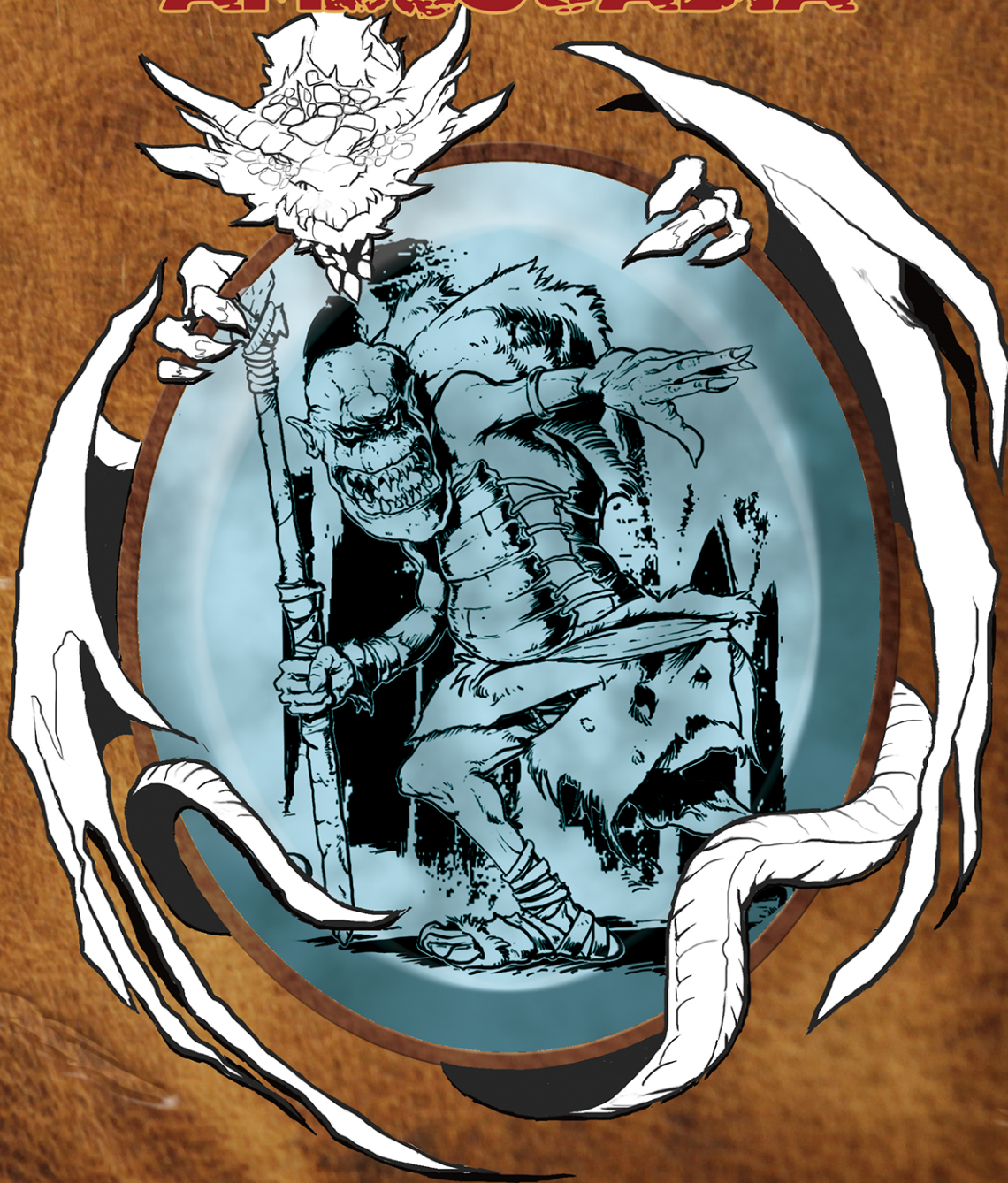


5TH EDITION
ADVENTURE

**CAVERNS OF
AMBUSCADIA**



DAVIS CHENAULT



CAVERNS OF AMBUSCADIA

BY DAVIS CHENAULT

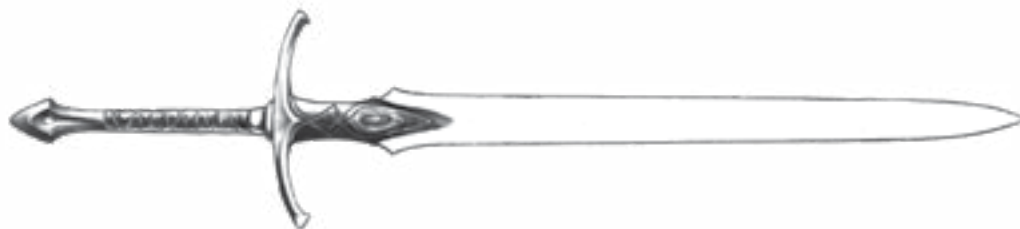
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This adventure is designed for 4-6 characters of levels 5-6. The PCs enter a small mining and cave complex to clear it of the creatures that have infested the place. This should involve several forays into the mines to complete though it can be accomplished in one foray with an adequately supplied and prepared party that is on the upper end of the level range and the class assortment is good. The racial abilities of a dwarf increase the odds of successful completion. One or more clerics with adequate healing are also beneficial.

In Inzae and with the *Beneath the Black Moon* supplement, the mine is located north of Bergholt (see map for details) far beyond even the reach of Aagenves deep in the Underdook.

The adventure can be located anywhere there are mining operations underway and there is a dearth of experienced adventurers to undertake the task of clearing the mine. A small town or village located nearby the mining area is preferable so the party can fall back, rest and recuperate when or if necessary. The ore or minerals being mined can be changed to meet any local context. Wandering monsters to or from the mines to the village may or may not be a problem. This is best left up to the CK so that any local environmental conditions can be addressed.

IN DAYS GONE BY

Centuries ago, silver was discovered in the Underdook. In a very short period of time the hills witnessed feverish mining operations with dozens of mines being excavated and the rivers panned for silver. The area was rife with miners, soldiers and porters. Not an insignificant amount of wealth flowed south and aided in the monetary desires of those settlements north of Bergholt. It was not long before the veins of silver were excavated to their fullest and the mines abandoned. The Underdook became wild again. Several have, over the years, explored the region in search of new veins of silver.

Not long ago some miners located an untouched vein of silver in the Underdook. They could not afford the mining operation themselves so approached a local Konzern based out of Aagenves, Leonhirdz. After showing some of the silver, the leaders of Leonhirdz agreed to underwrite the mining operation and supplied the miners with gold and material to finance their operation. The miners worked diligently and quickly and were fairly successful for several years. The ore was being sent back to the Konzern for over two years when the shipments and communication suddenly stopped.

Unbeknownst to the Leonhirdz, the mining operation alerted a Therafak (see New Monsters) living nearby. The Therafak bided its time and awaited an opportunity to do something. With the war in the south brewing, the Moorzeepin informed members of the Magdole Gang of the operation and they in turn informed a raiding party of Zjerd that had begun operating in that region of the Underdook. A Zjerd war band descended upon the mine shortly thereafter only to find the mine overrun by other creatures from deep beneath the earth.

After the shipments of ore stopped, the Konzern became worried, not only about the ore, but also about the miners. They sent some messengers out to investigate. The messengers never returned. The Konzern then sent an armed group out expecting bandits or worse. They never returned. Finally, a more powerful group of scouts and huntsmen were sent out. They also never returned.

CONCERNED KONCERN

The Konzern has, at this point, decided to hire some experienced mercenaries or adventurers to undertake the investigation of the mine and discover what happened there. Hence, they put word out or contacted the PCs or have had an advantageous encounter with the PCs in a village or in Bergholt and seek to hire them. The Konzern is willing to pay 200gp per person to investigate. The PCs are allowed to keep anything they find in the mine but are not allowed to mine any ore. The hiring can be done in Aagenves at Leonhirdz or in Bergholt at Radulfz (another Konzern in Bergholt).

Suitable supplies are given to the PCs. These include provisions for two weeks, donkeys to carry materials, rope, tools and any other equipment the PCs may feel necessary but only up to 100gp in value per PC. The PCs are also supplied a map (incorrect and incomplete) of what had been completed last time the miners reported to the Konzern.

The mine is located a leisurely four or five day trek from the Aagenves along an old trail. From there, the track is easy to follow since it runs along a creek the rest of the way. A random encounter chart is given below. Several creek crossings are necessary but are easy owing to the shallow waters.

THE UNDERDOOK

The Underdook is a long stretch of rugged hills stretching from north of Bergholt to deep within the Graffenvold. The hills lie on the east side of the Vindig River. The Underdook begins with shallow rises in the north but these quickly become steep sided and taller hills to the south. The valleys narrow and twist with many cliff faces where the bedrock has been exposed and worn down by creeks and rivers and time.

The region is well watered with springs and rainfall is plentiful during the spring and fall. A dark canopy of evergreens covers the region with a scattering of hardwoods on the north facing slopes and in the river valleys.

The region supports a large diversity of life and owing to its dangers otherwise, is rarely visited for hunting or other commercial activities. It is also home to various beast and creatures of foul nature.

The Zjerd and their cousins occasionally wander through the region, shtummpf are said to still dwell in its more remote corners, bandits hole up in the many abandoned mines or forts found throughout the norther reaches of the area and it is even rumored witches live in the woods.

WANDERING MONSTER CHART

Roll four times a day for encounters. Roll 1d6 if it is Morning or Evening, 1d12 in the Afternoon, and 1d10 if it is Night. A 1 on any roll indicates an encounter. If an encounter occurs, roll 1d10 and consult the chart below.

1d10	Result
1	Deer: Small herd, 4-16
2	Elk: Small herd, 4-12
3	Moose, 2-4
4	Coyote, 2-12
5	Wolf, 1-6
6	Zwetter Rorer
7	Mammoth, 2-5
8	Bear, Brown
9	Therafak <i>He carries an expert quality wolf spear (non-magical, +2 damage) and 200gp in silver and gold jewelry.</i>
10	Corpse: The PCs come across a corpse along the trail. It is a human who has been stripped of all his belonging and mauled by a bear, some coyotes and now various smaller animals. A search of the area uncovers some items of shredded clothing. There are no discernable tracks other than of the animals which have feasted upon it.

