



HIGHHELM

“You think this place is something? This doesn’t even compare to what you’re going to see when we get to Highhelm. Why, the whole city is a tremendous castle carved out of a mountain! From the edge of its walls, you can see half of Druma and most of the Verduran Forest. We’re going to sell our entire load in Highhelm, and then we’ll blow half our coin before we leave. Just don’t wander near the Ledge after we break out the fire ale. That first step’s a doozy.”

—Jesper Queg, Drumish trader,
to his apprentice while traversing Grakodan Pass

High atop the Five Kings Mountains, the indomitable towers of Highhelm emerge from within the imposing Emperor's Peak. The massive dwarven capital—carved from the mountain itself—is one of the largest and most ancient of the dwarven Sky Citadels. Since its inception during the late years of the Age of Destiny, Highhelm has grown from a formidable fortress-city to a sprawling metropolis of nearly 40,000 dwarves. Highhelm's lengthy history, nigh-impregnable defenses, and intimate ties to dwarven art and society make the city a symbol of pride and honor for dwarves throughout the Inner Sea region. While numerous smaller settlements and cities pervade the dwarf-ruled Five Kings Mountains, none would argue that Highhelm is anything less than the center of dwarven culture throughout all of Avistan. In recent years, High King Borogrim the Hale has also helped the city grow into a mainstay of trade throughout the region, and neighboring nations recognize the dwarven metropolis's important role in Avistani economics.

Easily the most heavily fortified Sky Citadel still controlled by the dwarves, Highhelm also is responsible for protecting eons of dwarven lore and secrets, including the design and use of their sacred fire cannons and other dwarven war machines. Perhaps Highhelm's most impressive feature lies within the mountain itself, however; thousands of years of dwarven culture and history remain buried just beneath the city, and from the massive martial complex known as Deeplock, the city's numerous skyseekers frequently launch missions into the lightless depths from which their ancestors first emerged.

History

Highhelm's history is almost synonymous with the history of the dwarves of Avistan. When Torag's chosen finally tore their way to the surface and completed their long and bloody Quest for Sky, they constructed 10 fortified Sky Citadels in remote and defensible locations throughout the Inner Sea region. In the highest reaches of Emperor's Peak in Avistan, the Sky Citadel of Highhelm quickly became the crown jewel of the dwarven empire of Tar Taargadth in the late years of the Age of Destiny. It retained this honor for centuries before Tar Taargadth eventually collapsed beneath the waves of orc hordes in 1551 AR.

Soon after the fall of Tar Taargadth, the baron-mayor of Highhelm, Torheim Gardrick I, founded the Mighty Kingdom of Gardadth, naming Highhelm as his empire's capital. Four other dwarven kings claimed kingdoms in the region, and infighting was quick to follow, eventually spawning the legendary Five Kings Wars, 18 of which directly involved Highhelm in some manner. After centuries

of bloodshed, dwarven revolutionaries backed by Drumish emissaries brought the kingdoms to their knees and compelled their rulers to sign the Kerse Accord in Highhelm's Council Building. After the leaders agreed to the terms of the treaty, Highhelm again resumed its key position as the center of dwarven culture and power. Delegates from all five kingdoms remained at Highhelm year-round, forming a strong and collective political council that ushered in a new era of peace for the dwarven people—for a time.

The old kingdoms of the Five Kings Mountains eventually fell to the orc hordes in the twenty-sixth century, though Highhelm endured because of its nigh-impenetrable defenses. A hero named Khadon the Mighty eventually reclaimed the Five Kings Mountains for the dwarves and founded the kingdom of Tar Khadurrm. The importance of Highhelm fell by the wayside for several centuries as new powers deigned to recognize various other cities as capitals of the new kingdom.

