

URC5-05

Miner Mishap

A One-Round D&D LIVING GREYHAWK[®] County Of Urnst Regional Adventure

Version 0.6

Round 1

by James Stepanek

The Community Of Hillguard has lost contact with a nearby lucrative adamantine mine. After a party of local Dwarves failed to return from investigating the problem, the Barrelhouse family has offered a bounty for anyone able to find out the fate of the miners and get the mine back in operation. A one-round County Of Urnst Regional Living Greyhawk Adventure for APL 6-16.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's

name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates

the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group

can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Unst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

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Adventure Background

A successful adamantine mine near Hillguard has stopped shipping its ore. Efforts to communicate with the miners have resulted in a lost expedition of well seasoned troops. The Barrelhouse Family, which owns the mine (as well as the brewery in town), sends out word that they wish to recruit a band of adventurers to investigate the problem.

The miners have become the victims of turmoil in the Under-Oerth. The recent jockeying among Drow factions in search of surface elves for sacrifice has led to more Drow incursions to higher reaches of the Under-Oerth. A tribe of Grimlocks led by a Medusa, who have long resided in the area, have been forced to seal off some of the lower reaches of their territory and tunnel upwards in search of living space. Concurrently, the Dwarven miners have been tunneling downwards in search of new veins of adamantine. Due to a stroke of bad luck, the tunnels intersected. The savage Grimlocks were able to overcome the miners, and have taken over the mines as a convenient form of new

living area. Heck, it was already dug for them. A number of the miners have been captured and are being used to seal off the routes to the lower Under-Oerth to keep the Drow back.

The Grimlock tribe itself is in its own degree of turmoil as well. The Medusa and her blind human follower currently lead it. However a Grimlock Druid once led it. He was wise enough to realize he was no match for the Medusa when she and her follower made a bid for leadership of the tribe, and acceded to their leadership. However, he is still displeased with the status quo, and is quite willing to have outsiders straighten out his problems. Also present is a Troll of legend who's been working as a mercenary helping to fight off Drow incursions. With the current reverses of fortune the tribe has had against the Drow, he hasn't been getting quite as much remuneration as he is accustomed to, and is looking to move on.

Bargaining with some of the factions present can easily make life easier for the party. Regardless, the Medusa will have to be eliminated for the surviving Dwarves to go free.

Adventure Summary

Encounter 1

The party has heard of a call for a band of adventurers to solve a problem for a prominent Dwarven merchant family. This led them to visit Hillguard in the Grey Hills. As they approach the town, something large flies overhead. It's a local patrol mounted on dire bats. The patrol will give the party a look over, and land to ask questions should they get a peaceful greeting. A hostile greeting (like a fireball tossed at the bats) will result in trouble with County authorities. Directions to Hillguard, and some town details can be obtained from the patrol if things go peacefully.

Encounter 2

The party reaches Hillguard. It is a town of some 3,500 souls. The vast majority (80%) of the population is Dwarves, hence the typical architectural style, which for most buildings consists of a front built into a hillside with most of the interior volume built into the ground.

Being a Dwarven settlement, there are naturally a number of taverns and a large brewery. The Barrelhouse family owns both the brewery and one of the taverns. They also have some mining interests in the area. The adventurers will be directed to Aggro's Axe, which is the tavern owned by the Barrelhouse

family. They will meet with Guttman Barrelhouse who will hire them to investigate the mine shutdown.

Eavesdropping at the bar, or poking around in town, the party can uncover a number of rumors as to County goings on, but little information can be obtained about the mine.

Encounter 3

The party will set out for the mine. They get there without any trouble. Investigating the mine will be fairly spooky since it will appear that the miners simply disappeared. The Grimlock scouts simply snuck in and sapped all of them, then captured and dragged them off as slaves. There are a few bloodstains, but no bodies. In fact there will be evidence some miners were still eating when they were attacked, the remains of their meals somewhat decomposed.

Encounter 4

After investigating the mine, the party discovers a crude stonework passage leading from the bottom of the mine into some natural caverns. The party will emerge from a windy passage into what appears to be a chamber for farming. In this room, the Grimlock scouts have set up a watch/ambush. Most likely, word of the party's intrusion will be passed on to the rest of the tribe.

Encounter 5

The passage leading further into the warren passes an open door to a chamber in which a troll sits on a chair reading. Grimlow Longtooth, a mercenary in the employ of the tribe resides here. He will not be immediately combative, but is willing to tussle if the party starts something. Some negotiation and bribery can gain the party some advantage here. A place to rest and an "all clear" sign to the tribe can be provided for a price. If the party does engage Grimlow, it is unlikely they will be able to rest and will have a tough fight on their hands.