MINE ENCAMPMENT

The mine and caverns the PCs are exploring are infested with denizens of the deep, kazarkim, and some Zjerd. The current infestation is by some kazarkim, their pets, compatriots and their leader, a witch. There are dozens and dozens of creatures in the mines and caverns now and more coming. These creatures are expecting more miners or adventurers and are preparing themselves to fight them.

The primary goal of the PCs is to investigate and perhaps clear the mine so that it can function again. By the end of the adventure, they learn that the best they can do is provide a temporary respite and avenge the slain miners and those sent to discover the miners' fate. The PCs discover the caverns beneath the mine extend deep into the underworld and there is no functional manner of stopping any determined creature from coming back, unless the CK chooses that the PCs can do so (discussed at the end of the module).

AREA 1

The trail through the hills was difficult and twisting though easy to follow. It followed the course of a large creek crowded with brush and tangles of undergrowth. After several days, the trail enters the steep interior foothills and opens on to a clearing. In front is a narrow valley with a small creek running down it's middle. About 200 yards up the valley and 50 feet up the east

slope is a large gaping hole in the hillside. On either side of the valley are large talus mounds. The piles run for several hundreds of yards down the valley. Four clapboard houses, obviously hastily built, are arranged on the side of the valley opposite the mine entrance. A wide plank bridge crosses the stream.

The creek running down the valley is small, perhaps 4 feet wide and a foot deep. When swollen by rains or snow melt it can stretch out to 12 feet wide and rush by very fast getting as much as three feet deep.

The talus mounds are primarily located on the east side of the valley. The ones on the west side are low and where the first mounds were made. They are about 5 feet tall. Those on the east side of the valley stretch up to the mouth of the mine 30 feet above the valley floor. There is a trail across the top of the mounds where the miners ported material and dumped it at the end.

The four buildings were all hastily constructed of clapboard and timbers cut from around the valley and beyond. A fire pit is located near them. This is where most of the cooking took place. A large pile of logs lies nearby. There are also pots, pans and utensils for cooking scattered all around. They have been tossed far and wide in the brush and trampled into the ground. The fire has not been lit in a long time.

BUILDING 1

This long clapboard building has several large open windows on both the front and back with a shallow porch on the front. The door has been torn off. Some clothing and living debris are scattered out front.

This building was the living quarters for the miners. It has been thoroughly ransacked and pillaged. All that remains are broken beds, tables and chairs, pots, pans, some clothing scattered about, shoes, shovels, cups and other detritus of human and dwarf habitation.

One of the floor boards is false. Finding it is difficult (DC 15 Wisdom (perception) or Intelligence (investigation)). Beneath it is a little box attached to the floor joist. In this is a pouch with 320gp worth of silver nuggets.

There are only a few footprints left in here from the Zjerd who ransacked the place. Checks for tracks of other remains indicating who ransacked the place require a successful Wisdom (survival) check (DC 14). Then only a few half smeared prints can be found. Unless the ranger is familiar with those footprints or those of the goblinoids south of the Treklant Creek, they can only be described as long (8 inches), wide (3 inches) with 4 clawed toes and one rear claw indicating a goblinoid of some type.

BUILDING 2

This is a tall and narrow structure and is more akin to a watch tower than anything else. The structure sits 30 feet above the ground on large log legs. There are

large shuttered windows on every side that are open or have been torn off. A small metal pipe sticks out of the shingled roof.

This was a guard tower for the miners. Since nothing ever bothered the miners, they quit using it several months after it was constructed. It is accessed through a hole in the floor. The remains of a ladder lie on the ground.

Inside the tower is one lone corpse of a Zjerd, picked clean by the buzzards. All the PCs see is a very short spear, bones and fleshy tendrils of the creature. Closer inspection and the PCs note several feathers which have been dyed bright orange and red. This is a decoration peculiar to the Zjerd. It is unlikely anyone would recognize it though. The Zjerd was here on guard duty but died due to a snake bite acquired while rummaging through the camp.

The tower room has a cast iron stove in it. This is connected to the flue which juts out of the roof. Small pieces of wood are scattered around the room as well as some cookware, a large empty crock pot and a basin. Salt residue can be found on most everything. The rafters, upon close inspection, have many small ropes attached to them. This is where most of the meat curing occurred.

BUILDING 2

A long and narrow rough-hewn log building rests right up against the edge of the valley wall. Several shuttered windows and a closed door give the place an uninviting appearance. A mud brick chimney on the backside looks a teetering wreck.

This building was used to sort material gathered from mining. There are dozens of tables, screens, tools, buckets, pails and a large wood-burning stove. The silver ore was collected here and separated, then melted down. The place was thoroughly ransacked by the Zjerd earlier. Nothing of any value remains in here. However, should the PCs be looking for tools, this place has a few.

BUILDING 4

This is a two-sided shack. There are no walls on either its north or south end. A wooden ramp leads up both sides of the building. Inside are piles of lumber, uncut wood, hatchets, froes, saws and many boxes.

This building was used for cutting lumber and trees into usable sections for the mine and the buildings outside. It was roofed so that work could be done in the rain. There are nails, chains, ropes, hooks, axes and a variety of other cutting and shaping tools in the place. Any tools the DM decides are reasonable and related to gross wood-working can be found here.

KNOCK KNOCK

The miners advanced underground quickly and, not surprisingly, ran into something they did not like. The mining operation took place in an area that has many naturally occurring caves. Many

of these caves are connected to a vast series of caves underneath the world that are occupied by all manner of strange and unusual creatures. Some kzarkim happened to be near the mine when the miners were working the area and they felt the vibrations of the earth as the mining proceeded. The kzarkim just bided their time and waited for the miners to get close and started digging in the direction of the mine in order to breach it.

The kzarkim dug into the mineshaft and took the miners quite by surprise. They attacked, killed and then consumed all the miners. The kzarkim leader went deep underground and found some companions to aid him in his quest to consume all the flesh he could get. He found a plethora of beasts to aid them. Of these a kzarkim witch was recruited and once he arrived, became the de-facto leader of the group.

Each successive group of people who entered the mineshaft was killed. On one occasion they had to chase several members of one group out into the valley before capturing them and slaying them. In the process of this, they ran across some Zjerd who had come this way at the behest of the therafak.

The kzarkim informed them of the mine's location. Several Zjerd moved into the mine. The lot intends to make it a stronghold for raiding further to the south. Several members of that group remain in the mine while the larger portion of them went to the south to bring even more Zjerd here and take control of the mine from the witch and the other kzarkim.

UNDER CLODS OF CLAY AND ROCK

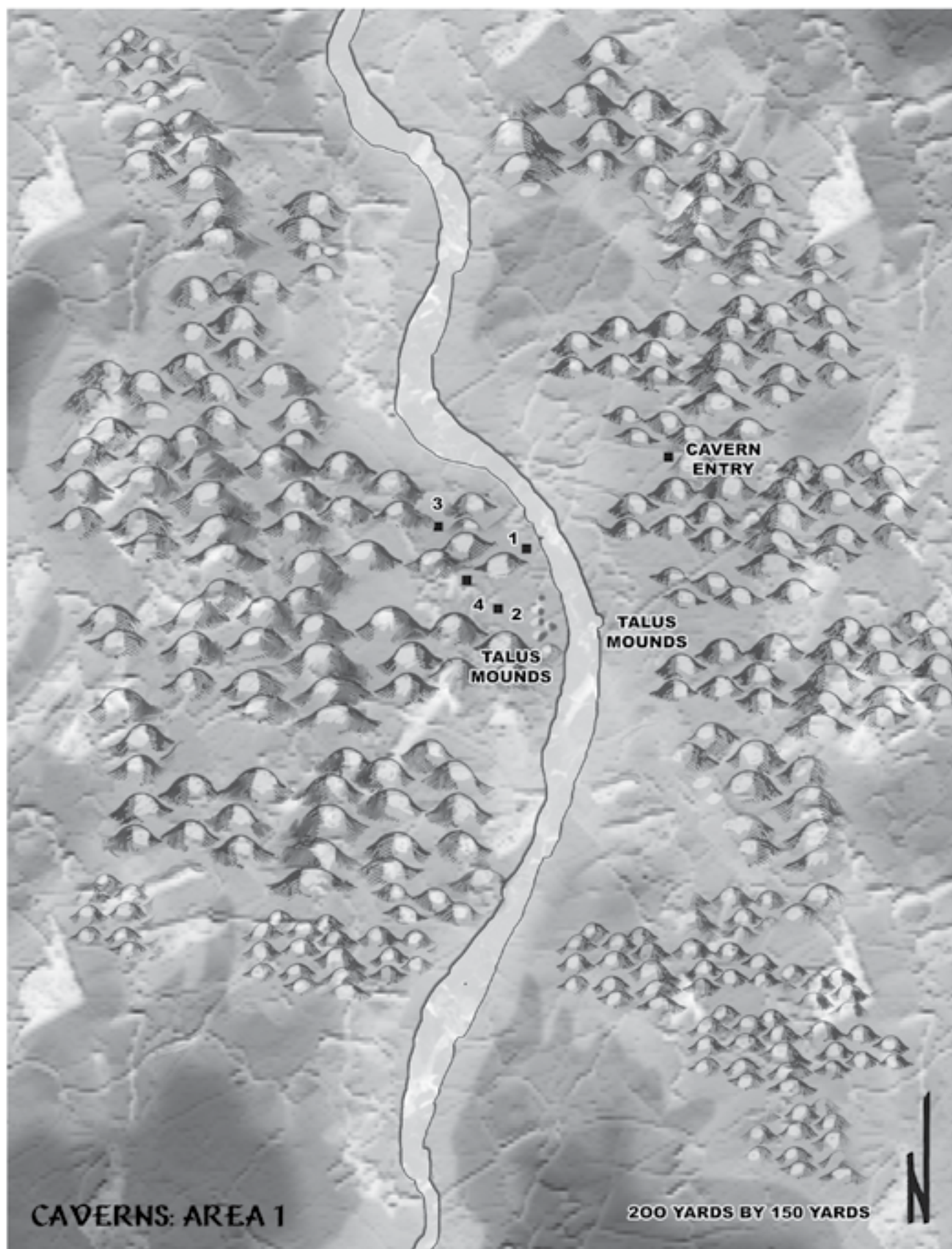
There are two portions of this dungeon. There are mine shafts excavated by several dwarves and humans and then there are the natural caves that connect to them. The mine shafts are generally well excavated and braced for collapses. The floors are level and easy to maneuver on while the walls are even and fairly intact. Those weak portions were braced with beams and logs. The shafts are not exactly squared since the miners preferred to follow the veins of silver rather than create a living environment. The floors rise and fall throughout.

