the grueling trip back to Harkstone's Hold. With a meager supply of food and water, the group retraces their steps for days and days. After a few days, some members of the group are reduced to scavenging for food. Xaltha uses a book on Underdark fungus to help find edible varieties to supplement their diets. Even with this, some choose to strictly ration out their food to make it last.

And so it is, a few days away from Harkstone's Hold, that our heroes, tired and weakened from malnutrition, come across a grisly sight -- a half-eaten kobold sprawled in the middle of the Trade Way. Nearby are tunnels [see [map](#)] revealing recent excavations. Our heroes deduce that kobold miners worked here recently. One tunnel breaks into an ancient worked-stone room. Inside are three kobold skeletons which attack the party. Beyond this room is a large throne room lit with strange yellow lights. At the throne is a horrid man with two fawning kobold ghoulish servants. The man, who identifies himself as Rotblood, indicates that he is a member of a race known as the True Ghouls. He has the power to turn living beings into ghouls through a disease known as grave rot. He assumes that our heroes have come to join his army of the undead. When Xaltha reveals her face and the fact that she is already undead, Rotblood attacks. The True Ghoul is a priest of Moander, the god of rot, and uses his priestly powers to control Xaltha, forcing her to kneel and stay out of the fight. Then he and his ghoulish companions incapacitate all of the other members of the group. He purposely infects the living heroes but leaves them alive, telling Xaltha that he intends them to live so they can spread the rot of the grave and spread the word that the White Kingdom of the True Ghouls will one day reign supreme in the Underdark. With that, he takes his belongings and departs.

Xaltha heals who she can, and she and Galath end up putting the critically injured Snumpkin and Dekbrock in an old wooden cart left by the kobold miners. Over the next few days, as they travel closer to Harkstone's Hold, all of the infected members of the party struggle to stay alive as the grave rot saps their very life essence from them. Xaltha decides that it would be wise to leave the infected members of the party a few hours from civilization to keep them from infecting the whole Hold. She travels ahead, consults with Harkstone, and convinces the mongrelman priest Megruk to accompany her back to her wounded companions. Megruk is able to cure them of their grave rot.

Our heroes return to Harkstone's Hold, receive their rewards, and contemplate what to do next. [ends around Nightal 21st].

"Bounty Hunter" -- Life returns to normal for a few days as our heroes purchase equipment and sell some of their treasures. Xaltha, though, becomes increasingly incoherent. She mutters strange phrases, and then finally one day just stops moving. Her companions put her in a crate and stick it in the back of their quarters.

Not too much later, the kobold twins Wynn-Urto and Wynn-Snog arrive at Harkstone's Hold. Dekbrock welcomes them and sees that they have a place to stay.

Harkstone is forced to make an emergency trip, so he leaves Dekbrock in charge with a bare minimum of help. Harkstone takes the mongrelman Megruk, a bunch of guards, and two orogs with him, leaving Dekbrock with only two orogs and three other guards to help out. Dekbrock can tell that the chief source of conflict will be

from the human guards who work for Djarrius Gost. They are rude and belligerent to the bugbear and his companions.

Dekbrock uses his mental talents to screen anyone who enters the compound. One group consists of several goblins and riding lizards, led by a bejeweled goblin named Vygor. Another group is composed of mysterious derro who wish to sell various kinds of fungi. Dekbrock finds room for them towards the back of the compound.

A few days later, Dekbrock enters the tavern in the Hold and discovers that most of the human guards from Gost's area are drinking and celebrating the start of the new year, according to the surface calendar. One of the guards, a blond man named Javelden, asks Dekbrock to bring his friends to the tavern to help ring in the new year. Javelden and Dekbrock convince Snumpkin, Urto and Snog to come to the tavern. As soon as they arrive, the guards start a brawl. In particular, Javelden and a couple others gang up on Snumpkin, two trying to hold him while the other punches at him. Two others try to smack the dexterous kobold twins. Dekbrock fails to *charm* the human pushing him around, and so bolts for the door. The human guard beats him to it, but Galath arrives at that moment. Seeing the brawl in effect, he decides to use lethal force and strikes one of the guards in the back. The other guards stop fighting, tend to their wounded comrade, and leave the tavern.

A few hours later, uninvited guests arrive at the Hold. Despite instructions to allow Dekbrock to screen all incoming visitors, the orogs allow a small group of gray dwarves to enter. The group is surrounded by swirling shadows. They pass out some notices that bear a picture of Dekbrock's face and indicate that he is wanted, dead or alive. Their leader, Tove Krewm, explains that Dekbrock is an illithid experiment gone horribly wrong, and that he'll likely end up hurting or killing someone. Galath firmly prevents Tove from taking Dekbrock, who has chosen to hide for the time being. Satisfied that someone will eventually turn Dekbrock in (or kill him), Tove and his gray dwarves depart.