Then, in 3980 AR, everything changed. In an event now known as the Rending, the nearby mountain of Torag's Crag erupted, sending lava and rock soaring for miles around and leaving the Five Kings Mountains region in chaos. Entire settlements were wiped out, and homes and families were buried beneath tons of hot ash. The destruction forced droves of refugees to seek the shelter of Highhelm, and loss and starvation beat the once-proud race into hopelessness, despair, and apathy. In the wake of the cataclysm, a treacherous cleric known as High Priest Talhirk Ordrik broke from the traditions of his ancestors and began soliciting younger priests in the worship of Droskar, a brutal and domineering dwarven god. Before long, the high priest's swiftly growing power allowed him and his converts to conquer all of Tar Khadurrm in the name of Droskar.

Ordrik's victory and the theocratic government he put into place ushered in an era of unending toil for the people of the Five Kings Mountains. The dwarves suffered a century of hard labor building temples and towers in Droskar's name—shoddily built works, because the endless travail mandated by Droskar's clergy exhausted even dwarven stamina. In the end, mass defection caused the theocracy to collapse upon itself in 4466 AR. Highhelm and a few of the old dwarven cities in the region withstood the nation's downfall, but in the end the kingdom of Tar Khadurrm was no more.

The last 250 years, known as the Collapsed Era, have seen the dwarves work tirelessly to restore their fractured kingdom to its former splendor. Highhelm has played a central role in maintaining what remains of the dwarves' once-great legacy—though to many in the city, the dwarven capital seems to be but a vivid dream amid the twilight of a fallen people.

PATHFINDER CAMPAIGN SETTING: CASTLES OF THE INNER SEA



Description

Highhelm's incredibly massive structure rises above ancient dwarven holdings in the Darklands. When the dwarves burrowed their way to the surface during the Quest for Sky, they built extensively within Emperor's Peak, which gradually formed the foundation for what would become the city of Highhelm. The sprawling metropolis winds through an entire mountain before its tunnels finally enter the massive, sweeping fortress-city most people refer to when they speak of Highhelm.

This fortress-city, also known as the King's Crown, is the most populous part of the city, though it represents only a fraction of the settlement. The Crown consists of two parts: Inner City and Outer City. Inner City remains within the shelter of the mountain, carved into a tremendous cavern with 100-foot-tall ceilings supported by grand pillars and arches. A broad, open walkway carved into the shape of a low siege wall encircles the perimeter of the cavern and connects to the actual siege walls that surround Outer City. Almost all of Inner City's sprawling cityscape is carved from the stone of the mountain, the only exceptions being newer establishments and reconstructed buildings. The majority of Highhelm's citizens dwell within this vast section of the city, where neatly organized streets connect rows of private dwellings, shops, and alehouses. From these streets, a fanning arch of long staircases spreads across the great stone hill known as King's Motte. Tiers cut into this sharp incline support a half-dozen or so impressive-looking stone keeps, including the Council Building, the Scepter Building, and the Trade Consulate Building. Most splendid of all these structures is Stonehall, the carved palace from which High King Borogrim the Hale reigns.

In the east wall of Inner City, a large hole known as the dawnhole allows sunlight to enter the cavern from dawn till just before noon, while a similarly carved duskhole in the west wall allows light into the cavern in the latter part of the day. For a brief period, when the sun hangs directly overhead and pierces neither the dawnhole nor the duskhole, the entire cavern goes almost completely dark. The dwarves of Highhelm call this time of day blacknoon. On nights when the moon is visible, a similar phenomenon takes place.

Beyond the siege walls of Inner City, the dwarves cut a broad plane into Emperor's Peak that extends several hundred feet to the edge of the mountain. This area is known as Outer City, or the Ledge. Here the dwarves carved numerous structures into the mountain face, hoping to expand their hold to meet the needs of Highhelm's ever-increasing population.

Beneath the King's Crown, a tangle of tunnels weave almost seamlessly through the earth and stone and connect to thousands of halls and chambers. The dwarves of Highhelm commonly refer to these passages as the Depths.

