

## **Dymondeep Mines and Research Facility**

Dymondeep was first delved in the 4th century AW by dwarves from the Ironheart Mountains. A visiting Gardenian wizard named Goodroot became interested in the mine, and he was eventually granted permission to build a research facility there. Goodroot was a man in love with earth and stone. Eventually, the dwarves dug deep enough for Goodroot and his apprentices to open a *portal* to the Elemental Plane of Earth. This led to increased riches for the dwarves as they mined the rare minerals of the plane.

However, the dao genies soon discovered the intrusion of mortals into their plane. At first the dao were openly hostile, and many lives were lost in the fighting. Goodroot eventually approached the dao to negotiate for mining rights. Somehow, he convinced the dao to let the dwarves continue mining, and even with the exorbitant fees the dwarves had to pay every year, they still made a huge profit. Goodroot himself disappeared shortly after the negotiations, leaving his descendants in charge of his research.

Cooperation between the wizards and the dwarves continued for many generations. The research by Goodroot's descendants produced a number of stonechildren, who today live in the Ironheart Mountains to the north. When the Prophet came, the head of the facility sided with him, and the facility was shut down by the Emperor. The *portal* was closed, and the mines have stood empty since then, occasionally occupied by wandering bands of humanoids.

### **Dymondeep Mines, Level One (1st level)**

- CR 1 camouflaged pit trap, EL 1
- Kobold warriors (4), EL 1
- CR 2 bricks from ceiling, EL 2
- Kobold warriors (1d3+6), EL 2
- Kobold warriors (4) and dire weasel

### **Dymondeep Mines, Level Two (2nd level)**

- Kobold warriors (4)
- CR 2 well-camouflaged pit trap, *DMG* p. 71
- Kobold warriors (1d3+6), EL 2, *MM* p. 161
- Kobold warriors (4) and CR 2 camouflaged pit trap, EL 3, *MM* p. 65, *DMG* p. 71
- Kobold warriors (4) and

### **Dymondeep Research Facility, Level One (4th level)**

## **Dymondeep Research Facility, Level Two (6th level)**

### **References**

- Kobold warrior, *MM* p. 161
- Dire weasel, *MM* p. 65
- CR 1 and CR 2 traps, *DMG* p. 70-71