Very shortly, Dekbrock and company hear a commotion in the common room. All of the goblins and derro have left their warehouse areas, insisting that they saw some sort of shadowy creatures moving about. The heroes enter the area to investigate. Sure enough, three shadowy forms lurk there. They use their mental powers to stun Galath, Urto and Snumpkin. They then materialize, revealing forms akin to short, deformed mind flayers. Their hands change shape and become sharp impaling weapons. The ensuing battle is hard fought. They eventually focus their attacks on Dekbrock, nearly killing him. Finally, the combined might of Galath's and Urto's swordwork and Snog's and Snumpkin's archery brings down the three horrid creatures. After they die, they again change shape -- this time, they become naked, disheveled deep gnomes.

Megruk's assistant, Melifleur, heals Dekbrock. A little investigating around the compound reveals that there don't seem to be any entrances where these creatures could have entered. Galath postulates that they may have come in with the gray dwarves.

Dekbrock takes a nap while Snumpkin and Galath take the gnomish bodies away from Harkstone's Hold for burial. When they return, there is yet another disturbance in the common room. Vygor, the goblin merchant, has had one of his flashy rings stolen. Javelden says he saw Snumpkin hanging around the goblin compound and challenges Snumpkin to empty out his pouch. He does so, and sure enough, the ring falls out. Snumpkin insists that he's innocent, so Dekbrock arranges for Melifleur to cast a *zone of truth* while questioning occurs.

Snumpkin, in the *zone of truth*, repeats the assertion that he didn't steal the ring. Under questioning, Javelden finally admits that he did it, and arranged for the bar fight so they could plant the evidence on Snumpkin. Dekbrock puts Javelden under house arrest, and speaks to Gost about the matter. Gost doesn't seem too disturbed by it either way, but since they aren't returning to the surface for at least a month, Javelden will be staying around.

Finally, Harkstone returns a few days later, and rewards Dekbrock for a job well done. When he hears about the matter of Dekbrock's origins, he tells Dekbrock that the rumor is that mind flayers don't reproduce like other

beings -- they mutate humanoids into mind flayers by planting a kind of illithid "tadpole" into the brains of various humanoids. Dekbrock now wonders if he might be carrying around an unwanted guest in his head. [Ended around Hammer 3rd, 1369 DR]

"Red Tooth" [[see map](#)] -- A few days later, a drow merchant band enters Harkstone's Hold. Javelden decides to join up with them. Snog overhears the half-elf discussing this plan with his comrades and informs the other PCs. They know that if the drow discover that he is part elf they will kill him. They opt to not tell the drow what they know, but when Javelden taunts Dekbrock one time too many, their thoughts change. Galath loudly warns Javelden not to let anyone know he's a half-elf; since he's in earshot of the drow, they perk up with suspicious looks in their eyes. Then Dekbrock steps in and casts forget on Javelden. So Javelden leaves with his new drow companions, never knowing that they now suspect his true heritage.

The heroes decide to follow up on a couple of leads. First, Snumpkin reminds his companions of the map he found scrawled inside his copy of *The Fall of V'eldrinsshar*. It depicts a drow cache (of what is not known), and provides a warning: "Beware of glyph." Snog and Urto have an itch to return to the caves of the Red Tooth tribe to see what befell their kin. The two tasks fit together as the drow cache is on the way, so our heroes stock up and head out. They bring along the kindly Melfleur, and as an extra precaution they stuff the still-inactive Xaltha into their *bag of holding* -- just in case she revives at some point.

The group makes a little better time than during their last journey, mostly because Snumpkin decides to "double time" march. His gnomish heritage makes it possible for him to do a forced march with only occasional side-effects. This, along with better provisions (compliments of Melfleur's *good 'shroom* and *create water* spells), makes the travel through the Underdark tunnels much more comfortable than previously.

During the rest period of the second day of travel, Melfleur awakens Dekbrock and informs him that he hears a scurrying sound in the tunnel ahead. The rest of the party is roused, and Snumpkin and Snog decide to scout ahead. They find a giant spider feasting on a fresh humanoid corpse. Snumpkin attacks while Snog retreats to get help. The spider bites and poisons Snumpkin, and to his dismay a trio of shaggy, beastly humanoids joins in the fray. One immediately uses some sort of arcane power to disappear. The rest of the heroes arrive and help dispatch the two remaining humanoids and the spider, though the third reappears to attack Galath from behind with a mace. It, too, is defeated. Galath recognizes the humanoids as quaggoths, and knows that they are expert spider trainers who often work with or for the drow. The leader has a bladder full of a minty liquid, which Snumpkin drinks down. It neutralizes the spider poison still in his system. The corpse is that of Javelden, who quite evidently met an untimely end.