The labyrinthine nature of these lower levels makes them irresistible targets for goblins, orcs, and other enemies hoping to invade Highhelm proper. The dwarves send groups of skyseekers—dwarves specially trained to locate their ancestral holdings and defeat their ancient enemies—into the lower passages to map unknown sections, recover artifacts, and keep the area secure from would-be invaders.

1. Plummet Wall: This 40-foot-thick stone battlement rests at the end of the Ledge, and serves as a broad defensive platform for both Outer and Inner City. The rampart is permeated every few hundred feet by arrow slits and siege towers. The latter are carved to resemble the faces of ancient dwarven kings, and hang precariously over the precipice around Outer City. At all times, guards patrol the baileys and keep steady watch from the towers.

2. West Face: The area of the Ledge along the west face of Emperor's Peak gets the least amount of sunlight, making it one of the coldest places to settle in Highhelm. Still, West Gate Passage is one of the primary entrances into Inner City, making the district prime real estate for merchants and newly forged guilds. Formidable battlements flanked by huge stone towers separate the district into numerous smaller sectors and funnel caravans directly toward the immense, hundred-foot-high gates leading into Inner City. Residents of this ward consist mostly of gruff mercenaries, hardworking artisans, guides, muleskinners, and dwarves who simply find living in sunlight to be uncomfortable.

3. South Face: The walls of West Gate Passage create a distinct divide between West Face and South Face; members of the public travel between these two wards via the passage's sizable barbican. A similar structure separates South Face from East End, though it isn't nearly as well guarded, as South Face rarely attracts visitors. The section's most prominent structures include Old Keep, where the city's famed Order of the Mantle is garrisoned, and the Broch, a large tower converted into a prison that is overseen by its grim warden, Baelim the Black.

4. Second Wall: This stout wall, built 20 feet above the base of the Ledge, encircles the inner face of the mountain. Second Wall was initially built so Highhelm's warriors could hold the Ledge should it ever be compromised. Flights of stairs connect to Second Wall's bailey, which winds through small arches and allows soldiers to rapidly travel from one end of the Ledge to the other without running through the streets. At present, the bailey is lightly guarded.

5. The Out-Towns: Though none own their holdings, numerous foreign shipping houses have set up shop on the Ledge. Those without the sponsorship of a dwarven trade-house must rent their properties from the high council, placing them at constant risk of eviction if they can't pay their dues every month. Caravan masters of these foreign trade houses frequently take on risky or outright dangerous jobs that can land them quick fortunes if

successful. Such entrepreneurs travel the quicker, more precarious routes through risky and violent regions of war-torn Galt and Iser, provided it means bigger profits.

6. East End: The most desirable property of Outer City, East End receives the most sunlight and offers a spectacular view of nearby Mount Kla and the Verduran Forest. The gates of its barbican mark the head of the Stone Passage, the most heavily trafficked of all the city's trade routes. Two keeps just inside the gates hold nearly 200 dwarven guards ready to defend the pass with their lives.

7. Gatebreach: This neighborhood consists of a mix of common folk, city merchants, purveyors, and tradespeople whose work creates the backbone for Highhelm's small but thriving local economy. The location provides excellent opportunities for sellers to target those entering and exiting the city, and thus competition can be fierce. Dozens of exotic and local food market stalls line the streets leading up to Gatebreach, while numerous artisans' shops perform services and repairs at relatively low rates.

8. New Stonewrought: A strip along the wall of the eastern half of Inner City forms a small district of merchants and day workers. It supports numerous

restaurants, taverns, and inns that have helped draw money into the once-struggling district. New Stonewrought's streets are the cleanest in the city, a point of pride among its residents.

9. Helmskeep: The grand estates found in this sector of Inner City belong to Highhelm's oldest and most influential families. Most of these families can claim uninterrupted ancestry to the Darklands dwarves who founded the city. In recent years, however, a growing number of empowered merchants have purchased property in here, much to the ire of Helmskeep's more firmly rooted aristocrats.