Encounter 6

A disgruntled druid can be chanced upon in a chamber. He is currently working on some potions in a workshop. He is very much a non-combatant and will immediately surrender. He is willing to actively aid the party.

Encounter 7

The Medusa keeps the Dwarves in a cellblock that can only be reached by passing her domicile. This is a large cavern (roughly dome shaped, with a 40 ft. diameter). If she has

warning, she will be well situated to produce a hearty reception. Her aide will be invisible. The Adventurers appear to have interrupted an interrogation session with a Dwarven prisoner, still present in the room.

Conclusion

Assuming the party vanquished the Medusa, they can get the Grimlock druid to free all the Dwarves and to agree not to cause trouble with the surface dwellers. The druid will arrange for some trade in exchange for surface goods, particularly dung, which is very useful for the Grimlocks' cultivation. The party can escort the freed miners back to Hillguard where they can recover from their ordeal. In response, the town will throw a party in the finest Dwarven tradition, which means ale, more ale, and even more ale. The Barrelhouse family will arrange for the members of the party to be supplied with a keg of ale from any of the local vendors of their products in the County upon request (for personal use only).

Preparation for Play

Determine if any of the Adventurers have played the following events or have the following favors or titles:

- **Dwarf.** Dwarven Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any situation involving any Dwarf; and a -2 Circumstance penalty to Charisma-based skills in any situation involving a Grimlock.
- **County of Urnst Military Member** including Navy, Army, and Reserves (PC's rank or uniform must be visible to others for this to apply). These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any situation involving the Black Knights or Guttman Barrelhouse.
- **Member of the Emerald Guard.** These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any dealings with Guttman Barrelhouse.

It is recommended that judges make note of these bonuses/penalties in some way so as to ensure they are applied in appropriate situations without player knowledge.

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for

a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is required to email the Triad at coutriad@yahoogroups.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

NPC Spellcasting

In Hillguard, a Large Town, there are 9th level clerics, sorcerers and wizards available to cast spells as per the LGCS (pg 48-49). See the Treasure Summary for how to take advantage of any gold over cap the Adventurers may utilize

The closest druid circle with druids able to cast 4th level spells is in the Dreerwode Forest. After completing the scenario, each dead PC and his gear may be taken by one living PC to the Dreerwode Druids for *reincarnation* (therefore, a maximum of three dead can be taken by three living to the druids). Each PC, living and dead, making this trip over land must deduct an additional TU from their Adventure Record (in addition to any costs listed in the LGCS for spellcasting). If faster modes of transportation are used, this additional TU deduction is not required, but the costs for spellcasting must still be paid.

Introduction

In your normal travels through the County, sampling the tavern fare, you overhear some discussion that the Barrelhouse family of Hillguard is in need of some adventurers. You, of course, have heard of the Barrelhouse family. They are the brewers of Barrelhouse Black and Barrelhouse Bitters, some of the most popular Dwarven ales to be found in the County. It is well known that the Barrelhouse family is a very prosperous one with its hand in a number of different ventures. Eavesdropping further, you learn their troubles center on a lucrative adamantine mine that has stopped production in the vicinity of Hillguard.

As it is well known that the County has been having some trouble with the Drow, it could be possible that their nefarious interference has something to do with this. Cutting off the supply of a very important martial resource, such as adamantine, could weaken the County's defenses.

In any case, what party of adventurers would be upset to be on the good side of a major brewer? Off to Hillguard it is!

Encounter One

You have been traveling for some time in the Grey Hills nearing Hillguard. Your reckoning places the town as quite nearby, though in this rough country of rolling hills, it would appear that you won't see your destination until you are on top of it.

[If a player managed a DC 10 spot check.] You look up, and spy a large shape moving through the air. It appears to be a huge bat, flying in your direction. [If the adventurers manage a spot check DC 15, they will see the County of Urnst insignia upon the surcoat of the rider.]

[If the adventurers did not manage a spot check DC 10.] As you travel down the road lost in a reverie, suddenly a high-pitched screech, followed by a spoken query comes from above and ahead of you. A lightly armored (well for a Dwarf anyway) rider atop an immense bat is barking down at you "Hail Travelers! What brings you to the environs of Hillguard?" [A DC 15 spot check will show that the rider's surcoat sports the County Swan.]