The shafts are about eight feet wide and six feet tall. Portions that are larger or smaller are described in the appropriate area. In addition to the shafts excavated by the miners, there are those excavated by the Kzarkim or their pets. These are small, being no more than 2 feet by 2 feet in size and very irregular. These are noted in the text and should be apparent on the map.

The natural caverns which attach to the mines are described in those appropriate areas. Generally, as with all natural caverns, these are uneven, moist, slick and festooned with flowstone, stalagmites, stalactites and other features typical of a cavern.

Room 1

The light from outside is quickly dimming. The walls here are rough cut and supported by logs, squared timbers and planks. The floor of the mine is compacted by traffic and rutted from the wheelbarrows used to cart debris from inside the mine. The shaft goes fairly straight into the hill at an upward slant before bending



30 feet beyond. Some shovels, picks, broken tools and a wheelbarrow are scattered up the shaft.

Around the bend is a pile of rubble, scorched rock, broken and burned timbers. A wizard cast a fireball here to block the shaft to the west. The rubble appears to cover the whole shaft, but it does not. At the very top, a small hole has been cleared. A kzarkim sits here keeping watch. As soon as it sees the party pass, it leaves to inform others in rooms 3 and 4 about the arrival of 'food'.

The kzarkim does not move until the party passes or the PCs begin rummaging around the rubble pile. If the PCs start picking through the rubble and the kzarkim thinks it will be detected, it scrambles away in a hurry. It makes some noise and unless the PCs are being noisy themselves, the characters should hear it moving away.

KZARKIM (LE small humanoid) HP 5 HD (2d6) AC 14, Spd 30 ft. Str 7 Dex 24 Con 10 Int 8 Wis 7 Cha 8. Perception 10 stealth +6. Language: kzarkim. Dagger +4 1d4+2 plus 1d4 poison (if poisoned), sling 30/120 +4 1d4+2, net +7 (10ft, target DC 12 dex or restrained). SA darkvision 60 ft. light sensitivity, pack tactics, poison. It wears a leather hide and necklace worth 1gp.). Challenge 1/4 (50xp).

Room 2

The shaft widens in this direction. As light spills into the area in front, one can see several wheel barrows against the northeast wall, some shovels and broken picks on the ground, a pail, broken pans, metal rods, a few boxes, a crate and rubble everywhere. A lot of logs and lumber are leaning up against the southeast wall. Axes, froes, a splitting log and other mining or living debris are scattered around.

This room was used to store tools and lumber needed in the mines. Some of the material was taken by the kzarkim and others, but they found it of little use or could not figure out what to do with it and it lies scattered throughout the mine and caverns. There is a box of large nails and a hammer, a cask of oil, and several lanterns in a crate located in the alcove as well.

The kzarkim used several trullmirst to dig out holes in the walls leading from Room 2 to Room 4. They then stacked the planks and lumber over the holes in Room 2 so that they were not readily apparent. The idea was that, if anyone enters the mines and goes up to Room 3, the kzarkim can sneak out of the holes in here and ambush them.

If the kzarkim in Room 4 were alerted by the guard in Room 1 then they are readying themselves to attack the PCs. See Room 3 and Room 4 for more details and then the section on the ambush below. Also read the following as two trullmirst come loping around the corner.

While looking at the contents of the room, a clearly audible scraping is heard down the corridor to the north. Suddenly two large terrifying canines enter the light. These are bald and bone thin dog-like creatures

with hunched backs and massive mouths slathering with bile and putrid slobber dripping across fangs that have a metallic glint. They hunch upon seeing you. One opens its mouth and burps out a horrendous gurgled bark which quickly fills the room with a stench of vinegar.

TRULLMIRSTS X2 (N small beast) HP 12 (HD 3D6). AC 14 Spd 30 ft. Str 13 Dex 12 Con 10 Int 3 Wis 10 Cha 6. Perception 10. Survival +5. Claw +4 1d4+2 Bite: +4 1d10+2. SA: Multiattack (2 claw and bite); break: DC 14 con save 2d6 piercing damage, on a miss there's a 10% chance a held item is targeted instead.

THE AMBUSH

The ambush planned by the kzarkim is 'supposed' to work in the following manner. The lookout at the rubble pile should see the PCs without being noticed. He then races to Room 4 to alert his compatriots. The kzarkim in Room 4 let loose the trullmirst to attract the PCs attention while half of them quietly enter the tunnels between Room 4 and Room 2. After the PCs engage the trullmirst, the PCs should enter Room 3 where a net drops on them, trapping a few of them. The kzarkim from the tunnels exit through Room 2 and attack the PCs from behind while the remainder of the kzarkim attacks from Room 4. How this actually plays out is yet to be seen since kzarkim are not very smart and PCs very unpredictable.

Room 3

The corridor ahead branches off in three directions. The smell here is overwhelming. Mounds of offal line the walls and the stench of urine hangs heavy in the air. As if this were not enough, long tendrils of dried meat hang from the ceiling adding to the unctuous odor. Several small humanoids stand in the middle of this and look incredulously at the PCs. They are hideously ugly little misshapen freaks. Thin to the point of emaciated, these humanoids are several feet tall with bodies mostly made up of legs and arms - naked except for some rotting flesh dangling from their shoulders.

The kzarkim are here waiting to lure the party into the room. As the party enters, they run away. There are three nets hanging from the ceiling in this area. The kzarkim attempted to disguise them but did not do a great job. The nets are tightly bound to the ceiling with the small ropes that stretch along the ceiling and walls back to the east hallway. There, a kzarkim is waiting to pull the tripwire and drop the nets.

The PCs must make a Wisdom perception check to see if they notice the nets. The chance of noticing the nets depends on the PCs actions as they enter the room. Should they be charging in or some similar activity which distracts them, a DC 15 passive perception is required to notice the nets and tripwire. If, before entering the area, the PCs actually visually check the room there is a DC 12 Wisdom (perception) check to determine if the netting was seen and recognized for what it is.

After the nets fall, the kzarkim, trullmirst move in for the kill.

This is done in a fairly haphazard manner as befits the utter idiocy of all these creatures. Nevertheless it can be deadly since the kzarkim use poison. The kzarkim also do not care if they hit any of their fellows or the trullmirst.

TRULLMIRST X2 (N small beast) HP 12 (HD 3D6) AC 14 Spd 30 ft. Str 13 Dex 12 Con 10 Int 3 Wis 10 Cha 6. Perception 10. Survival +5. Claw +4 1d4+2 Bite: +4 1d10+2. SA: Multiattack (2 claw and bite); break: DC 14 con save 2d6 piercing damage, on a miss there's a 10% chance a held item is targeted instead.

KZARKIM X12, with 6 attacking from behind and 12 from the front (LE small humanoid) HP 5 HD (2d6) AC 14, Spd 30 ft. Str 7 Dex 24 Con 10 Int 8 Wis 7 Cha 8. Perception 10 stealth +6. Language: kzarkim. Dagger +4 1d4+2 plus 1d4 poison (if poisoned), sling 30/120 +4 1d4+2, net +7 (10ft, target DC 12 dex or restrained). SA darkvision 60 ft. light sensitivity, pack tactics, poison. It wears a leather hide and necklace worth 1gp.). Challenge 1/4 (50xp).

Room 4

This horrid little section of shaft smells as if a bog in a summer heat. So unctuous is the smell it stings the eyes. The room is littered with debris. There are broken and crushed rocks, sticks, pieces of wood, piles of "meat" of some nature, a small pit dug in the floor with some hot coals in it, and several tiny digging sticks leaning against a wall. The walls on both sides of the tunnel are covered in small holes about 2 feet in diameter.

This is the Kzarkim's main sleeping and gathering chamber. The witch decided that it was best to try and ambush anyone coming to the mine or cavern earlier rather than later. It commanded the kzarkim to lie in wait here. The kzarkim did so reluctantly and have made the best of the situation.

The shaft contains a miserable array of useless junk the kzarkim use to survive; food stuffs, wood for fire, shreds of skinned animals (skunks, squirrels, chipmunks, lizards etc), cooking pots, etc. Amongst this are several daggers, a hatchet, saw, 2 medium wooden shields, broken spear, a short sword, backpack and pile of ropes and nets. Amongst the piles of wood near the fire pit are several scroll cases. The kzarkim had no idea what they had and have burned a few scroll cases. The charred remains are found at the edge of the pit. The two remaining scroll cases each contain a scroll with 4 spells of levels 2-3 on them. One contains randomly selected arcane spells while the other contains randomly selected divine spells (or as the DM desires).

There are more kzarkim hidden in the tunnels in the left hand wall. These kzarkim hide far back in their holes to remain undetected. Ten rounds after the PCs leave the kzarkim venture out and begin following them, hoping to ambush the PCs or take them by surprise.

If the PCs can figure out how to get down the holes or into the kzarkim warren and search amongst the debris, they can find a hunter's horn (50gp), a vial of holy water, a carved figurine (a

deity of the kzarkim, Nuizdeer) and a pile of 16 baubles in a bowl (10-60gp each). See Room 7 as well.

KZARKIM X12 (LE small humanoid) HP 5 HD (2d6) AC 14, Spd 30 ft. Str 7 Dex 24 Con 10 Int 8 Wis 7 Cha 8. Perception 10 stealth +6. Language: kzarkim. Dagger +4 1d4+2 plus 1d4 poison (if poisoned), sling 30/120 +4 1d4+2, net +7 (10ft, target DC 12 dex or restrained). SA darkvision 60 ft. light sensitivity, pack tactics, poison. It wears a leather hide and necklace worth 1gp.). Challenge 1/4 (50xp).