10. Deeplock: This huge, fortified stone castle sits atop a gaping hole that drops into the Depths beneath. Several lifts descend into a small cave hundreds of feet below, used by the dwarven skyseekers and adventurers who excavate the lost relics of the Depths. A score of elite dwarven guards keep a 24-hour watch over the cave.

A wall of barracks, officers' quarters, and other military structures surrounds Deeplock. Soldiers of Highhelm's militia typically either join for life or are conscripted via Highhelm's strict but fair draft, which mandates that all dwarven citizens must enter a 20-year term of military service when they come of age. This service can be divided into four 5-year tours that needn't be served consecutively.

11. The Hollow: Various communities of artisans work in this section of the city, gathering in small collectives to work cooperatively on larger projects that require a variety of skills. Often these cooperatives pool resources to make larger purchases of materials, food, and property. As a result, many artisans who dwell in the Hollow share living spaces, and a single company may well own half a city block.

12. Helmslore: This neighborhood centers around the Hall of Ledgers, the Iron Archives, the Academy of Lore, Deepstone House, and other institutions dedicated to preserving knowledge, history, and financial records. During most days, the district bustles with politicians and historians, as well as skyseekers researching their finds.

13. Helmsborough: Smiths, innkeepers, and ex-soldiers own a fair number of the homes and businesses in this neighborhood, which also plays host to over half a dozen large public drinking halls called communals. Mercenaries, merchants, and other boisterous parties often convene in the communals to drink, settle deals and contracts, air gripes, and rally over various political issues.

14. Runnerton: Here muleskinners occupy a good portion of the homes. In addition to raising and selling mules and grayhorns (local mountain rams that the dwarves long ago domesticated as draft animals), these hardy and hardworking folk run draft teams for various mercantile companies. One advantage over foreigners that these folk possess is the right to raise animals within the city, though this can cause some problems given Highhelm's space limitations.



Baelim the Black

Denizens

As one might expect, the majority of Highhelm's occupants are dwarves, who typically belong to one of several loosely defined castes as appropriate to their profession and lineage. Middle-clans—artisans, laborers, mercenaries, merchants, muleskinners, and stoneworkers—compose over half the populace. The high-clans—descendants of the oldest and noblest families along with a growing number of the newly rich profiting from Highhelm's booming trade industry—constitute another quarter of the population. The remaining residents consist of lower-class laborers, servants, and the increasing number of foreigners who have begun to settle in small ghettos along the Ledge.

Foreigners can make good money in Highhelm if they're willing to risk transporting goods for one of Highhelm's dwarven trade companies. Under city law, noncitizens are exempt from paying many of the city's stifling taxes and tariffs, though they have few other rights and no say in any of Highhelm's political forums. Still, small bands of noncitizens have begun forming caravans that move cargo to and from Highhelm.

Because most of Highhelm's merchants shy away from using foreign caravans, muleskinning—the job of leading teams of mules or grayhorns—has become a profitable business for dwarves. With over 2,000 official members and an equal number of peripheral supporters, the muleskinners' guild forms a significant lobbying block in Highhelm under the steady leadership of guild master **Lygras Ironhorn** (LN female dwarf expert 4/fighter 3).

The current High King of Highhelm, **Borogrim the Hale** (LN male dwarf fighter 8/aristocrat 5), rules from Stonehall in King's Motte. Borogrim keeps a circle of elite dwarven knights that serve as his protectorates and trust council—these include **Athmord Hammerbind** (LN male dwarf fighter 5), **Eirjana Giltbrand** (LG female dwarf paladin 6), and **Efirum Axenose** (LN female dwarf fighter 7). Other frequent visitors to his court include **Grand General Kaltan the Pike** (LG female dwarf cavalier 8), commander of the city's military forces, and **Chief Helmsman Mugholt Grom** (LN male dwarf ranger 7), head of the defensive units responsible for guarding the Ledge.