Hans Deepbore: **Male Dwarf Ftr 4**

Dire Bat

This is not to be a combat encounter. However you should lead up to it as if it were a combat encounter. Have the players positioned on the grid, and make them roll initiative. The patrolman will try to fly away if engaged. Engaging County armed forces is a pretty serious offense, so the adventurers better not be trigger-happy.

If the party manages to not get themselves in trouble, Hans will merely take their name and something about their business and then give them directions for the final approach to Hillguard.

If the party mentions that they intend to help with the situation at the mine, Hans will be pleased since some of his comrades went missing on the expedition to check on the mine.

If the party asks, Hans will proudly proclaim he is a Black Knight, trained in Hillguard and newly assigned to aerial reconnaissance in the service of the County.

Encounter Two

Following the directions provided by the bat rider, you easily find Hillguard. It lies nestled against the southern edge of a scenic valley flanked by rather high peaks for this low

range of hills. A fairly robust stream meanders down the length of the valley disappearing into the Dreerwode Forest at the far end. A large castle built into the southern wall of the valley overlooks the town. Pennants fly from the battlements. [A DC 15 Knowledge: Local Nyrond Meta4 or Nobility, or DC 10 Bardic Knowledge indicate that this is the crest of Baron Durik Hillguard.] *A banner flies among the pennants with a crest. It consists of a hammer crossed with axe above a hill.*

The residences are a mixed lot; many are mere fronts built into the side of the valley. Others are more conventional human-style dwellings. A number of stone bridges cross the stream in various locations over the length of the town. Townsfolk notice you in passing.

Much of the population appears to be Dwarven, so in general, you don't get much more than a gruff greeting from the stoic bunch. Inquiries as to how to find the Barrelhouse family will get you directed to one of the taverns, Aggro's Axe.

A fair amount of new construction can be seen along the main road through town to the tavern. It appears that Hillguard has been growing in recent months. The new buildings could very well be intended for some of the refugees from conflicts in neighboring countries. One might wonder if the County is really the best destination for someone seeking safety right now.

The tavern is built into the valley wall. It's spacious for a Dwarven building, but not overly large by human standards. It is smoky, dark, and the smell of hops seems to dominate the place. A scarred Dwarf of many seasons stands behind the bar pulling ales. A female Dwarf serves to the tables. The tavern is quite full as you enter.

The barkeep, noting your rather atypical appearance motions you over to the bar. "You'd be the adventurers that the Barrelhouses are looking for, are ye?"

Assuming the adventurers give assent, they will be led to a stout door and into a meeting room. They will be offered seats and informed that Master Barrelhouse will attend to them shortly. As they find seats, two large pitchers of ale and several tankards are brought in. A tray of mince pies is brought in as well. After a short wait, an elderly, well-dressed Dwarf enters the room.

"Greetings, I am Guttman Barrelhouse, elder of the Barrelhouse clan. I imagine you got word of a job I need attended to.

"I have a problem with a mine you see. About a day or so travel north of here is an adamantine mine that is owned by my family. It is a fairly lucrative operation, as you might imagine, and rather important to the County. We all know the effectiveness of that metal in weapons and armor.

"About two weeks ago the supply train to the mine didn't find any miners. Normally they would meet the teamsters and put them up for the night. However when no miners showed up, the teamsters only did a very cursory investigation and left. The way troubles have been in the County, they decided to let the authorities handle it. A patrol of infantry was dispatched to look into the fate of the miners. Mind you, these were some fairly veteran troops. Not one came back.

"The Baron is not willing to spend more troops on a dangerous mission poking around in a remote location. With forces being pulled from this area to help patrol the Nyrond border, the Baron feels we're too under strength here for anything not absolutely essential.

"That's where you come in. I need a group to go see what happened to my miners. It obviously isn't something trivial, or that patrol would have handled it. You folks seem pretty hardy, so I think you'll be able to handle things. I am willing to recompense you well for your efforts, and of course you'll be able to take what you find, as long as it's not mine property. In addition to the bounty I offer, we will certainly be in your debt, and the Barrelhouse family is always good about their debts.

"Are you willing to accept my commission?"

Working on the fairly reasonable assumption that the adventurers are willing to accept, he will entertain questions. Of course there's not a whole lot he knows beyond what he's already said.

- The mine has been in operation for several years, and the vein of adamantine seems to run rather deep. A lot of downward tunneling has been necessary
- There were twenty four miners employed at the mine.