Room 5

The tunnel in this direction is odiferous. The walls have timbers and support beams every 4 feet. The ceiling timbers are bent with the weight they are holding and already appear to need repair. The floor is littered with small bits and pieces of bone and fleshy material. The stench just becomes worse the further down one travels. At the end of the corridor is a small naked humanoid with large ears and rather sheepish look upon itself. The creature looks pathetic and squeals as soon as its eyes light upon you.

The Kzarkim captured a churnl some time ago and keep it as a pet or amusement or whatever goes on in the mind of these bizarre creatures. The churnl is imprisoned at the end of the corridor. It has a golden collar on its neck (*collar of staying*, see magic items at end of module) that is attached to a chain and ball. The ball weighs 40 pounds. The churnl will help the PCs as much as it can if they free it. That is, until or if the PCs remove the golden collar. At the point it is removed, the churnl tries to slink away as fast as it can.

CHURNL (N small humanoid) HP 16 (HD 4D6) AC 11, Spd 50 ft. Str 10 Dex 12 Con 10 Int 10 Wis 14 Cha 10. Perception 14 (+4), stealth +3. Claw: +2 1d2 Bite: +2 1d4. SA. Keen senses, meld into stone, teleport. Challenge 2 (450xp).

Room 6

As the tunnel turns to the north, to the west it opens up, nearly doubling in size and extending on into the darkness. The floor of this shaft has a bit of debris on it. Noticeable on the floor at the head of the tunnel are a broken shield, a rent helm, and shreds of chain armor. Peering down the shaft one sees other similar items and bones. The shaft ends abruptly some thirty feet down.

The floor of the room has a scattering of debris on it. This is where the kzarkim pile the bones of the dead, both theirs and those who came to investigate. There are about 30 skeletal remains on the floor ranging from kzarkim to various humans and demi-humans. On the floor is a partial skeleton of a kzarkim, the missing portions clearly having been eaten.

If the PCs search the pile they find 2 broken shields, one longsword missing a tip, 5 helms of various sizes, some rent armor, shreds of clothing, bags, pouches and other material. In the first 10 rounds the PCs search, each round they find 1-4gp in loose coin. In addition, they have a 1 in 10 chance of finding

a gold necklace worth 100gp and a ring worth 220gp. Searching after the first 10 rounds yields nothing.

The search does not go unnoticed. The miners kept giant cave bats in the mine to guard their silver. After the kzarkim came, the bats were free to roam. They have congregated here for the time being. They have killed many a kzarkim and the one on the floor is their most recent. Seven bats cling to the ceiling awaiting their next victims. For each round the PCs are in the room there is a 3 in 10 chance the bats will drop on one of them.

CAVE BAT (*N small beast*) HP 12 (HD 3D6), AC 13, Spd 10 ft. fly 60 ft. Str 15 Dex 16 Con 11 Int 2 Wis 12 Cha 6. Perception 11 (+1). Bite. +4 1d6+2. SA Blindsight 60 ft. Echolocation, Keen hearing, Bleed, Blood sucking, shroud.

Room 7

The west wall of this corridor has dozens of small 2 foot shafts dug into it. The floor is covered in rock and pebbles and many dozens of piles of offal. There are a few coal piles.

These chutes connect to those in Room 4. There are still many Kzarkim hiding in these holes ready to pounce. Should the PCs pass this hall, the remaining Kzarkim sneak out and try to attack a straggling party member from behind.

KZARKIM X12 (*LE small humanoid*) HP 5 HD (2d6) AC 14, Spd 30 ft. Str 7 Dex 24 Con 10 Int 8 Wis 7 Cha 8. Perception 10 stealth +6. Language: kzarkim. Dagger +4 1d4+2 plus 1d4 poison (if poisoned), sling 30/120 +4 1d4+2, net +7 (10ft, target DC 12 dex or restrained). SA darkvision 60 ft. light sensitivity, pack tactics, poison. It wears a leather hide and necklace worth 1gp.). Challenge ¼ (50xp).

Room 8

Debris litters this tunnel. It appears there was an effort at some time to block it. Cinder boards and planks lie cracked and splintered all over the hall. Several large boulders are on the floor and two wheel barrows, both without wheels are upended on a wall of the corridor.

There is nothing of interest here except the accidental trap in the ceiling. Though the kzarkim attempted to build a wall here, they failed and what was here was destroyed by another party of adventurers. One of the wheelbarrows is situated such that a beam rests against it. When the wheelbarrow is moved, the beam slips. The beam is holding up a large slab in the ceiling. When the wheelbarrow is moved the beam shifts and the slab falls. The PC by the wheelbarrow makes a DC 13 Dexterity save to avoid being crushed for 3d8 damage. A save indicates half damage. Those within 5 feet of the wheelbarrow likewise make a save but take only 2d8 damage if they fail and 1d8 of they succeed as the falling debris and rock cause damage as well.

Room 9

As you make your way down the corridor, you note that there is a very slight, nearly indiscernible breeze coming from up the corridor.

There is little to this breeze other than consternation for the PCs. There is a chute in the lower portion of the wall that was drilled out by one of the miners. They suspected there was something going on underneath them, so drove a few test bores. This one hit pay dirt so to speak. The chute opened into a cavern and air from beneath has been flowing up ever since. The cavern they bored into is not on the map nor is it described in this adventure. It is 40 feet below this corridor and is accessed by going deeper into the caverns. (Deeper exploration of the caverns is left up to the DM).

Room 10

This Corridor ascends slightly and is distinctly less well excavated as the earlier corridors. The walls are rougher and the beams are not placed as precisely as those previously. As the corridor bends, there is an opening in the wall, as if something had just taken a huge chunk of rock out of it.

This corridor leads to the natural cavern where the kzarkim snuck up into the mine and was under constructions when the kzarkim snuck into the tunnels. The Kzarkim are not miners and really could care less about the silver and are here only for the flesh. So they never bothered working on or expanding the tunnels any more. The other beasts have some interest in the silver but they have little capacity or will to mine or loot it.

As the tunnel swings right, the left hand side of the wall has been opened and the PCs see a natural cavern off to their left. The opening is about five feet high and six feet long (see Room 11 below). To their right the shaft continues onward.

Room 11

This shaft swings upward slightly and then steeply. It is rough with only a few timbers and crossbeams holding it in place. Rubble is scattered on the floor. As the shaft ends little glints and glitters reflect from the floor and wall. The end of the tunnel is rough and beaten. Several hammers, crowbars, picks and a large wheelbarrow are lying scattered about.

There are silver nuggets on the floor and close inspection shows there are some in the wall at the end of the tunnel. Anything with silver in it was being collected and put aside for weighing while all other debris was removed immediately. When the kzarkim attacked they scattered the silver and no one has bothered collecting it.

All the tools are of common make except one. One pick is magical though appears as nothing special. If it is picked up, its light weight reveals something unusual about it. It is a *miner's pick* (see Magic Items).

THE MINERS MAZE

This area refers to a section of the mine that has many shafts and corridors. It had been unused for some time when the kzarkim arrived. The area can be expanded upon at the DMs discretion as there are only two potentially significant encounters in the area. Rather than set encounters, for this section of the dungeon, just use wandering monsters from the chart below

MAP 2: MAZE



to challenge to PCs. For every ten minutes the PCs are in this section, check the chart below. Roll a d6. A '1' indicates an encounter. Roll another d6 to determine what is encountered. Each encounter can only occur once.

Wandering Monsters	
1d6	Result
1	Kzarkim, 2-12
2	Trullmirsts, 1-3
3	Zjerd, 1-4
4	Cave Bat, Giant 1-2
5	Gmaz, 2-8
6	Cave Ant, Warrior, 1-4

Room 12

Around the corner of this shaft is a rather large area that has been excavated to one side. This doubles the size of the mine shaft, adding another ten feet to the width of the shaft. It is roughly thirty feet long and has a ceiling up to 8 or 9 nine feet tall. The space has neatly stacked planks of wood arranged in it. A pile of ■broad beams leans against one wall, two saw horses, a shovel, pick axe and numerous saws of various sizes are scattered around.

This area was used to store materials necessary for upholding the walls and ceilings of the shafts. There is a bucket of nails of various sizes in this nook as well. The kzarkim and a few others have pilfered from this area but, being lazy creatures, have not done so in earnest.

Room 13

The corridor broadens here, expanding both to the left and right. There is a large pile of rubble on the right hand side with some hammers and picks, crowbars and other tools laying around. A stringy, filament of material lays tightly woven into spots on the pile. To the left there are cocoon type things hanging from the ceiling. There are approximately 20 of them and each is about 4 feet long and 2 feet wide at the center. They are attached to the ceiling by a white but thick filament. The floor is covered in scraps of the material. There is also bone and other large scraps of a black shell like material. There are scraps of lumber on the floor mixed in with various tidbits of daily life.

Rubble and debris were collected in the area to the right of the shaft before being carried out to the talus piles. The section on the left was used as storage and final timber or support beam preparation. It was also a gathering place for lunch or other such activities that did not require exiting the mine.

Currently this is the beginnings for a nest of cave ants. They were gathered here by the kzarkim and the kzarkim witch because the ants serve as a food processor for them and the warrior ants as guards and mounts. The ants capture and cocoon everything

after injecting them with an acid. This decomposes the body rapidly into a pulp after being in the cocoon for a week. The kzarkim and witch harvest this for food.

Currently there are no ants in here. The filament piles on the left hand side of the shaft are clutches of ant eggs. Breaking them open does nothing but release a few baby ants – albeit hand sized, they are of no potential danger as they can barely move and it takes months before pinchers form and the poison develops.

Room 14

There is a bend in the hallway down from which a soft scratching is heard. After a brief moment, a very large ant-like creature crawls into the hall, along the roof, its antennae swishing back and forth before turning and heading back down the hall.

Once around the corner, the PCs are witness to the beginning stages of the creation of an underground giant ant colony. There are around 3 dozen giant black ants in this shaft and those immediately beyond. The ants are about two feet long and eight inches tall. The ants are crawling along the walls and floor arranging and moving bodies of other, obviously dead ants. The ants are arranging the bodies to plant spores on them. The spores grow into small mushrooms that the ants then cultivate and eat.