Four days into the trip, the heroes find the drow cache of House Tormtor as marked on Snumpkin's map. They push aside a boulder to find a short, low passageway. Dekbrock's arcane talents reveal a glowing sigil on the floor, one that may produce a violent explosion of fiery magic. Snumpkin decides climb along the side wall above the sigil so as not to set it off. Unfortunately, he does so anyway. Fortunately, his inherent magic resistance protects him from harm -- though not his precious silk cloak and cap, which are burned to cinders. Inside, the party finds magical weapons, gold, and scrolls of spells inside stout wooden boxes.

On the eighth day, the party arrives at the caves of the Red Tooth tribe. Stout Galath is unable to get the large stone doors to open, but tiny Urto manages to force them apart. Beyond that is a long tunnel blocked at either end by a portcullis and pierced along both sides by arrow slits. When Galath enters to try to lift the gate, he is attacked by archers from the side rooms. The party comes up with a clever plan to use an *unseen servant* created by Snumpkin. They block the first set of arrow slits with the boxes they found in the drow cache, and the *unseen servant* is sent through the next arrow slits to pull a pair of levers Snog and Urto know will release the first gate. The plan works like a charm, and soon the first gate is open.

Then things start to go poorly for the heroes. Their plan is to dash down the hallway as quickly as possible to avoid being struck by arrows, force the next set of bars, and finally escape from the deadly gauntlet. So they run, dodging arrows (though some are hit) -- until Galath, in the lead, triggers a pit trap and plunges toward the

darkness of a cave below. Only his incredible dexterity allows him to grab the edge of the pit. As he dangles there, he can hear the sound of some horrible grunting beast below.

Galath climbs up out of the pit while Snog runs and jumps across it, because it now blocks the way. Snumpkin decides to climb the wall along side, and does so. All during this time arrows continue to shoot out from the arrow slits. Galath and Snumpkin end up at the end of the hall at the other portcullis, only to find that more archers shoot at them from beyond it. Galath activates his *darkness* spell, keeping him and the other two from being attacked. Snumpkin orders the still-active unseen servant to pull the levers for the far portcullis.

In the meantime, Snog and Urto work together to string a rope across the pit, anchoring it with some spikes. Urto and Melifleur make it across the pit, then Melifleur is struck with an arrow and drops, unconscious and bleeding. The unathletic Dekbrock starts to inch his way across the rope. As he does so, Urto decides to help by making a lasso with the free end of the rope and throwing it around Dekbrock's leg. Dekbrock's strength finally gives and he plummets into the pit below.

Things are getting desperate now. The kobold twins immediately decide that the pit (even with its grunting occupant) is safer than the arrow-infested gauntlet, and descend into the pit. Galath and Snumpkin do likewise, and they bring down Melifleur's wounded body as well. Dekbrock is attacked by a kobold ghoul and paralyzed, but Urto saves the day and slays the ghoul.

The pit is actually a large cave with one tunnel heading out. The party contemplates what to do, since their only healer lies unconscious at their feet. They decide to bind his wounds, get out of the pit, and make a break for it under cover of Galath's still-active darkness spell.

The heroes climb out of the pit and pull Melifleur's body out, and Galath's darkness spell dissipates. They run, but not quite fast enough -- Snumpkin, too, falls to an arrow. Lugging the bodies of their friends, the remaining heroes retreat from the caves of the Red Tooth. As they rush out, Dekbrock catches a glimpse of one of the archers from beyond the arrow slit -- a skeletal kobold.

The party moves a few miles from the entrance to the lair and hunkers down for several days. During this time, Melifleur recovers enough to pray for healing spells, and finally about six days later the group is ready to try it again.

This time things go well. Under cover of Galath's darkness, the group enters through the still-open portcullis and climbs immediately into the pit. From there, they follow the tunnel passed a locked gate (which Snumpkin picks), into the caves that served as the sleeping quarters of the tribe's warriors. Snog and Urto know this part of the complex well, for they were guests here. As they sneak about, they witness more kobold ghouls, and even have to fight a couple, as well as another pair of kobold skeleton archers.

Finally, the party finds the heart of Red Tooth tribe's caverns -- a monstrous canyon dozens of feet deep, teeming with plant and animal life. The canyon is warm and steamy from a hot-spring-fed stream, and in the distance the party can see or hear many types of animals. Snog and Urto inform the rest of the party that this area was the tribe's source of food: mushrooms, edible mosses, a herd of deep rothe. It is, however, a dangerous place with poisonous plants and fungus as well as menacing creatures.