- There has been some Drow activity in the area, but the miners never reported encountering any themselves.
- The patrol dispatched to deal with the situation was composed of ten Dwarves equipped as heavy infantry. They were veterans and should have been able to handle common threats.
- There isn't any deadline on the investigation. If the party doesn't make it back, it is likely that another party of adventurers will be hired.

He is willing to offer any mundane supplies such as pack mules, rope, provisions, and climbing equipment, though he expects it to be returned should the party survive.

The bounty is 100 GP/APL (which of course will get melded into the big gold cap and not mean anything) per person. An adamantine mine is a very profitable business.

As you return to the main room of the tavern, having finished obtaining all the information you wanted about your mission, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you over to his table.

If the adventurers decide to join the gnome:

As you approach, his face beams with the light of recognition, and greets each of you by name as if he were an old friend.

If the party does not decide to join the gnome, he will get up and approach their table:

Not to be ignored, the gnome eagerly rises and as he approaches your table, his face beams with the light of recognition, and greets each of you by name as if he were an old friend.

In either case, the gnome continues:

"Good adventurers, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be some of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls several polished yellow gemstone from one of his robe pockets. Each gem has a symbol of arcane power etched in

its face. He tries to hand one to each of you. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourselves on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If a character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text below. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and makes his way to the entrance of the tavern and quickly slips out, disappearing into the crowd of passersby.

As the characters accept the gemstone:

The same smile plays upon Clegin's face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave ones." He turns from you, and makes his way to the entrance of the tavern and quickly slips out, disappearing into the crowd of passersby.

Characters can make a DC 20 Knowledge: Geography skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale yellow gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is

of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

If the adventurers wish to stay at the bar, or spend more time in and about Hillguard, they are welcome to do so. The town is pretty friendly, though people are very much in the dark about what happened to the miners.

Whether eavesdropping or gathering information, the adventurers learn:

- The Stone Battle flight of the Black Knights has spotted several new bandit encampments in the Fennelmore. However, when the Fennelmore Rangers were dispatched to route the bandits, the encampments had already been moved. Merchants from both the County and Duchy using the Floating Road complain of lost profits due to ambushes, though there have been few deaths thus far.
- Zealous itinerant preachers from the Church of Heironeous in the nearby town of Zimm have angered many in Hillguard. The prelate of the Church of Moradin cautions patience, though it's said that privately he is concerned violence between the two churches may erupt if the Heironeons continue their fervent apostolate.
- There are reports of vendetta-like attacks between Druids and loggers in the Birrinbois and Aelinvudd. Loggers report underbrush and trees have been booby-trapped, killing several workers. Druids report ambush attacks by loggers against them as they ply their craft in the forests. The Barony of Count's Markham attempted to broker negotiations between the two groups, but the talks stalled quickly with neither side admitting to any wrongdoing.
- A unit of Screaming Manticores traveled through Hillguard on their way South. No one was able to determine where the group was headed.
- A Nyrondese spy was caught and hanged by the Hillguard Dwarven High Council after tribunal. It's said, however, this was just a regular criminal trying to buy his way out with information that eventually got him hanged.

Encounter 3

The party will have a pretty peaceful trip to the mine. Periodic over flights by the Black Knights

explains this to a good extent. The mine is, as indicated by Guttman, a one-day journey around the northern peak on horseback (around 15 miles as a crow flies, but the route is not as the crow flies. If the party takes the crow's route, they can get there much more quickly). If the party leaves in the morning and travels over land, they will arrive late in the day.

The mine is situated in a box canyon that is deep in shadow. The entrance to the mine is carved into the living rock, and as you would expect, the stonework is superb.

This encounter should take a little time since it is all about mood. You should be trying to build suspense throughout this section. Ask for plenty of spot checks, and add in some of the details from the following lists. Allow them to explore the whole mine if they like. Because of their darkvision, the miners did not illuminate the mine.

Spot Checks while searching the mine:

Passageways:

- (DC 5) Discarded mining tools (ooh, adamantite!) and helms with candle settings (for discerning the color of ore, not for lighting the passages)
- (DC 15) Fragment of fungus (Knowledge: Dungeoneering or Nature check DC 20 to reveal it is a type of glowing fungus which is common in the Under-Oerth)

Lounge:

- (DC 5) Overturned furniture
- (DC 10) Blood traces

Kitchen:

- (DC 10) Blood traces
- (DC 15) Link of mithral chain mail (Craft: Armor-smithing DC 20 indicates this is not of Dwarven manufacture)

Dorms:

- (DC 10) Blood traces
- (DC 10) Scrap of parchment, with a letter home (written in Dwarven). It mentions a natural cavern found on the bottom level which was to be explored

Mess Hall:

- (DC 10) Blood traces
- (DC 10) Haft of a broken axe (Knowledge: Dungeoneering check DC 20 to reveal it is of Grimlock manufacture; make them ask)

The **miners' quarters** are dug into the mine itself. There are dorms as well as a mess hall, lounge and kitchen.