Threats

The legendary war machines of Highhelm are among the most impressive siege weapons to be found throughout all of Avistan. Numerous trebuchets, ballistae, catapults, and arrow-launching springals adorn Plummet Wall on the Ledge, and the dwarven soldiers stationed there are quick to fire at anyone or anything that looks like a threat.

Dwarven smiths have invented a number of ingenious weapons to use during sieges and other confrontations.

Adventure Hooks

The following adventure hooks can help GMs involve their players with Highhelm.

Depths Delvers: Frori Thurisson, a wealthy dwarven trader and gambling man, seeks to hire a group of trained adventurers to explore a series of caves that he believes to be a backdoor entrance into the Depths. He has bet a fair amount of money that his hired troop can use the passages to get into King's Crown undetected, though his gamble is auxiliary to his true motives—in truth, he hopes to use the passages for himself to transport goods and skip out on taxes for his importing business.

Jailbreak: After a night of careless debauchery, the son of a wealthy spice merchant now lies in the jail of Baelim of the Black, a ruthless dwarven jailor who assumes custody of petty criminals—particularly foreigners—by purchasing their legal fines. He jails his prisoners in a large stone broch on the Ledge and makes his money off the interest he charges victims' relatives when they finally arrive to purchase their loved ones' freedom. Knowing the merchant's wealth, Baelim set an exorbitantly high price for the release of her son. Angered and insulted by Baelim's deliberate extortion, the merchant hires adventures to orchestrate a jailbreak and free every prisoner in Baelim's Broch, leaving the unscrupulous dwarf broke.

The inventions detailed below can be used by GMs to add excitement and peril to adventures set in Highhelm.

Item	Price	Weight
Powder ball, empty	400 gp	4 lbs.
Powder ball fuel	300 gp	1 lb.
Sky mine	1,000 gp	500 lbs.

Powder Ball: This steel sphere is about the size of a standard cannon ball, though it's significantly lighter. Small holes pock the surface of the sphere, which can be unscrewed into two hemispherical pieces. By filling the intricate hollows in an opened powder ball with a specific mixture of volatile chemical reagents (which can typically be purchased in Highhelm for around 200 gp) and inserting a proprietary fuse, an individual can use the weapon as a time-delayed explosive device, throwing it as a splash weapon or simply placing it where she wants it to explode. The fuse can be ignited as a move action; 1d4 rounds afterward, the powder ball explodes, dealing 2d6 points of fire damage to anything in a 10-foot-radius burst (DC 15 for half). A powder ball explodes in this way three times—the second explosion occurs 1d3 rounds after the initial explosion, and the third explosion occurs 1d2 rounds after the second. After the third explosion, the empty powder ball can be refilled and used again.



Sky Mine: The dwarves of Highhelm fill these 20-foot-diameter cloth balloons with a secret and highly flammable gas (included in the price) and then release them into the sky over their enemies. To transform the balloons into decoys, dwarven siege warriors place dummies in cargo baskets beneath the balloons to look like balloonist scouts or snipers. Whoever releases the balloon can attempt a DC 15 Profession (driver), Knowledge (nature), or Wisdom check; if the check is successful, the balloon can be guided out to a maximum range of 300 feet, a far enough distance for archers to safely shoot the balloon with flaming arrows, causing it to explode in a devastating ball of fire. A detonated sky mine creates a 50-foot-radius burst of flame that deals 10d6 points of fire damage to anything in the area.

Deepscar Keep

Deepscar is an abandoned keep in the Depths, several hundred feet below the city. The dwarves of Highhelm blocked and barricaded the road to Deepscar in ages past when they vacated the keep and continued their destined Quest for Sky. In their haste, however, they failed to block all

entrances to the keep, and in recent years a tribe of mysterious dark folk has moved into its forgotten halls.