As if to demonstrate that very point, from overhead a large black shape flies into view. Within moments it is clear that a small, shiny black dragon-like creature is flying right by them. As it does so, it breathes out a cloud of gooey corrosive gas. Galath, Dekbrock and Snog find their flesh burning and melting, though their armor and equipment are unaffected. Dekbrock gets off a pair of magic missiles before the dragon vanishes deeper into the canyon. [Ended about Hammer 18, 1369]

It takes a little doing to get Galath to overcome his fear of heights, but eventually the heroes cross the canyon into the kobold work area. They find tools and mining equipment there, then discover a low tunnel that has

been blocked with the bones of young kobolds. Snumpkin's unseen servant clears the path, and the party presses on into the chambers that were home to the young of the Red Tooth tribe. A kobold ghoul attacks the group and paralyzes Urto, but the courageous Dekbrock and Snumpkin help Galath, Snog and Melifleur defeat the creature. No sooner have they defeated the ghoul than a small flock of blood-hungry stirges attacks; these, too are defeated. The group tries to find a safe haven to rest for a few hours but first must defeat the animated skeletons of a pair of giant lizards that were kept as pets by the kobolds. Wounded and weary, the party rests.

During the rest period, Snog sees the young dragon sniffing around their caves, but flies off when spotted. The next "morning" the heroes decide to run across the canyon again on a different bridge to get to yet another unexplored series of caves that supposedly hold the kobolds' food supply and a kobold temple. Sure enough, as they start to run across the bridge (with Galath hypnotized by Snumpkin's magic), the young dragon flies at them and blast most of them with its acidy breath. Urto again goes down, and the heroes drag him into the cave and around a corner, out of the way of the dragon.

They immediately run into another pair of kobold ghouls, and another battle ensues. While this takes place, the dragon returns and crawls into the cave with them. Snumpkin tries hide, but is seen. In a desperate act, Dekbrock uses a scroll to call forth a lightning strike on the dragon. The young dragon is roasted, and the nearby Snumpkin miraculously avoids the lightning bolt's damage because of his inherent magic resistance. Meanwhile, the ghouls are disposed of.

The group separates. Galath and Snumpkin head toward the kobold food storage areas and encounter three skeletal kobolds. Meanwhile, the others have wandered into the temple, dedicated to Kurtulmak, the god of the kobolds. More than a dozen skeletal kobolds rise up, moaning and chanting. The heroes flee back to the bridge, then across. As the kobolds march across the rope bridge toward them, Snog, Urto and Dekbrock work on cutting most of the ropes holding the bridge up. They are able to cut enough ropes so that the bridge tips sideways and dumps the kobold skeletons into the canyon below, destroying their enemies.

After a bit of repair work on the bridge, our heroes cross back to the other side and rejoin Snumpkin and Galath. Melifleur applies as much healing as possible, and then the group splits up again -- this time, Snumpkin all by himself to explore the food storage area, while the others return to the now-empty temple to look around. Snumpkin finds that the bridge that zig-zags back across the gorge has been destroyed. The others find a passageway that has been blocked by chunks of stone. A weak kobold voice cries out from beyond. The party moves the stones and finds the quarters of the kobold priest, Grankurmok. He is infected with grave rot from the True Ghouls, particularly Rotblood, who led the invasion of the Red Tooth lair. Grankurmok, though weak and dying, has been working on developing a cure for grave rot. He gives the heroes a list of ingredients that can all be found within the lair of the Red Tooth, and they promise to help. They leave Melifleur behind to tend the sick priest, and join up with Snumpkin just outside the temple.

The heroes use a rope-and-pulley system in the food storage area to lower themselves into the canyon so they can search for two particular types of mushrooms and two types of animal droppings to be used in the grave rot cure. They scout around the small stream and various patches of mushrooms, moss and ferns but do not find what they are looking for. A giant constrictor snake finds them, though, and latches onto Dekbrock, who is nearly killed by it and by his companions' attempts to kill the snake. They finally kill it though and Dekbrock's unconscious body is carried back to the temple.

Snumpkin, who has not yet entered the kobold temple, is nearly struck blind by viewing the statue of Kurtulmak, the racial enemy of the svirfneblin. He chooses to rest outside the temple, while the others stay with Grankurmok, to recover their strength. The prospect of an easy-to-make cure for grave rot now motivates the heroes. [Ended about Hammer 20, 1369]

Unfortunately, at the end of the rest period, Grankurmok's condition takes a turn for the worse. As Melifleur checks the diseased priest for signs of life, he is attacked -- by the shaman himself, who has become an undead ghoul! The heroes make short work of the short ghoul. They decide that it would be pointless to actually try to

create the concoction now; rather, they will try to take the recipe for the cure to civilization, where it can be spread around.

The party decides to press on and seek the treasure supposedly in the lair. They pass through a series of caverns evidently once used for food preparation and storage, and climb down into the canyon. They foolishly poke around at the source of the stream, a natural hot-water spring; a pair of huge water spiders emerge and attack. Dekbrock is poisoned and nearly dies, but is revived by the prayers of Melifleur. The spiders are defeated and the party presses onward.

The heroes enter a portion of the kobold lair that Snogg and Urto have never visited before -- the caverns that served as home to the tribe's females and their chief. The caverns are mostly deserted, but in the chief's lair they see a strange sight -- the shadow of the chief remains, and is able to talk to the heroes from beyond the grave. He speaks to Snogg and Urto in their native tongue and begs them to retrieve some valuable mining information from deeper in the lair and give it to another kobold tribe. The kobold twins promise to do so.