The **mess hall** is still for a meal, with some plates still loaded with food that is currently decomposing.

The **kitchen** has a number of pots on the stove that contain food that has burnt to a char from being left on the fire that is now out. Some wilted vegetables remain on a preparation table in the middle of having been chopped.

The **dorms** are empty. Some of the rooms have tankards with residue of dried ale in the bottom. Others have tankards on the floor as if they had been dropped.

The **mine tunnels** themselves are a wonder of mine engineering. The stonework has been done so carefully that timbers were not needed to shore up the roof. A careful inspection of the mine working will show that the vein is thoroughly worked out on the top few levels. Some remains on the third level down, but it is apparent why a fourth level was being developed. The vein does appear to be fairly rich still as it progresses downward.

The tunnels are square in profile, with an even six feet in each direction. At the end of the mine passage indicated on the map is a shaft with a **counterweighted elevator**. A ratcheting system allows the user to move the elevator up and down levels. The elevators are eight feet by eight feet in area. Each mine level is 20 feet below the proceeding one. There is a single elevator shaft servicing the mine, and it travels all floors.

At various places in the mine shafts are **iron carts** for hauling ore. They are constructed of iron. Running down the center of each passage are shallow grooves which fit the span of the axels on the carts, and allow for smooth travel.

Encounter 4

Down on the fourth level there is a rather rough break in one of the walls. This seems very uncharacteristic of the normal excavation style of the mine. Generally the Dwarven stonework is very methodical and precise, but this appears to be a result of breaking into a naturally formed passage.

This passage is fairly narrow, about six feet wide (yes, damn all the five foot multiple passage widths) and about eight feet tall. As the PCs move down this passage, you can provide

some of the previous spot check results from the mines if they continue to do spot checks. It winds a bit and enters into a fairly large cave.

This cavern has a glowing fungus on the walls (pale greenish in color), and has a large amount of large exotic fungus growing from what appears to be some form of manure beds on the floor. A six-foot wide passage winds through the fungus. The fungus is not impassable, but reduces movement by half if you stray from the path. It also provides concealment as you move away from the path. There are also many stalactites and stalagmites, in some cases there are pillars where they come together.

Finding a break in the neatly carved walls of the Dwarven mine, you proceed into a tunnel that seems to be natural, but worked some to connect and enlarge sections. Eventually this tunnel opens up into a large chamber. The lighting in this room is surprisingly good since there appears to be a phosphorescent fungus on the chamber walls, though that is the least amazing thing. The chamber is filled with an incredible bounty of fungus. Mushrooms, toadstools, and shelf fungus are in great profusion. These are not the fungus you are accustomed to either. They are obviously of some odd variety that flourishes in the underoerth, and grow very large with some specimens reaching five feet in height. Interspersed among the fungus are a number of stalactites, stalagmites, and columns from floor to ceiling. It is possible to see over the flora and between the stone features to view almost all of the room. A path leads through the middle of this growth to an exit at the far end of the room.

In this room are four Grimlock scouts tasked with making sure there are no more incursions of surface dwellers. They will remain hidden and react as described under the tactics per APL in Appendix One. In addition to the scouts is a non-combatant runner who exits at full speed through the far entrance where he is stationed when he sees the party enter the room. He will be fairly well hidden before this. (Spot check DC 23 to see him; he has blindsight 40 ft. and scent). However as he bolts, he will be plainly visible. The scouts will use allow the bolting to act as bait to pull the party into their ambush. They will not attack before the runner bolts, unless the party seems to be sneaking up on him.

Grimlock Scouts (4) (See Appendix 1.)

After dealing with the scouts, the party will be in a fairly unpopulated area of the Grimlock warren.

This is a fairly extensive area with a system of natural and worked tunnels. You can decide how much time you wish to spend having the adventurers explore this. There will be a number of empty natural caverns, as well as some that will have been developed as fungus growing rooms. These will follow the description of the first one. They will be empty.

It is your discretion as to which encounter the party will happen upon first, either 5 or 6. If the party is quite the worse for wear, it is probably better to send them into Encounter 6 first as it is a non-combat encounter. Either way, they should eventually proceed through both Encounters 5 and 6 before Encounter 78. The exploration of the tunnels should be abstracted to arrange for this outcome.