These ants completely ignore the PCs. They are 'mushroom ants' and their only purpose in existence is to haul dead ants from one place to another. If attacked they run away but come back immediately to their job. After they have arranged the ants they just hauled to this location, they dutifully follow their trail back to their mother colony and, incidentally, through the mine and directly to the exit to the deep caverns, travelling several miles underground.

KAPYN THE SATYR (*Unaligned large beast*) HP 52 (7d10+14), AC 14, Spd 40ft. Str 15 Dex 13 Con 15 Int 1 Wis 9 Cha 2. Perception 9(-1). Bite +4 (1d8+2 and target grappled and restrained; Escape DC 12; ant can't bite another); sting +4 (1d8+2, plus 4d10 poison; DC 12 Con half poison). SA Multiattack (bite and sting); keen smell (advantage on perception based on smell).

Room 15

The mine shaft opens onto a large chamber easily stretching out of the light of lantern and torch. Small embers of fire and coal glow in distant corners of the cavern. It is a large room with contorting and undulating masses of rock flowing and dropping upon one another. A series of ledges, rubble and worn stone indicate something of a path. But, in the eerie darkness it is difficult to tell if the path is intended for walking upon or an accident of falling rock and rubble and water flow.

The PCs are looking upon the chamber which the kzarkim connected with the mine. What is not apparent at first is the amount of work the kzarkim undertook to make this chamber

MAP 3: LOWER HALLS



work like they wanted. There are ropes and makeshift rope ladders all over the place which the kzarkim used to maneuver through this chamber. The rubble the PCs see is indeed the path down and through the chamber. If the PCs follow it, they will be able to make their way out with few problems, except for the guardians.

There are two gargoyles in the room sitting on a ledge beneath an overhanging rock. The gargoyles look like large pieces of flowstone; only their eyes reveal they are alive. The gargoyles attempt to surprise the party and were brought here by the witch in expectation of some human food.

GARGOYLE X2 (CE medium elemental) HP 52 HD (7d8+21) AC 15 Spd 30 ft. fly 60 ft. Str 15 Dex 11 Con 16 Int 6 Wis 11 Cha 7. Perception 10. Language: Terran. Bite +4 1d6+2. Claw (x2) +4 1d6+2. SA: darkvision 60 ft. damage resistances: bludgeoning, piercing and slashing damage from non adamantine weapons, damage immunities: poison. Condition immunities: exhaustion, petrified, poison. False appearance. Challenge 2 (450xp).

The kzarkim do not collect treasure. They do collect baubles and useful items. Several of those adventurers who came to investigate made it this far and died; some of their property is still lying around. There is a broken shield, a helmet, shreds of a scroll, a pouch with 22sp in it, several arrows scattered around to include three expert quality arrows (non-magical +2 bonus to damage) for a short bow. There is also a pouch on one of the landings with 6 gems valued at 50g each which a kzarkim dropped.

Room 16

The corridor turns slightly and then sharply before ending abruptly ahead. There is a large hole in the floor at the corridor's end. A very sturdy appearing framework of timbers and crossbeams has been erected over the hole. A pulley is attached to the crossbeams.

This is where the miners started to dig a deep hole in expectation of branching out in the future. The hole extends down about 60 feet into the ground. About every 20 feet a series of test corridors were begun. Each of these extend between 30 and 60 feet from the central shaft and each have one wider section that contains equipment and goods that have not been pilfered by the kzarkim.

There are also several gmaz who have taken up residence down here. These tend to follow the kzarkim around in expectation of food or left overs and are sometimes used as pets. These have not been so lucky and are emaciated and very hungry and aggressive. They are scattered throughout the shafts below. Once a PC enters the shaft, the cave lizards become aware and begin to move in for the attack.

They can climb walls and hang upside down as if moving normally. They also have the ability to leap from a sitting position up to ten feet. They will clamber around and leap from the walls onto anyone who comes down the shaft.

GMaz X11 (N small beast) HP 6 HD(1d8+2) AC 14 Spd 40 ft. Str 9 Dex 14 Con 14 Int 2 Wis 8 Cha 3. Perception 9. Darkvision 30 ft. Claw. +4 1d4+2 slashing damage. Bite. +4 1d6+2 piercing damage. SA Multiattack (2 claw); pounce: if the gmaz moves at least 20 ft. straight towards a target and hits with a claw attack it may bite as a bonus action. Challenge 1/4 (50xp).

Other than a few dead kzarkim and other creatures at the bottom of the shaft, there is little of interest here except tools. Scattered throughout are several hundreds of feet of rope, picks, crowbars, hammers, pins, wedges and other assorted items useful for mining.

Room 17

The descent into this room is precarious. It consists of little more than a steep flow stone that drops onto a semi-level floor. The chamber beyond consists of a long and precarious path with very low slung ropes connecting one stalagmite or stalagmite to another forming a broken path. In one section of hall there is a pile of burlap bags or sackcloth bags. A lantern, dimly lit, swings over an exit a little way into the chamber.

Coming down the flowstone entry requires a Dexterity check. A Failure indicates the person has fallen and slipped down. This causes 1-2 point of damage and the PC is prone. If the PC was followed by another in quick succession, then there could be a few PCs piled up at the bottom of the flowstone.

Once anyone starts coming down the flowstone path, the trullmirsts hidden in the crevices make themselves known. They descend from their perches and attack anything that moves through here unless given some type of food or other distraction. Anything a rat could eat is considered food. Anything wriggling around is a distraction. The trullmirst have been trained by the kzarkim and fear them so do not attack any kzarkim that is, unless they are bound and used to tease the trullmirst. They attack about anything else unless kept at bay by the kzarkim.

This chamber is little more than a conduit from one place to the next. There is a clutch of baby trullmirst in one corner. Each fetches 20-80gp to collectors or those who want such things.

TRULLMIRST X4 (N small beast) HP 12 (HD 3D6). AC 14 Spd 30 ft. Str 13 Dex 12 Con 10 Int 3 Wis 10 Cha 6. Perception 10. Survival +5. claw +4 1d4+2 Bite: +4 1d10+2 Multiattack (2 claw, bite); SA: break: DC 14 con save 2d6 piercing damage, on a miss there's a 10% chance a held item is targeted instead.

Room 18

The descent to this chamber is precarious. A narrow chute extends down at a steep and twisting rate. The chute opens onto a ledge above a narrow crevice. A barely audible whisper of wind is coming from the crevice.

The chute is about 3 feet in diameter. Going down it unencumbered is fairly easy but climbing down requires a DC11

Strength (athletics) check because of the moist and smooth walls. However, if the PCs are encumbered or carrying much weight, the problem becomes more difficult. Though this can vary by individual depending on the weight and nature of the encumbrance, the DC can run from 13 to 15. This is best left up to the DM to determine.

Falling down the chute is exceedingly dangerous because the PCs will only have one chance to catch themselves before falling into the crevice. As the PC slips over the ledge into the ravine, they are allowed a Dexterity save to determine if they grab something on the ledge. To do so they must drop everything they are holding. Otherwise, the Dexterity check starts at a DC 15 in addition to the DC mentioned above.

Failure results in the PC falling over the ledge and into the crevice. It is a narrow and rocky ravine so the PC will not fall far, between 10 and 60 feet. This causes 1d6 damage per 10 feet fallen and a chance for the PC to become wedged in place. Becoming wedged in place is the most potentially difficult situation.

To free themselves, the PCs must make a DC 13 Strength or Dexterity save. If successful they free themselves and can begin the climb back up. The climb is Strength (athletics) DC 15. Failure on the climb indicates a PC has fallen again and potentially wedged in place. This fall is 10 to 40 feet deeper. The PCs can try once a round to free themselves. They risk falling further into the ravine with each failed climb attempt. The ravine is 160 feet deep and ends in a small creek and narrow cavern. (The DM is left to decide whether this can be explored or not). If a rope is used, the roll can be made at advantage, and if tied off there is no chance of falling further into the ravine.

Should one of the PCs make it to 80 feet in depth, they see a corpse of a person wedged between two rocks. This adventurer made it this far only to become wedged in the rock, freed himself and listened as his companions above were killed. He died of wounds a few days later. It is male, wearing leather armor, and with a small pack on his back. The pack contains some foodstuffs, an iron flask with oil in it, a dagger and cooking pan. In his belt is an expert quality axe that delivers +3 damage due to its keen edge (unless maintained regularly this axe loses its edge at a rate of +1 point of damage for every 20 delivered, ie after 40 points of damage the axe only proffers a +1 to damage) and a pouch with 40gp worth of coin in it. There is a medallion around his neck. It has a small dagger and tusk carved onto it. This medallion indicates his membership in a band of sell swords based out of Bergholt, the Veerdefitin.

While or if this is going on the noise of a fall and the help offered has alerted the cave fisher who now resides in Room 19.

Room 19

The light spills into a broad and irregular corridor or chamber. There are various large mounds of flowstone cascading through the upper portion of the chamber while many smaller and more elaborate flowstones cover the lower portion. There are also shimmering curtain walls draping throughout the chamber. The very far

end of the chamber is extremely high and covered with stalagmites while the floor is littered stalactites. These glint and glitter with many brilliant mineralized colors. A trail is evident through the center of the chamber. Several trails converge in the far portion of the chamber. Those trails radiate out to other exits.

The curtain walls are not all together what they seem. There are hiding places for several cave fishers. The cave fisher slinks up between the wall and await any passerby to consume. Any character walking under this section is subject to an attack.

CAVE FISHER (*N medium aberration*) HP 21 HD (3d8+6) AC 15, Spd 20 ft. Str 15 Dex 16 Con 15 Int 10 Wis 13 Cha 8. Perception 14. Claw +4 2d4+2, Trap line +5 (grappled and restrained; DC 13 escape). SA multiattack (2 claw). Challenge 1 (200xp)

Room 20

This is a massive and extensive chamber. It stretches and turns far into the darkness beyond the reach of light. The left side consists of a series of flowstones and mounds, glistening in the torchlight, exploding with the colors of the rainbow. Ledges and balconies stretch up to the ceiling. The right hand side is a mixture of flowstone and a staggering array of giant stalagmites and stalactites. They stretch all the way from one of the room to the next and some reach as high as 20 feet. Many columns are located throughout. There is a trail winding its way through this chamber, first going down to the floor and then proceeding upwards and into the stalagmites and columns.