As they continue to explore, the heroes find a cavern that holds what the chief's shade spoke of -- a scroll that depicts a map of the region, marked in several locations with information about potential mineral deposits. The heroes are attacked by one last pack of kobold ghouls as they reach the entrance to the treasure cavern; the ghouls fall to the heroes.

Writing on the walls of the treasure cave indicates danger ahead. As they enter the dark cave, they hear a familiar call -- and from the darkness emerges a newly-hatched deep dragon, the brother or sister of the one they'd slain the day before! A chaotic melee ensues. Dekbrock helps even the score by using his powers to summon an earthen hand from the stone floor of the cavern; it grabs the dragon's leg and keeps it from moving about. The dragon manages to spew forth a cloud of corrosive spittle; many are wounded and Urto is killed. Galath summons a globe of darkness to blind the dragon, then plunges in with swords drawn to attack using his blindfighting skills. The drow warrior eventually dispels the darkness so Dekbrock can fire magical missiles at the dragon while Snogg pelts it with arrows. The dragon is forced to give up some of his attacks to chew at the earthen hand restraining it. Snumpkin, all the while, sneaks by the melee and examines the nest at the far end, which holds broken egg shells and one yet-unhatched egg. The dragon breathes again and Snogg and Melifleur go down. Snumpkin fires his magical *dart of vapors* at the dragon, causing a cloud of noxious gas to appear, nearly incapacitating the dragon but also forcing the heroes to flee the immediate area. Finally, in desperation, Snumpkin throws his deadly knife, landing the killing blow and ending the battle.

Snogg and Dekbrock are beyond saving, as is Urto. The brave kobold twins never did get to view the treasure that would make the Red Tooth Tribe invincible -- the dragon eggs, which, it was hoped, would hatch and provide loyal guardians for the Tribe's lair.

The nest, made of piles of moss, rests atop some natural heat source that the heroes can see with their infravision. They dig under the pile and find a crate; inside the crate are a number of treasures -- a suit of kobold-sized mail made entirely of silver coins; a bunch of silver trade bars, a magical mace with a head shaped like that of a lion from the surface world, and most wondrous of all, a black-bladed long sword that bursts into flames when Galath holds it before him.

The sword speaks to Galath in a voice only he can hear. It asks him if he would be willing to undergo a quest to slay an evil priest; in return, he would be free to use the sword's powers. Galath agrees. In a flash, the heroes and all nearby equipment are transported from the warmth of the Red Tooth Lair, to a cold, windy tunnel. [Ended about Hammer 21, 1369]

"Port of Shadows" -- A frigid wind blows from behind the heroes in the tunnel they appeared in. Ahead, a dim light can be seen. Snumpkin scouts ahead and sees that the tunnel opens up high in a huge cavern; below can be seen a huge city teeming with folk: minotaurs, humans, drow, dwarves, goblinkind, and more. He can see one layer of buildings built on a lattice-work of wooden supports; below this is another layer of buildings;

and below that is yet another layer built on the ground of the cavern. The heroes decide to rest for a while in the windy, cold tunnel.

After resting, they are forced to decide what to keep and what to toss, as some of their treasures are extremely heavy. They decide to do away with the dragon egg, which they destroy so that another evil critter isn't brought into the world. They carry the coin mail and the silver trade bars, make their way to the end of the tunnel, and enter the city.

Galath is knowledgeable about the Underdark and recognizes this as Skullport, the Port of Shadows. It is a city built beneath the surface city of Waterdeep. It's a haven for criminals and slave traders.

Galath's magical sword, Darkfyre, speaks to him again, and orders him to find the evil priest, Strifeleader Gyvan Orloon, a priest of Cyric, and kill him. Galath agrees.

A few buildings away, the heroes see a strange sight. A floating, glowing skull, orders a goblin to leap from one of the walkways to the level below. The goblin refuses, and after a little arguing, the skull blasts the unfortunate goblin with a gout of fire. The skull then makes its way toward the heroes. It demands that they help a citizen of Skullport, who has been hurt. It leads them to a gem shop called Dumathoin's Jest. Inside, a half-elven woman lies bleeding on the floor. Our heroes use some of their healing supplies to revive her. The skull departs.

The half-elf, Nora Ketterling, is only marginally grateful. The heroes ask her about the city, particularly about any nearby temples. She indicates that the Skulls don't permit open worship of any god within Skullport. The heroes trade in their heavy silver bars and coin mail for some gems of nearly equal value. Nora directs them to a nearby inn, the Magic Mushroom, where Snumpkin, Dekbrock and Galath have their first good, hot meal and a decent night's sleep. [Ended around Hammer 22, 1369]

The next day, a priest named Pi joins the group at the behest of one of the Skulls. Pi is searching for one of his fellow priests, who was abducted from Waterdeep and possibly taken by slavers into Skullport. The other heroes are quite cautious but see no choice but to accept him.