Should any of the scouts be captured, they can be interrogated. They speak only Undercommon and the Grimlock tongue. While Grimlocks are normally ascribed Common as one of their languages, owing to this tribe's long seclusion in the underoerth, their selection is different. They know the following:

- They were the ones that captured the miners and ambushed and wiped out the infantry. The miners are all unharmed, though only one member of the patrol survived.
- Their leader is not a Grimlock, though their former one was. They refer to the leader as "The Master".
- The former leader is still among them, now in service to the Master.
- The miners are used to shore up the deeper defenses, and are kept locked in cells near the master.
- The remaining patrol member is now in service to the Champion.
- The Champion is also not a Grimlock, but is a mighty warrior.

Encounter 5

This chamber sports a large sign at the door. The door is rather large in size and very stout. [In Undercommon, the sign says "Do Not Disturb."]

Of course the fact that Grimlocks can't read generally managed to vex the occupant, though a few dead Grimlocks later the rest learned that only really good reasons were enough to risk Grimlow's ire. However, the door is unlocked and

the hinges are well oiled, so it can be opened easily enough.

Beyond the door is a good-sized chamber that is luxuriously appointed. There are a couple of bookshelves lining the wall. A fireplace sits in the corner with an odd statue holding the fireplace implements [DC 15 Spot will show that it seems to be a Drow elf positioned to hold things, and it appears to be oddly lifelike, if only in stone, in reality it is a petrified Drow].

Sitting in a comfortable looking overstuffed chair is a troll reading a book. He makes a gesture, and from outside your field of view, a frightened and harried-looking Dwarf scurries over with a large tankard, which the troll takes a draught from.

The description of the troll will vary by APL. See Appendix 3 for the monster description.

If Grimlow is aware of the party's entrance he will speak, in a surprisingly cultured voice for a troll using common, ***"Do be gone, I don't wish to be disturbed. You certainly have better things to do than die, don't you? I know I have better ways to spend my time than killing you."***

Grimlow's initial disposition is unfriendly. That's just his nature. He is not, however, overtly hostile. Any attacks, threats, or hostile preparations by the party will immediately move him into hostile disposition.

He can be bargained with. He is a mercenary to the core, and is extremely bored with his current tenure. He would like to move on to more interesting and lucrative employment, but does not wish to break his contract, with the Medusa or spend his own gold to buy it out. His contract explicitly calls for him to engage Drow interlopers, and he doesn't wish to expend effort fighting anything which he doesn't have to.

A diplomacy check can improve his disposition towards the party, and monetary inducement will smooth this along. If enough gold is offered to buy out his contract (APL x 1000 GP), and a successful diplomacy check is made to move him to friendly (DC 25), he will be willing to allow the party safe haven in one of his rooms. Once his contract is bought out, he will allow the Dwarf servant that he appropriated to go free.

He can also offer some information on the leader of the tribe. He won't offer too much since if the party doesn't dispatch the Medusa, he'd just as soon not have a bad reference. If the party has successfully negotiated with him, he will reveal, if asked:

- A Medusa leads the tribe of Grimlocks, and she has a human priest that aids her.
- The tribe is not all happy with the current state of affairs. The tribal Holy Man, while serving the Medusa, doesn't seem pleased with the situation either.
- The Dwarven miners were all captured and have been put to use in tunnel work and on improving the defenses at the lower end of the warren that borders Drow territory. When they are not working, they are kept in cells near the Medusa's chambers.
- Most of the Dwarven patrol was killed. Only his servant, Throfgir, survived. The Grimlocks ate the rest.

If the adventurers don't pursue a negotiated solution, Grimlow will follow the tactics described under each APL in Appendix One. He is confident enough that he doesn't expect to die under most circumstances, and will essentially fight to the death. If he does feel that there is a reasonable chance of being killed, he will then surrender. What this means is, if the adventurers have a means of really threatening him (con damage for example, or at APL 6 and 8 since that version can be killed), he will consider backing down if he starts to lose. At that point he will offer what information he knows and to free the Dwarf servant in a bargain.

Grimlow Longtooth Troll of Legend Monk Mercenary (See Appendix 1 as per APL.)

Throfgir Greybeard: Dwarf Male, Ftr2 (non-combatant.)