This sample section of Highhelm is a suitable adventuring location for a group of four 4th-level PCs.

H1. Landing Cave (CR 4)

Toward the back of this cavern lies the primary entrance of Deepscar Keep. A flight of stairs leads to a pair of stone doors, their faces carved with a pair of crossing hammers. Iron statues of dwarven lords flank the doors. Immense iron bars laid across the doors hold them fast and are further secured with iron chains fastened with an oversized padlock (Disable Device DC 30). After the lock and chains are dealt with, prying the bars loose requires a successful DC 18 Strength check. Adventurers who fail to use stealth when approaching this entrance attract the attention of the creatures in area **H5**.

West of the landing here stands a small courtyard where a fresco depicts a stylized map of the nearby underground tunnels. The fresco obscures a secret door hidden in the stone wall that leads to area **H5**; it can be spotted with a successful DC 20 Perception check.

Creatures: Three darkmantles lurk among the stalactites of this cavern, waiting to drop on whatever living things climb the staircase toward Deepscar's entrance.

DARKMANTLES (3)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 55)

H2. The Watcher's Arch (CR 2)

A pair of octagonal watchtowers stands on either side of the great stairs leading to Deepscar. On the second level, narrow archers' windows ring the tower perimeters. At this same level, suspended between the towers, a high curved arch crosses above the staircase. The arch is carved with hundreds of thick and ancient inscrutable runes, along with the faces of six dour-faced dwarven kings, three to a side.

Creature: There is a 50% chance that a dark creeper occupies this tower, watching over the outer cavern for signs of intruders. If he catches sight of invaders, he immediately rushes to tell the dark stalker in area **H23**. If he's not there, the creeper lurks in area **H8**.

DARK CREEPER

CR 2

XP 600

hp 19 (*Pathfinder RPG Bestiary* 53)

H3. Atrium (CR 3)

A hall lined with six stone pillars leads to stone doors carved with the image of crossed hammers, as well as a single line of Dwarven runes. Above the door is an arch embossed with the faces of six dwarves, which match those on the arch in area **H2**. The central block of each pillar is also ringed

with these faces. Anyone who fiddles with one of the central blocks discovers that it can be rotated.

Trap: The doors are locked from the inside by an iron drop bar rigged to a complex gear mechanism inside the walls. The doors can be opened with a successful DC 25 Disable Device check, but doing so triggers a trap. The trap targets any creature that attempts to open the door without first correctly rotating the faces on the central block.

The runes on the door read, “Enter in the order of our elders,” providing a clue to bypassing the trap. Rotating the faces on each stone pillar so the correct face looks toward the corridor—they should match the order of the faces above the arch—unlocks the door and disables the trap.

SPONTANEOUS IMMOLATION TRAP

CR 3

XP 800

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (*alarm*); **Reset** none**Effect** spell effect (*spontaneous immolation*^{uc}, 3d6 fire damage and target catches on fire, Fortitude DC 13 for half and target doesn't catch on fire)

H4. Long Hall

This hall is similar in design to area H3 but longer, and has stone double doors exiting on either side. The doors open into this room, but drop bars keep them held fast. The drop bars can be lifted with a successful DC 13 Strength check.

Treasure: At the far end of this hall, a huge geode rests on a dais. The geode weighs nearly a ton, and most of the valuable green garnets inside of it have already been removed. Still, for every 10 minutes a PC spends salvaging the inside of the geode, she can attempt a DC 15 Craft (stoneworking) check to scavenge tsavorite scraps worth 2d4 × 10 gp from the rock. After three successful scavenges, the geode is depleted.

H5. Muster Room (CR 5)

This room once served as a mustering area for Deepscar's guards.

Creatures: Currently, three dark creepers keep watch over this section of the keep, using old crossbow murder holes to keep watch over the main entrance. If they spot anyone, they immediately rush to their leader Enat in area H23, placing the rest of their kinfolk on high alert for intruders.