Dekbrock gets to work and acquires a goblin servant named Skweegee. The goblin runs all sorts of errands for Dekbrock, including buying him new clothes and jewelry, finding a shop that sells maps, and a shop that deals with magical items. He manages to trade the head and claws of one of the baby deep dragons for several hundred gold pieces worth of goods and services, including new spells and potions.

Meanwhile, Galath, Snumpkin and Pi search for clues related to Gyvan Orloon, the Cyric priest. They check around and learn of a group of Cyric worshippers who hangs out at a weird restaurant called the Worm's Gullet. Dekbrock joins them, and they decide to visit this restaurant. It's an exclusive place, so the group is required to run an errand for the head waiter -- they must get a package from a nearby restaurant, The Frontal Lobe, a mind flayer establishment. The mind flayer at the restaurant gives Dekbrock a funny look, but also gives them a package to take to the Worm's Gullet. This is enough to bribe their way into the restaurant.

Inside, our heroes use guile, deception and magic to separate one thug from his three companions. They abduct him and take him back to their room at the Magic Mushroom. They use magic to force him to answer questions. They learn that Gyvan Orloon lives in a nearby building, and learn its general layout and defenses. Our heroes decide to pay a little visit. But they have a little problem -- what to do with this thug they've abducted. So they take him along, but Snumpkin hypnotizes him first so he won't immediately give them away.

At Orloon's place, the heroes knock at the door. Inside is an orog guard captain, who seems to mistake Galath for someone named "Vorayn." This "Vorayn" was apparently supposed to deliver a slave named Abudalla bint Nassad into Orloon's care. Snumpkin, across the street, panics and casts *taunt* at the orog. The huge guard becomes enraged and starts chasing Snumpkin. The little gnome tries to climb to safety, but is attacked by the

orog. In desperation, Snumpkin fires a magical dart of blinding at the guard, and escapes.

The guard's companions lead him back to the building. Galath wisely pretends not to know Snumpkin, and promises to return with Abudalla, in exchange for a meeting with Orloon.

The heroes make their way back to the Magic Mushroom to regroup and decide what to do. They ask Skweege about getting slaves, and he tells them where the Slave Market is. They decide to go there. On the way out, the Cyric thug they'd abducted (and left at Orloon's) returns with the rest of his gang. They attack with poisoned swords and daggers. Dekbrock uses magic to cause some of them to cower in fear. Galath kills the one they abducted, but the gang's leader, Durgan, nails Galath with his sword and poisons the dark elf. Pi, too, is poisoned, in the melee. Durgan manages to escape, but the others are killed. Pi uses healing magic to neutralize his poison, but is nearly too late to help Galath, who falls unconscious from the poison. Everyone retreats back to the room, Galath is healed, and the group decides they'd better play along. They agree that the best option is to go to the Slave Market, find this "Abudalla," and bring her to Orloon. [Ends around Hammer 24, 1369]

After resting, the heroes head for the Slave Market. They discover that it is virtually impossible to request a specific slave, unless one is willing to pay a hefty bribe. They find a guard who is willing to arrange a meeting inside the heavily guarded fortress on Skull Island. As they approach the bridge to Skull Island, they see Galath's double, Vorayn. He does look a little like Galath but not too much -- a stranger might confuse the two, but someone who knows either of them well wouldn't mix them up. Vorayn, who is accompanied by a pair of quaggoths, looks as if he's also trying to arrange a special meeting to acquire a slave. Snumpkin thinks fast and casts ventriloquism. The disembodied voice yells an insult at Vorayn, and with his attention drawn away, the heroes are escorted onto Skull Island ahead of him.

Once inside, Galath wisely decides to use his magic cloak and hide. Sure enough, Vorayn is brought onto the island right behind them. Dekbrock, Pi and Snumpkin are led into the slave pens; Vorayn and his quaggoths follow shortly, with Galath lurking behind. Dekbrock finds Abudalla, uses his mental powers to discern her identity (a minor noble of Calimport), and uses this knowledge to gain her confidence. Snumpkin tries to create a diversion, which works in part, and Dekbrock uses his powers of suggestion to get the guard to hasten the purchase of the girl. Soon, the heroes have been escorted from Skull Island.

Just as they have left the bridge, they hear a shout from Vorayn, at the other side of the bridge. A chase ensues. Dekbrock tries to use a magic wand to create a wall of ice, but Vorayn manages to neutralize the wand's magic with enchantments of his own. A brief, bloody battle ensues: Vorayn is decapitated and the quaggoths are driven off. Galath grabs Vorayn's severed head, and the heroes flee the scene.