If the adventurers talk to Throfgir, he really doesn't have a lot of information for them. His patrol arrived about a week ago, and found the mine oddly deserted. They explored the site, but were wiped out when they came in through the cultivation room. The Grimlock scouts just tore them apart. He managed to survive by being incapacitated, and the troll expressed interest in having a civilized servant after killing the Grimlock dolts who had been detailed to him in the past. Thus he was spared the stewpot and has been working for Grimlow for a week. He will describe Grimlow as a harsh master, but reasonably fair if the job is done exactly as requested.

This encounter counts as resolved if the PCs manage to rescue the Dwarf servant. This can be approached in a number of ways as described above. Combat, diplomacy or stealth are all valid options. If the party can spirit Throfgir away without getting Grimlow involved,

full experience should be awarded for the encounter.

Encounter 6

The PCs can either get to this encounter by exploration of the tunnels, or by being directed here by Grimlow in Encounter 5.

You enter into a fair-sized chamber. It has a number of work benches set up with pottery containers atop them. A cauldron sits above a fire, and a stove is also present with some liquids bubbling in pans. A Grimlock is currently working at adding ingredients into a bubbling pot, and stirring occasionally. A collection of vials are kept in racks on shelves, and a bunch of dried varieties of fungus hang from the ceiling.

Koth, **Grimlock:** Male Dru (APL -1 non-combatant.)

This is the laboratory in which Koth works on his potion brewing. Koth, a Grimlock druid, was formerly the leader of this tribe before Medea showed up. She was able to wrest control of the tribe away by a combination of prowess in battle, the abilities of her follower Horace, and subterfuge. Koth remains very bitter about this, and is looking for any opportunity to see Medea displaced and he regain power to lead the tribe. As such, he is completely a non-combatant. If attacked he will either flee, or abjectly surrender.

If approached in a peaceful manner, he can offer some aid against Medea, and will happily provide the party some haven hidden amongst his alchemical storeroom. He will be eager to make a deal with the party that if Medea is defeated, he will be able to regain control of the tribe and have the Dwarves freed. He will even agree to a non-aggression pact with the surface dwellers in exchange for periodic deliveries of manure and some feedstock.

He can inform the party that Medea is a Medusa with some training that is atypical of her race. She appears to be more skilled, and is very adept at finding weak spots on her enemies with bowshots. He is able to describe where her chamber is, and the overall dimensions, but since he is blind, he has never seen the suspended grate since its only used in combat. [At high APLs he also does not know of the Golems, since being motionless stone they neither trigger his blindsight nor scent.] He also knows nothing of the stone of alarm as it is attuned to the tribe, and as such he hasn't heard it triggered.

He will be able to provide some potions to the party. He spends a lot of his time brewing potions of *barkskin*. He will be willing to sell potions of *barkskin* of up to +5 enhancement as indicated on the AR for the given APL.

Encounter 7

Medea has set up her chamber as a last line of defense in many ways. She's not a particularly charitable sort, of course, so while she will do some work to defend the tribe she will make a run for her chamber at first sign of a successful Drow incursion to take advantage of the strong defensive position. She also spends most of her time in her own chambers with food being brought in by Grimlock servants. The PCs will encounter her in her chambers in roughly all circumstances.

The first difficulty the party will encounter is a simple obstacle of a locked iron door (break DC 28, Open lock DC 25). Of course if things were that simple, this wouldn't be LG. Stuck on the inside of the door is a stone of alarm. The stone is set such that anyone not affiliated with the tribe will set it off. Since it is on the far side of the door, it cannot be found via a search check. *Detect Magic* will also not reveal the presence as it is a 2-inch thick iron door. [Ed: Muahahahaha. Oh... excuse me.]

This set-up gives the occupants a bit of time to prepare for an incursion. The passage past the door is long (150 ft) and has a number of 90 degree bends, so running the whole distance is not possible.

As you enter this chamber, you note it is very large with a high ceiling. It is roughly circular with more of the glowing fungus covering the walls and providing a good degree of illumination. There are a number of common furnishings in the room, a large bed, a dresser, a couch, and some bookshelves. A couple of statues, apparently past victims are in the room. To the side, tied to a chair is a blindfolded dwarf who looks quite the worse for wear. These are of various sizes, ranging from Drow sized up to ogre size. Suspended from the ceiling is a large metal grate hanging from chains. Atop it is Medea.