DARK CREEPERS (3)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 53)

Treasure: The keep's current occupants shoved piles of old gear into a corner of this room, including some rusted suits of armor and a strange spherical device that turns

To Arms!

The following encounters can be used to add excitement or intrigue to an adventure set in Highhelm.

Burner Patrols (CR 5): Visitors flying into Highhelm may inadvertently catch the eye of burner patrols if they fail to send prior notice of their arrival. Each burner patrol consists of a trio of dwarven soldiers (LN dwarf fighters 3) who patrol the Ledge at all times, keeping a sharp lookout for any dangerous creatures flying toward the city. On a large pull cart, the soldiers drag a heavy ballista and plenty of ammo. If they spot anything strange approaching, they work together to hoist and load the ballista before firing first and asking questions later.

Baelim's Hunters (CR 7): If the PCs have gotten themselves in trouble with the law in Highhelm and they haven't made amends with the appropriate authorities, they'll likely find that a bounty has been placed on their head. In this instance, the notorious Baelim the Black has set out a band of four urban bounty hunters (LE dwarf rangers 4) to hunt down the PCs, capture them, and bring them back to the Broch.

out to be an empty Deepscar powder ball (see Threats on page 39).

H6. Courtyard (CR 3)

Creatures: The dark stalker now in charge of Deepscar ordered her underlings to capture a pair of gryphs and let them loose here.

GRYPHS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 2 150)

H7. Priest's Room (CR 5)

Creatures: This room once served as the private quarters for Deepscar's high priest of Torag, but a pair of dark slayers recently seized it when their clan took over the dwarven keep.

DARK SLAYERS (2)

CR 3

XP 800 each

hp 22 each (*Pathfinder RPG Bestiary* 2 75)

Development: While they serve the keep's current ruler, the dark slayers here eagerly seek to overthrow her and take command of the keep for themselves. For this reason, the slayers refrain from fighting the PCs and instead offer them a deal—all of the treasures of Deepscar in exchange for the death of Enat. Of course, the dark slayers have no plans to keep their end of the bargain.

H8. Antechamber

This room served as an antechamber to the watchtower.

Creature: If the dark creeper wasn't encountered in the watcher's arch (area H2) earlier, he can be found here, lurking about. As soon as he spots intruders, he attacks.

H9. Chapel

Three wooden benches face a small stone altar resting on a slightly raised dais in this room. A stone statue in the northwestern corner depicts a forge with a brace of hammers hanging above it.

H10. Storage Room (CR 4)

Once a storage room, this chamber now contains only a few empty barrels and crates. The door to the room is locked with a simple lock that can be opened with a successful DC 20 Disable Device check.

Creatures: As the dark folk were clearing out Deepscar to claim it for themselves, they came across a pair of blindheims lairing in this abandoned chamber, and they quickly locked the creatures in here before they could be blinded by the blindheims' luminous stares. Now the hungry blindheims attack anything that comes into their lonely domain.

BLINDHEIMS (2)

CR 2
XP 600 each
hp 22 each (*Pathfinder RPG Bestiary 2 46*)

H11. Fungus Cultivation Room

Stagnant, putrid-smelling water coated with a fungal slime covers this room's sunken floor. Once used to cultivate edible fungus, the room has long since fallen into disrepair. Anyone who wades through the 2-foot-deep morass or otherwise touches the water risks contracting filth fever (*Pathfinder RPG Core Rulebook 557*).

H12. The Forge (CR 3)

At the far side of this room stands a large forge beside a filthy coal box. Two anvils stand before an empty tool rack, which in turn face a large metal statue of a dwarven smith.

Creature: The statue in this room is actually a forge guardian built by the dwarves in case intruders made it this far into the keep. It animates and attacks if any non-dwarves enter the room.