They head back to the Magic Mushroom, explain the plan to Abudalla, and prepare spells. The next day, they move on Gyvan Orloon. Snumpkin and Pi hang out in the back near a rear entrance (a locked door), while the others enter from the front. Galath is treated as if he were Vorayn, and is allowed to meet with Orloon. The Cyricist is pleased to see that "Vorayn" has held up his end of "the bargain" and explains that he needs a virgin of noble birth in order to create a demonic servant. Galath arranges for a more private meeting: just Orloon and a guard with Galath and Dekbrock, in Orloon's chambers. As discussion continues, suddenly Vorayn's sister, Sel'nirann, arrives, and immediately knows that Galath is an impostor. A huge fight breaks out.

During this time, Snumpkin has noticed that a catwalk reaches the top of Orloon's building, and has Pi lift him up. He uses an unseen servant to release a latch on a trapdoor in the ceiling, and he enters the room right next to where the fight begins. He uses his vantage point to fire into melee.

The battle is messy indeed. Galath's first action is to pull out the severed head of Vorayn and hurl it at Sel'nirann -- her knee is crushed in a critical hit. Orc guards enter the fray, and more arrive in the room beyond. Dekbrock uses an ice storm summoned from his wand to obliterate several enemy orcs, the orog guard captain, and a visiting duergar merchant. Snumpkin gets in a successful backstab against Orloon, and Galath's

skillful swordsmanship leaves Orloon near death. The Cyricist manages to escape the room and climb through the trapdoor up to the roof. Galath follows, drinking a potion of speed.

Orloon runs across a catwalk to a nearby building. On it is a large pile of bones. A bone naga rises up to help defend Orloon, who uses magic to heal his many wounds. Galath's magic resistance helps him ward off two magical spells cast by the naga, and his enhanced speed gives him the ultimate advantage. In short order, Gyvan Orloon is slain.

Galath's sword, Darkfyre, speaks up, and congratulates him on a job well done. The sword asks if they can continue to fight evil together, and Galath agrees. Galath finds that he now has a more civilized, caring demeanor, and seeks to destroy evil rather than just tolerate it.

The heroes decide to move in to Orloon's place and keep it as their own. [ends around Hammer 26, 1369]

"Rubyfire" -- Several days pass as the heroes hire carpenters to fix up their new place, repair doors and locks, and add a secret storage compartment.

One day when Snumpkin, Galath and Dekbrock are eating at the Magic Mushroom, Snump notices a funny taste in his ale. After talking with the bartender, he discovers that there are three main brands of ales in town: Amberjack, Goat's Head, and Wyrmwizz -- and all are made by one brewer, a dwarf named Gyudd. Snumpkin decides to try to track down this fellow at his distillery on Skullport's ground floor.

Gyudd's Distillery is a mess when the heroes arrive, and so is Gyudd. The drunken, smelly dwarf is full of despair because dozens of his barrels of ale have been tainted at the source -- his own brewery. He suspects an inside job, but since all of his employees have left him anyway, he believes he is ruined. This is especially true since he saw a flier for a new ale, called Rubyfire, which is being offered exclusively at the Deepfires inn. With his reputation in shambles and no employees, Gyudd is ready to give up.

Snumpkin agrees to help Gyudd by hiring some labor to at least clean up the distillery and also agrees to check out this new Rubyfire drink. Snumpkin has strong suspicions that Rubyfire is a beverage that he himself created about a year ago in his home city, Glimmerfell. At that time he created 13 barrels of Rubyfire, a new recipe he had created, and left them to age. Since that time, Snumpkin's life has changed dramatically -- his father was poisoned by his brothers, they placed the blame on Snumpkin, and then sent a half-orc assassin to kill Snumpkin. Snump was eventually banished from Glimmerfell and forced to leave his brewing business behind. He never thought he'd hear of Rubyfire again.

At the Deepfires, the 10 gp cover charge gets the heroes in the door of this exclusive, fancy inn. Everyone is raving about Rubyfire, how unique and tasty it is. Snumpkin has a word with the bartender is able to see that the barrel he is serving from is one of the 13 original barrels. However, he has trouble getting anyone to tell him where the Rubyfire came from or where more could be acquired.

He turns himself invisible and does some sneaking around. He finds that Deepfires has only two more barrels of the beverage left. With a little help from Galath, he is able to sneak past some guards to break into the office at Deepfires. There he finds something even more peculiar -- the recipe for Rubyfire. But the recipe is incorrect. The heroes leave Deepfires.

The next day they head back to Gyudd's Distillery to check on Gyudd's progress. He has cleaned himself up considerably, so Dekbrock arranges to purchase four goblin slaves (whom he promises will be released and paid for their services) to help, while Galath hires two dwarven mercenaries to help guard the brewery. Meanwhile, Snumpkin uses his connections to find out that the Deepfires bought their supply of Rubyfire from a derro merchant named Iago. Moreover, this merchant has only a limited supply of the beverage, and is selling the recipe for a very high price.