The PCs must pay a great deal of attention in this room to locate the two other trails that lead to rooms 20 and 21. The trails are hidden (unintentionally) amongst the stalagmites and flowstone and are used gingerly by those who travel here. The creatures which use them are not heavy footed to begin with. The last trail (the one easy to follow) leads to the area the kzarkim first entered the area. It is the sealable portion. If the PCs figure out how to collapse that end of the cave that leads to Room 21 they can seal the tunnel that leads to the lower caverns and beyond to the endless palace.

Room 21

The shaft twists and turns in a circuitous pattern, worn only by water and time until recent exposure to other creatures which have made their way into this region of the underworld. The chamber is broad with a slightly vaulted ceiling, perhaps 12 feet above the floor. It stretches a long way into the mountain, turning ever so slightly at its end. The flows and curtains along the outer edges of the chamber shimmer in the light of the many small lanterns set along the floor and on shelves or other places. The floor glimmers and glows with many pools of water.

As you drop into the room, there is shifting sound and loud clicking or chattering. From behind one of the

curtain walls several large antennas emerge, this is then followed by a large ant with massive snapping jaws.

As soon as the ant becomes active, a blue light emanates from the opposite side of the cavern. The kzarkim witch has been awoken by the ant. The witch then lights a blue fire and whistles to call the lion ant. The ant scurries over to the witch allowing the witch to jump on its back. The two then proceed down the shaft to the PCs to attack. If the PCs appear very powerful the witch turns the ant back down the shaft to a safer location and begins calling for help.

There are shallow pools of water all over the room. They are still so are unlikely to have drawn much attention but are potentially hazardous as they are slick. Movement along the floor of the cavern requires a DC 12 Dexterity save each round; failure indicates the PC has fallen and is prone. This applies to the witch as well but not the ant.

ANT, GIANT (Unaligned large beast) HP 52 (7d10+14), AC 14, Spd 40ft. Str 15 Dex 13 Con 15 Int 1 Wis 9 Cha 2. Perception 9(-1). Bite +4 (1d8+2 and target grappled and restrained; Escape DC 12; ant can't bite another); sting +4 (1d8+2, plus 4d10 poison; DC 12 Con half poison). SA Multiattack (bite and sting); keen smell (advantage on perception based on smell).

KZARKIM WITCH (LE small humanoid) HP 10 HD (4d6) AC 14 Spd 30 ft. Str 7 Dex 14 Con 11 Int 10 Wis 14 Cha 10. Perception 12 (+2). Challenge 2 (450xp). Natural Spellcasting (Wis; DC 12; +4 attack): Cantrips: guidance, magic stones, poison spray. 1st level (4 slots), cure wounds, fog cloud, thunderwave. 2nd level (3 slots) aid, heat metal, shatter, spiritual weapon. Spell-like abilities: 1/day shape stone. 1/week charm cave ant.

Room 22

This long low chamber has trickles of water flowing through it. The floor is damp and slick. The flowstone that comprises much of the room glitters with mineral lights and seems to nearly dance. The floor has no noticeable trail. About twenty feet in the room, you notice the naked body of a slim humanoid figure.

The PCs see the corpse of a kzarkim. There are several more in the cavern in here. There is also some russet mold. No one has gone in here to clear out the mold as it is not necessary. The mold wakes up as soon as a PC enters the room.

RUSSET MOLD (Unaligned medium plant) HP 25 HD (5d8) AC 5 Spd 0 SA: immune to fire and weapon damage. Spore cloud: 10X10 area, 2d4 poison damage DC 13 Con save for ½.

Room 23

This narrow chamber has a series of flowstone ledges descending to a broad open area with a small creek running through it. An opening at the far end where the creek flow is covered by a series of scaffolds and landings that stretches all the way back up to the top

of the cavern. There are several dozen landings at the top strung together by rickety bridges and ropes. The scaffolding is small as are the landings, built perhaps to hold something no more than several feet tall and no more than 100 pounds.

The Zjerd who remained have taken up residence here at the request of the witch. There are 12 Zjerd warriors here. The witch had them come down here so he could keep an eye on them as he does not trust the Zjerd. They attack the party as they enter the chamber knowing that little positive could result from their arrival. Thy chief of the Zjerd would also be aware that that should the party have made it this far, the path out of the caverns is probably open. As such, the chief plans to make a break for the exit and attempts to escape the cavern and reconnoiter with is companions to let them know what occurred.

ZJERD X12 (CE small humanoid) HP 7 HD (2d6) AC 15, Spd 30 ft. Str 7 Dex 16 Con 10 Int 10 Wis 8 Cha 8. Perception 9, stealth +6. Challenge ¼ (50xp). SA darkvision 60 ft. Nimble escape. Shortsword +5 1d6+2, shortbow +5 80/320 1d6+2. They carry short swords, small crossbows, wear reinforced leather armor and carry 2-10gp worth of valuables.)

Room 24

The tunnel curls for a short distance before opening up slowly to a very wide chamber. The upper portion of the chamber is covered with massive curtain walls and flows with stalagmites capping each as if by design while the floor is covered with flowstone and stalactites. A discernable trail leads across the floor of the chamber and stretches into and out of sections of complete darkness. At the far end of the chamber, perhaps 500 feet away, is a series of lanterns strung out between wooden posts, stalagmites and stalactites.

Families of kzarkim live in the area at the far end of the chamber. At any given time there are 11-30 kzarkim. Easily half of the kzarkim are young or females and do not fight. The latter run, hide or just die.

This is another chamber which can be blocked off. At the far end of the room is a smaller tunnel about 8 feet by 10 feet. It is also a different type of rock and has been hewn through. It leads to a series of unnatural caverns which the CK is free to expand.

The PCs can try to block the entry to the mines at this location. Whatever method they use, it will only be a temporary blockage unless the DM prefers it to be permanent. The kzarkim will have informed others in the deeper caverns of this location and the mines. The other kzarkim or other more powerful creatures) can eventually come to this area and open the passage again – though it may be some time before they are able to do so. This

KZARKIM (LE small humanoid) HP 5 HD (2d6) AC 14, Spd 30 ft. Str 7 Dex 24 Con 10 Int 8 Wis 7 Cha 8. Perception 10 stealth +6. Language: kzarkim. Dagger +4 1d4+2 plus 1d4 poison (if poisoned), sling 30/120 +4 1d4+2, net +7 (10ft,

target DC 12 dex or restrained). SA darkvision 60 ft. light sensitivity, pack tactics, poison. It wears a leather hide and necklace worth 1gp.). Challenge 1/4 (50xp).



WRAP UP

Assuming the PCs cleared the complex of the creatures, they should realize that they must close the tunnels through which the creatures arrived. How they manage to do this is left entirely up to them. Whether the tunnels remain closed for long is another issue altogether.

If the DM decides, the tunnels could be closed forever. Assume that none of the creatures managed to get word back to other compatriots deeper in the underground world and those that came up are the only ones that knew of the location. They are dead now and if the passages by which they came are sealed, then no monsters would come up.

More realistically, there should be several other kzarkim and friends of the witch who now know of the tunnels and mines. They would eventually return to investigate and excitedly enact a revenge to decimate those they can. This could lead to further adventures in the region should the PCs remain.

Another option for the DM to consider is exploration of the world beneath. The ending of the adventure is left a little ambiguous allowing the DM to develop future adventures underground. There is an entire world beneath the earth and these tunnels and caverns lead to the Endless Palace.

The Zjerd are also returning to the area. The timing of this left entirely up to the DM. The size and make-up of the war band are also left up to the DM's discretion though I would suggest a war band of 400 or so. Otherwise a small raiding party of 100 would do. A war in this corner of the world is going on and the Zjerd intend to make their way down these hills eventually. This could be their beginning foray.

In any case, the PCs should report back to the Konzern and receive their reward. The Konzern gladly receives their information, provides the PCs their reward, asks for all information they can give and offers the PCs a job or employment as local guards or guards for the Konzern. In this capacity the PCs would be asked to clear infested mines, transport goods or handle otherwise difficult situations.

APPENDIX A: NEW MAGIC ITEMS

COLLAR OF STAYING

Wondrous Item, rare

This collar comes in various shapes and sizes and configurations. The important part of the collar is the gold and diamond inscriptions on the collar itself. These contain the magic. The collar, when combined with a chain weighing at least 50 pounds and a dead weight of at least 50 pounds, can prevent the person wearing the collar from teleporting, dimension dooring, ethereal jaunting, astral travelling or any other such activity as moving from one place to another that does not involve normal, natural, everyday movement.

MINER'S PICK

Wondrous item, uncommon

This pick is able to detect the course of an ore as one is digging. This essentially cuts the amount of time needed to mine and area of a specific ore by 3/4 since the process of locating it is very short. As an added bonus, when the pick is used as a weapon in the mine it is being used to excavate, the wielder receives a +2 to hit and +4 to damage.

APPENDIX B: NEW MONSTERS

CAVE BAT

Giant cave bats are a special breed of bats typically found in the large caverns of the Kragenmores. They have been bred over the millennia to serve as pets, guards and messengers by the dwarves who live in those high peaks. They are much like their smaller cousins except they have larger, more pronounced teeth, greater control over their wings, and better hearing. They cling to ceilings and roofs or perch in small alcoves awaiting their prey.

These large cave bats prefer to drop on their opponents and latch on to the neck or the back of the head and use their great wings to shroud the sight of those they are attacking. Several of the bats descend on one person in a flurry before moving on to the next.

CAVE BAT

Small beast, unaligned

ARMOR CLASS 13

HIT POINTS 12 (3D6)

SPEED 10 ft. fly 60 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
15 +2	16 +3	11 +0	2 -4	12 +1	6 -2

SENSES. Passive Perception 11 (+1). Blindsight 60 ft.

CHALLENGE. $\frac{1}{2}$ (100xp)

Special Qualities

ECHOLOCATION. the cave Bat can't use Blindsight while deafened.

KEEN HEARING. the cave Bat has advantage on Wisdom (perception) checks that rely on hearing.

BLEED. The bite from a cave Bat releases venom that prevents clotting. Every round after taking damage from a bite, the target loses 1 hit point until healed or administered first aid. Any healing spell, a successful DC 12 Wisdom (medicine) check, spending hit dice during a short rest, or completing a long rest will all stop the bleeding.