MEDIUM ANIMATED OBJECT

CR 3
XP 800
hp 36 (*Pathfinder RPG Bestiary 14*)

SQ construction points (metal)

H13. Common Barracks

Rows of old wooden bunks line the walls of this room. A few chests lie bashed open and have been emptied of their contents.

H14. Commander's Quarters (CR 3)

Mold-spotted tapestries partition this room, one side of which holds a bed and an old dresser, while the other side contains a work desk and a small bookshelf.

Creature: A single dark slayer occupies this room. At night, the slayer sleeps in the rickety bed, while during his active hours he works over strange, mostly nonsensical arcane writings on the work desk.

DARK SLAYER

CR 3
XP 800
hp 22 (*Pathfinder RPG Bestiary 2 75*)

Treasure: As with the other rooms in Deepscar, most of the personal contents in here were taken long ago. Characters who succeed at a DC 16 Perception check while searching the work desk locate a false bottom in one of the drawers. Beneath the false bottom hides a forgotten *ring of maniacal devices* (*Pathfinder RPG Advanced Player's Guide 292*).

H15. Armory

Treasure: Weapon and armor racks occupy most of the space within this room. While the dwarves carted away the majority of their equipment, they left behind two suits of dwarven scale mail, three heavy steel shields, 12 warhammers, three battleaxes, and an unfinished cold iron dwarven urgrosh. A successful DC 25 Craft (weapons) check is needed to complete the urgrosh; otherwise, it's worth only its weight in cold iron.

H16. Alchemy Lab

The labels on the empty jars on the shelves lining this room indicate they once held samples of edible fungus, though any content appears to have turned to dust long ago.

Treasure: Beneath a stone basin along the northern wall of this room lies a case holding six flasks of alchemist's fire. A powder ball sits on a bench in this room, and tacked on a nearby panel hangs a roughly drawn diagram describing the process for operating the dwarven war device.

H17. Feast Hall

Long wooden tables, scarred and stained from centuries of festivities, fill this former feast hall.

H18. Lord's Guard's Chamber

These rooms once housed the lord's personal guards. Each now contains only a bed frame and small empty chest with the top smashed open.

H19. Lord's Chambers

This large room once served as the private chambers of the dwarven lord in charge of Deepscar. It is partitioned into three sections, the first of which served as a waiting



room used to screen guests or hold conversations outside the lord's personal space. The second room functioned as a lounge area, where he could entertain guests or hold a secret council. The last area served as the lord's inner, private quarters, and connects to a sizable (but empty) closet. The room contains only a large bed and some shelves; everything of value taken with the dwarves when they left to found Highhelm.

H20. Kitchen

This room holds three stone cooking hearths. One contains a large roasting spit, another is simply an open cooking fire, and the third is fitted with a sizable cauldron. Smaller pots and utensils hang from pegs on the walls.

H21. Prep Room

The northern wall of this room is occupied by a butcher's table scarred with cleaver marks and stained with old blood. A sharpening block holds a small collection of skinning, boning, and carving knives.

H22. Ale Room

Empty ale barrels fill this room. From pegs on the walls hang wooden tap mallets and shunts, along with a small collection of old tankards and chipped drinking horns.

H23. Throne Room (CR 6)

Short flights of stairs climb to the 5-foot-high skyboxes that line the sides of this throne room. The throne is carved from a single chunk of gray granite, and has a glyph of crossed hammers carved in its headpiece.

Creatures: A dark stalker named Enat has claimed the throne of Deepscar and lords over her clan of dark folk from the throne here. At all times, a pair of dark creepers follow her around, acting as her personal bodyguards.

ENAT CR 4

XP 1,200

Dark stalker (*Pathfinder RPG Bestiary* 54)

hp 39

DARK CREEPERS (2) CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 53)

H24. Outer Doors

The dwarves collapsed these doors when they left to prevent the beasts of the Darklands from following their migration to the worlds of light. How much effort it would take to unearth one of the passages and where it might lead is left to the GM's discretion.