The heroes decide to investigate. At the marketplace, Iago turns out to be an unfriendly little person, with no interest in dealing with Snumpkin or his friends. He does seem very worried when he learns that the recipe he is selling isn't the correct one. He does reveal that he has only 6 barrels left; he's using a seventh to dip out free samples to potential customers; the eighth, ninth and tenth were sold to Deepfires; the eleventh was sold to House Tanor"Thal, and the twelfth was sold to a customer named Shaun Taunador. Snumpkin wonders where the 13th barrel is. They are not able to get Iago to reveal the name of who sold the barrels to him.

That night, as the heroes sleep at the Distillery, they hear a sound of fighting outside. By the time they arrive, a gargoyle has killed the dwarven mercenaries. It delivers a message: "Iago wants the real recipe for Rubyfire ... now!" As it flies away, Dekbrock nails it with a pair of magic missiles.

The heroes decide to send Dekbrock's charmed goblin man-servant, Skweegee, to tell Iago to meet them at a nearby alleyway. About an hour later, Skweegee's dead carcass is launched into the Distillery through a window; carved on his corpse is a message: "Rumblecleft Pass ... now!"

Infuriated at the death of Skweegee, the heroes march toward the Pass, one of several tunnels leading from Skullport. When they arrive, Iago is invisible but demands the recipe. Snumpkin tries to stall him and fast talk him, but to no avail. Iago lifts the invisibility to reveal two more derro guards and the wounded gargoyle, and a melee ensues.

Galath is able to make short work of the gargoyle, though he gets blasted by Iago's *lance of disruption* spell. Snumpkin is hit by poisoned crossbow bolts fired by Iago's guards, and is seriously weakened. Dekbrock fires magical spells at the derro guards but discovers that they are quite resistant to magic. He does manage to snare Iago with an *earthen grasp* spell, and finally Galath cleaves the little wizard in two. The guards run off, and our heroes are victorious.

The heroes loot the derro's body, then return to the derro's tent at the marketplace. They open and empty all of the casks of Rubyfire. They find notes that indicate that Shaun Taunador already had one barrel of Rubyfire that he apparently acquired from whoever brought the original shipment into Skullport, before the other twelve were sold to Iago. With this information in hand, the heroes plan to rest, then speak with Mr. Taunador as soon as possible. [ends about Alturiak 18, 1369]

The heroes arrive at Shaun Taunador's barge and discover that he is a mind flayer. He purchased his barrel of Rubyfire from a half-orc named Khardish -- the same half-orc that was hired by Snumpkin's brothers to assassinate him. They learn from some of Khardish's former employees that he has hired himself out as a guard in the Skullport Dungeon. Snumpkin sets his network of informants on the task of finding out more about the Dungeon.

A couple of days later, the heroes return home to find that their front door has been burned away by acid. Snumpkin sneaks in and discovers a human rifling through their belongings; the human has a pet gray ooze with him. This human, a priest of Ghaunadaur, shrieks something about wanting "the scrolls" and attacks. Galath takes him down a notch or two, and Snumpkin gets in for a successful backstab. The ooze is another matter entirely. It severely damages Galath's precious magical armor and injurs Snumpkin. They all back out of the house, trying to lure it into the streets of the Upper Trade Lanes. Snumpkin runs to a nearby business to buy some greek fire. He climbs atop the oil merchant's shop and launches a flaming bottle of greek fire. He misses. Severely. He manages to set the oil merchant's shop on fire. Dekbrock thinks quickly and casts ice storm on the fire, extinguishing it. One of the Skulls arrives and blasts the gray ooze with lightning until it is nothing but cinders. The Skull tracks down Snumpkin and casts feeblemind on him.

While Snumpkin recovers from this, the heroes recuperate. Snumpkin's informants eventually bring information about the Dungeon -- especially information about a secret entrance that can be accessed from the sewers. So the heroes head off for the sewers.

The heroes lower a rope down into a fairly deep, wide shaft that has a narrow walkway around its circumference. Snumpkin is the first one down, and as he busies himself with securing the rope so others may follow, several ooze-covered zombies emerge from nearby sewer mains. Galath descends quickly and tries to help as more zombies appear.

The resulting battle was the final contest of the campaign. Snumpkin was eventually knocked from the ledge into the pit below, where several carrion crawlers paralyzed him and killed him. Galath, too, was knocked from the ledge, but managed to save himself by levetating. Still, he too ends up being paralyzed by carrion crawlers. Dekbrock finally descends and manages to kill a few critters with his *magic missiles*, but runs out of spells before he runs out of opponents. Galath uses his levetation to lift his paralyzed body from the dangers of the pit below. In a desperate measure, Dekbrock pulls out a pouch which he thinks contains *dust of disappearance*, which he took from some previously defeated opponent. As he dumps the powder on himself, he begins to sneeze and choke -- it is cursed! He and Galath perish from the *dust of sneezing and choking*.

Thus ends the campaign....