BLOOD SUCKING. If the cave Bat bites the same target successfully twice in a row, it latches on automatically dealing 1D4 Points of damage per turn until killed or made to break free with a DC 12 Strength (athletics) check.

SHROUD. If a bat successfully hits it's target suffers a -4 penalty to all attack rolls as it wraps it's wings over it's eyes.

Actions

BITE. *Melee weapon attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1D6+2) piercing damage.

CHURNL

The churnl are small neerfingilt who live in the deeps of the world. They came to being as the Endless Palace was being constructed. They are solitary creatures who hid in the recesses of the palaces trying to avoid the attention of all who lived there. They had some success and have survived the many long years.

The churnl follow larger creatures around and scavenge from them. Though not inherently evil, the churnl have developed habits of self-preservation that may seem evil to others.

They steal without compunction, have no sense of loyalty, will kill any enemy in their sleep and abandon those in need. Every move is calculated to survive.

The churnl are small, being about 3 feet in height, thin and hairless human like creatures other than their large head with big round eyes and small mouth. They tend to hunch when walking. Churnl are sexless and do not wear any clothing nor carry goods with them.

If at all possible, the churnl avoid any combat. They will run, cower, bargain. Plead, beg, offer service, etc. Anything they can do to avoid a fight they do. They use their teleport and meld to stone abilities as often as necessary to aid in this endeavor.

CHURNL

Small Humanoid, Neutral

ARMOR CLASS 11

HIT POINTS 16 (HD4D6)

SPEED 50 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
10 +0	12 +1	10 +0	10 +0	14 +2	10 +0

SKILLS: perception +4, stealth +3.

SENSES: darkvision 30 ft., passive Perception 14

LANGUAGE: churnl

CHALLENGE 2 (450xp)

Special Qualities

KEEN SENSES: the churnl have advantage on Wisdom (perception) checks that rely on hearing or smell.

INNATE SPELLCASTING: at will the churnl can cast meld into stone, and teleport.

Actions

BITE. *Melee weapon attack.* +2 to hit reach 5 ft. One target, hit: 2 (1d4) piercing damage.

CLAW. *Melee weapon attack.* +2 to hit, reach 5 ft. One target, hit: 1 (1d2) slashing damage.

GMАЗ

The gmaz is a ferocious lizard that lives its entire life underneath the earth. It is long, reaching up to 6 feet in length but it is slung low to the ground standing only 2 feet high at the most. Its six legs propel it speedily along any surface it can find purchase.

Gmaz can climb walls and scurry along a ceiling as if on the floor. Its long snout narrows to a point at the end and is filled with rows of razor sharp teeth.

Gmaz will use their leap ability to pounce on a victim, to claw and bite. The gmaz will repeat this until their victim is dead or they are.

Gmaz receive a +6 bonus to all attacks and saving throws.

A gmaz can leap up to ten feet from a sitting position. Running or charging does not increase this length.

GMZ					
<i>Small beast, unaligned</i>					
ARMOR CLASS 14					
HIT POINTS 8 (HD 2D6+2)					
SPEED 40 ft. Climb 40 ft.					
Str:	Dex:	Con:	Int:	Wis:	Cha:
9 -1	14 +2	14 +2	2 -4	8 -1	3 -4
SENSES passive Perception 9					
CHALLENGE ¼ (50xp)					
Special Qualities					
LEAP: if the gmaz moves at least 20 ft. Straight towards a target and hits with a claw attack it may bite as a bonus action.					
Actions					
MULTIATTACK. the gmaz attacks three times, with 2 claw and one bite attack.					
BITE. Melee weapon attack: +4 to hit, reach 5 ft. one target hit: 5 (1D6+2) piercing damage.					
CLAW. Melee weapon attack: +4 to hit, reach 5 ft. One target hit: 4 (1D4+2) slashing damage.					

KZARKIM

The kzarkim are a race of izdrid created in the time when Inzaa ruled the world. They were slaves to the greater izdrid who labored under the Great Dragon to create and maintain the Endless Palace. After the fall of the Dragon, the kzarkim escaped the wrath of all other creatures by hiding in the deepest hall and caverns underneath the mantle of the world. There they have remained for millennia. They are still, for the most part, slaves and little more. Though some have escaped that fate and wonder the caverns of the underworld.

The kzarkim are small izdrid, little more than three feet tall at their highest. They are hairless creatures with long arms that extend to the ground and legs that make up nearly three quarters of their height. Thin to the point of emaciated, the all appear as if they are starving, even when their bellies are full after a feast. They have white eyes and large ears with small mouths full of canines.

Kzarkim general only consume meat gathered from their victims or the corpses of their enemies. They can eat anything though and always have hosts of cavern creatures to choose from and even create mushroom farms to further add to their diet.

Kzarkim families are always led by the most accomplished warriors and the occasional witch. Kzarkim families number from 10-1000. For every 100 encountered, at least one sub-chief is present of 3 hit dice. For every two or more subchiefs, there is one chief of 4 hit dice present. While kzarkim will kowtow to most any with power over them, they all willingly bow to the

witches, with the divine blood of Nuizdeer within them. These witches can gather many families under their sway such that tribes numbering in the thousands can be found. Fortunately, kzarkim witches are rare with only 1 in 5,000 individuals bearing the blood of Nuizdeer.

Kzarkim witches differ somewhat from normal kzarkim. These are the elders, priests and true power among Kzarkim tribes.

Combat: Kzarkim prefer not to fight fair, if at all. They are well aware of their size and vulnerabilities. They use traps, ambushes and poisons to kill their foes. If face in a head on fight they often run at the soonest sign the group is about to lose. This is often a type of wish fulfillment as they break and run so often when they are wrong about the battle they are in. Kzarkim prefer netting and poisoning their enemies before closing in for the kill.

KZARKIM

Small Humanoid, Lawful Evil

ARMOR CLASS 14 (leather)

HIT POINTS 8 (2D6)

SPEED 30 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
7 -2	14 +2	10 +0	7 -2	7 -2	8 -1

SKILLS: Stealth +6.

SENSES: Darkvision 60 ft., Passive perception 8

LANGUAGE: Kzarkim

CHALLENGE: ¼ (50xp).

Special Qualities

LIGHT SENSITIVITY: in bright light the kzarkim has disadvantage on attack rolls and Wisdom (perception) checks.

PACK TACTICS: the kzarkim has advantage on attack rolls against a creature if at least one Ally is within 5 ft. And not incapacitated.

POISON: about 1 in 5 use poison coated weapons. When hit by a poisoned weapon the target must succeed on a DC 11 Constitution save or take 2d6 poison damage.

Actions

DAGGER. Melee weapon attack: +4 to hit reach 5 ft. One target. HIT: 4 (1d4+2) piercing damage.

NET: Melee weapon attack: +7 to hit, reach 10ft, one target. Hit: the target must succeed at a DC 17 Dexterity save or be restrained.

SLING. Ranged weapon attack: +4 to hit, range 30/120 ft., One target. Hit: 4 (1d4+2) bludgeoning damage.

KZARKIM WITCH

Small Humanoid, Lawful Evil

ARMOR CLASS 14

HIT POINTS 10 (4D6)

SPEED 30 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
7 -2	14 +2	11 +0	10 +0	14 +2	10 +0

SKILLS: Perception +2

SENSES: darkvision 60 ft., passive Perception 12

LANGUAGE: Kzarkim

CHALLENGE 2 (450xp)

Special Qualities

LIGHT SENSITIVITY: in bright light The kzarkim Witch has disadvantage on attack rolls and Wisdom (perception checks).

Actions

DAGGER. Melee weapon attack +4 to hit reach 5 ft. One target. Hit 4 (1D4+2) piercing damage.

SPELLCASTING. The witch's spellcasting ability is Wisdom. DC 12 spell save, spell attack +4. The witch has the following spells prepared:

Cantrips (at will): guidance, magic stones, poison spray.

1st level (4 slots): cure wounds, fog cloud, thunderwave.

2nd level (3 slots): aid, heat metal, shatter, spiritual weapon.

1/day: stone shape.

1/week: charm beast (giant ants only).

BLACK STORM. Once per year, the kzarkim witch can summon a massive storm which will blot out the sun with torrential rains and black clouds in a one-quarter mile area for one hour, reducing visibility to 10 feet and causing all terrain within the storm's area to become difficult terrain.

MAMMOTH

The mammoth is a large elephant with hair that covers its entire body. Though there are many varieties, this is the typical mammoth found on the southern shores of the Interzæ. The mammoth stands 15 feet at the shoulder fully grown with bulls being slightly larger and broader and can weigh in at several tons or more. They are covered in hair from front to back and have beards that straddle the ground. The backs of all bulls are humped right behind the head. This hump is pure muscle to carry the extra weight of their massive tusks. The tusks of males and females extend outward and curl up slightly toward the end. The tusks grow throughout their life and can reach ten feet or more in length. A bull's tusks grow larger and are wider but also tend to grow more straight, with a less pronounced curve.

Mammoths are generally not aggressive unless spooked. There are few creatures that consider them prey; most notably packs

of zwitter rorers can send them on a rampage. They are not widely hunted considering the danger that poses and that many consider them holy animals. Many giants train or keep them as companions and humans as well as some goblins have been known to train them.

Mammoths prefer not to fight and will back off most times when confronted or they sense danger. If pressed or they have young with them, mammoth tend to herd and attack those threatening them en-masse. This can be exceedingly dangerous. Though they do not have the best eyesight, they do not need it. The attack with a charge though a bull charges and then tries to gore his opponents with the intention of knocking them prone. Once prone the mammoth try to stamp and trample their victims.

MAMMOTH

Huge Beast, unaligned

ARMOR CLASS 13

HIT POINTS: 126 (HD 11D12+55)

SPEED 40 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
24 +7	9 -1	21 +5	3 -4	11 +0	6 -2

SENSES: Passive Perception 10

CHALLENGE 6 (2300xp)

Special Qualities

TRAMPLING CHARGE: if the mammoth charges at least 20 ft. In a straight line and hits with a Gore attack the target must succeed at a DC 16 Strength save or be knocked prone. If the target is prone the mammoth may make a stomp attack as a bonus action.

Actions

GORE. Melee weapon attack: +10 to hit, reach 10 ft., One target. Hit 23 (4d8+7) piercing damage.

STOMP. Melee weapon attack: +10 to hit reach 5 ft., One target. Hit 27 (4d10+7) bludgeoning damage.

THERAFAK

The therafak are few in number and were created in the days before the fall of the Great Dragon. They are immortal but their numbers have dwindled over the many thousands of years since they were first created. These neefingilt come in various sizes and shapes but all have long hairy legs with cloven feet and the torso of a man with broad muscular chests and arms and stand anywhere from 5 to 7 feet in height. Their heads are large with broad angular eyes and small snouts. Their heads are topped with horns that curl once and then bend forward over their foreheads and grow straight out to sharp tips. They are always tattooed from head to foot in various signs and symbols of devotion to the Firstinmin. Their horns are also decorated with gold rings or inlays.

Therafak are solitary preferring the company of none other than their own kind. But even then, they tend only to gather in small number for the express purpose of decorating one another's bodies in tattoos or horns with gold or engravings. These gatherings are general by accident and not planned. Therafak claim areas of remote wilderness as their own. They work diligently to keep these areas cleared of interlopers but cannot often do this themselves so manipulate others to do it for them.

A result is that many consider the therafak as evil beasts. This is not the case, they do not actively seek to harm others or take any pleasure in the suffering of others. They simply want the area they claim as their home to be theirs and this alone. They are not unwilling to help any creatures who are injured or otherwise incapacitated but only with the end result of those leaving their areas. Inzae is, however, a dangerous place and the therafak are not unwilling to resort to violence to get their way.

Therafak live outside in the forest, mountain, desert or wherever they choose as home. They do not build houses or habitations but do tend to sleep in one place and call it home. Often these areas are decorated with totems of wood or stone. The longer one resides on one place, the more elaborate these become.

THERAFAK

Large Giant, Neutral

ARMOR CLASS: 14

HIT POINTS: 81 (7D10+21)

SPEED: 40 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
18 +4	16 +3	16 +3	12 +1	10 +0	14 +2

SKILLS: perception +3, performance +7, stealth +6, survival +6.

SAVES: Strength: +7, Constitution: +6, Charisma: +5.

SENSES: darkvision 60 ft. Passive Perception 13

LANGUAGES: Common, Giant

CHALLENGE: 5 (1800xp)

Special Qualities

BLEND. THE Therafak has advantage on Dexterity (stealth) checks to Hide.

CONCEAL PATH. When moving at half speed the Therafak has advantage on Dexterity (stealth) checks to conceal tracks.

MAGIC RESISTANCE. the Therafak has Resistance on saves against spells and other magical effects

SWEEPING ATTACK. When wielding a polearm and rolling a 19 or 20 the Therafak can make an additional attack against an adjacent target.

Actions

MULTIATTACK: the Therafak makes two attacks. Only one can be a gore.

GORE. Melee Weapon attack: +7 TO hit reach 5 FT. One target. Hit: 10 (2D6+4) piercing damage.

POLEARM. Melee weapon attack: +7 to hit: reach 10 ft. ONE TARGET. HIT: 10 (2D6+4) Slashing damage, sweep attack on a 19 or 20.

RAM. Melee weapon attack: +7 to hit reach 5 ft. One target. Hit 8 (2D4+4) bludgeoning damage, and the target must make a DC 15 Strength save or be knocked prone.

NATURAL SPELLCASTING: the Therafaks spellcasting ability is Charisma. (DC 13), spell attack +5. The following spells can be cast 4/day: darkness, entangle, fog cloud, hypnotic pattern, silence, sleep.

TRULLMIRST

The trullmirst is a small quadruped which lives underground. It is a long and low slung beast standing no more than two feet at the shoulder. It has no hair and gnarled muscles on its back just behind its head. The head is massive with a long snout and broad mouth. The mouth bristles with tall sharp teeth. Its ears are wide and long and always standing tall. The trullmirst's eyes are often just opaque with no iris. The beast's tail stretches two feet behind it.

The trullmirst is a ravenous eater and gnawer and very aggressive. Much like a rat, its teeth grow throughout its lifetime and, unless it gnaws or chews its teeth can grow to such a length that it cannot eat. The trullmirst gnaws on everything but because of the density of its teeth it often chooses rock to gnaw on.

The trullmirst wander the depths in packs or are taken as pets by any number of the denizens of the deep. Their teeth are often capped with iron or other metal fittings to keep their teeth sharp and ready for battle. The caps are removed prior to entering battle. They can be trained to follow any commands and are in particular used as guards, trackers or used to gnaw holes in the earth.

Combat: Trullmirst enter combat with little regard to life and limb. They tend to hunt and fight individually and focus on one enemy at a time. They know little fear and fight to the death.

TRULLMIRST

Small Beast, unaligned

ARMOR CLASS 14

HIT POINTS 12 (HD 3D6)

SPEED 30 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
13 +1	12 +1	10 +0	3 -4	10 +0	6 -2
SKILLS: survival +5.					
SENSES: passive Perception 10					
CHALLENGE: 1/2 (100xp)					
Actions					
MULTIATTACK: the trullmirst attacks three times: 2 claw and 1 bite attack.					
BITE. Melee weapon attack, +4 to hit, reach 5 ft. One target, hit: 7 (1d10+2 piercing damage, and the target must succeed on a DC 14 Constitution save or take 2d6 piercing damage. On a miss there is a 10% chance a held item is targeted instead.					
CLAW. Melee weapon attack, +4 to hit, reach 5 ft. One target, hit: 4 (1d4+4) slashing damage.					

ZJERD

The Zjerd are one of the many races of Izdrid (goblinoids) which inhabit Inzae. This particular type is found on the southern shores of the Interzae in the Graffenvold and centered near the Drakleed. The Zjerd are an extremely warlike race of goblins and enjoy little more than the punder and pillage of ther enemies. Luckily for the rest of the Graffenvold, the Zjerd consider rival families within their kingdom their worst enemies. Recently this changed, and now humans are the enemy.

The Zjerd range in size from 3 to 4 feet in height, have mottled green and brown to black skin with blotches of yellow as they suffer continuously from a scourge peculiar to the swamps they infest. They heads are long and angular with steep ears and wide angular eyes. They sport hair on the top of their heads only and often paint and shape it in many colors and shapes.

The Zjerd care little for building anything though can if pressed. They carry minimal and simple weapons into combat, and tend to dress in little more than rags unless in a war party. They decorate their bodies, weapons and armor with feathers and bones.

ZJERD

Small Humanoid, Chaotic Evil

ARMOR CLASS 15 (studded leather)

HIT POINTS 7 (HD2D6)

SPEED 30 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
8 -1	16 +3	10 +0	10 +0	8 -1	8 -1
SKILLS. Stealth +6					

SENSES: darkvision 60 ft.

LANGUAGE: Zjerd

CHALLENGE: 1/4 (50xp)

Special Qualities

NIMBLE ESCAPE: Zjerds can take the disengage or hide action as a bonus action on each of its turns.

Actions

SCIMITAR. Melee weapon attack. +5 to hit reach 5 ft., one target. hit: 6 (1D6+3) slashing damage.

SHORTBOW. Ranged weapon attack. 80/320 ft., +5 to hit one target. Hit: 6 (1D6+3) piercing damage.

ZWETTER RORER

The zwitter rorer is a large cat reaching up to 1200 pounds in weight and can get six feet in length and five feet at the shoulder. The cats have massive hindquarters and are fairly compact for their species. The heads are broad with pronounced snouts that sport 5-10 inch long upper and lower razor sharp canines. Their skin is mottled browns and blacks with tufts of white and powders of gray.

The zwitter rorers live in prides but typically hunt alone. Once a kill is made the zwitter rorer calls the other to the site of the kill. On occasion one wanders into a pride where it is resting, guarding pups, eating or traveling to a new location. While hunting, the zwitter rorer is patient. It rarely attacks groups of anything but waits to snag a straggler or lone traveler. It also has a the capacity to make lightning quick strike and then run away only to track its prey while it bleeds out and weakens only going in for the kill when most of the fight has gone out of its prey.

The zwitter rorer is slow to attack and waits patiently for any opportunity to surprise its victim. It will not attack if there are more than three or four objects of its intention together. It waits quietly or stalks the forest waiting for one to straggle or stop. It then gets as close as it can and uses it jump ability to leap upon a prey, rake it and then snatch it and drag it deep into the woods where it then calls the pack. If the prey puts up much of a fight, the zwitter rorer disengages and heads back into the woods waiting for its prey to bleed out or become so weakened it will not fight back too much. These latter situations can last days.

ZWETTER RORER

Large Beast, unaligned

ARMOR CLASS 12

HIT POINTS 37 (5D10+10)

SPEED 40 ft.

Str:	Dex:	Con:	Int:	Wis:	Cha:
17 +3	15 +2	14 +2	3 -4	12 +1	8 -1
Skills: Perception +3, Stealth +6.					

SENSES: Passive Perception 13

CHALLENGE: 1 (200xp)

Special Qualities

KEEN SMELL: the letter rorer has advantage on Wisdom perception checks that rely on smell.

Actions

POUNCE: if the letter rorer moves at least 20 ft. Straight towards a creature and hits with a claw on the same turn, the target must succeed on a DC 13 Strength save or be knocked prone. If the target is prone the zettter rorer can make one bite attack as a bonus action.

MULTIATTACK: the zetter rorer can make 2 claw attacks.

BITE. Melee weapon attack, +5 to hit reach 5ft. One target, hit 8 (1d10+3) piercing damage.

CLAW. Melee weapon attack, +5 to hit reach 5 ft. One target, hit 7 (1d8+3) slashing damage.

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The silver mines run deep under the Unterbrook, unearthed by the clever hands of man and dwarf and the wealth has flowed like never before. But such wealth tends to draw unwanted eyes, and such excavations to cross powers best left asleep. Recently, all contact with the mines has been lost and a brooding silence settled upon the Unterbrook. Even the goblins shun the region. Plunge beneath the mountain's roots and learn the mystery of the silvered caverns.

This adventure is designed for 4-6 characters of levels 5-6.



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