The chamber itself is a 30 ft diameter rough hemisphere (fairly oblong with a high ceiling). Suspended from the ceiling in the middle of the room is a ten by ten grating, which can be reached via a rope ladder. This platform is 25 feet above the ground. When the PCs arrive Medea and Horace will be atop the grating with

the rope ladder pulled up. The fungus covering the walls making it difficult to climb (DC 30), and *slippers of spider climb* will have to move at half movement since the user will have to scrape away mold to find rock to affix to. The Dwarven hostage is along the wall halfway between the two entrances.

Medea does not negotiate, does not rant, and will not go into Evil Villain Mode explaining her plans. She will simply attack. Anyone capable of seeing her will be within range of her gaze attack, with the exception of the first five feet of the passage into the room, and out towards the dwarves' cells. Also, if one lies down on the periphery of the room, they will be outside of gaze range. Otherwise, it is in range. [Yes, I did the math].

Tactics: By APL are described in Appendix 1.

Medea and her support Staff: (See Appendix 1.)

DM Note: Here follows the relevant rules for gaze attacks from the DMG.

Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks. Gaze attacks can affect ethereal opponents.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round.

Conclusion

This, of course, depends on if the party defeats Medea or not. If they do not, they are either dead or decorative statues. In the latter case, look at the bright side, there are no pigeons underground. If asked, Guttman Barrelhouse will arrange for appropriate spellcasting to reverse most ill effects from the battle at the cost listed in the LGCS. Of course, there is gold over cap in this module, so most costs will be covered. (See the instructions for handling such gold over cap purchases in the Treasure Summary.)

However if they do manage to overcome Medea and her cohort, they will be able to free the Dwarven miners and get them out. If they negotiated with Koth, he will be willing to provide them a source of potions in the future for the aid they rendered him. **If the party did not negotiate with Koth, cross off all access to potions of *barkskin* on the Adventure Record.**

In any case, once Medea is defeated, Koth will assume control of the tribe, and avoid causing trouble for the surface dwellers. He's smart enough to realize that fighting an enemy on one front at a time is only prudent, and the Drow are unlikely to stop their depredations.

The party will have an easy trip back to Hillguard. Upon arriving with the rescued miners, a celebration will be thrown. As is to be expected in all Dwarven dominated affairs, this means ale, more ale, and a bit more ale between gulps of ale. There might even be a bit of food served to make people thirstier for ale.

If, during the festivities any PCs ask for wine, owing to the festive situation, they will be ignored and handed ale, as opposed to being run out of town on a rail as is traditional.

The day after the celebrations of the rescue are complete, the town will be pretty subdued (hung over?). Guttman Barrelhouse will invite the adventurers in to reward them for their service.

"I'm very grateful for the service you've done my house this day. The agreed upon commission is before you in sacks, and in addition to this, I'd like to make the smiths from our merchant house available to craft an item at your request. We work in Adamantine, and will be happy to provide one item crafted of that material when your wish.

"Also, as an added bonus, I'd like to provide a special gift. I am strongly of the opinion that heroes should not go thirsty. Whenever you are in a town in the County which serves our ales, show them this writ [he hands each a piece of parchment] and it will suffice to have you provided with a keg of your choice of our fine ales. The Baron of Hillguard is also pleased with you, but he let me grant your reward and commendation since it was I who hired you. May you continue to do such great service for our County."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 4

Defeat or capture Scouts.

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter 5

Rescue Dwarven servant by combat, diplomacy or stealth.

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

Encounter 7

Defeat or capture Medea and staff.

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 510 xp

APL16 570 xp

Discretionary roleplaying award

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 325 xp

APL14 360 xp

APL16 405 xp

Total possible experience:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

APL14 1800 xp

APL16 2025 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure

has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

DM Note: (From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti)

There are many things you can use the gold above the cap for:

NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold. Example: paying a local cleric to cast raise dead on your comrade at the end of the adventure.

NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way cannot be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a potion of invisibility during the adventure and using it in the same adventure.

Encounter 4

APL 6: L: 3260 gp; C: 0 gp; M: 0gp
APL 8: L: 3260 gp; C: 0 gp; M: 5000 gp
APL 10: L: 3260 gp; C: 0 gp; M: 5000 gp
APL 12: L: 3105 gp; C: 0 gp; M: 14155 gp
APL 14: L: 3105 gp; C: 0 gp; M: 38155 gp
APL 16: L: 3260 gp; C: 0 gp; M: 74060 gp

Encounter 5

APL 6: L: 250 gp; C: 50 gp; M: 1500 gp
APL 8: L: 0 gp; C: 0 gp; M: 3500 gp
APL 10: L: 2500 gp; C: 0 gp; M: 2500 gp
APL 12: L: 5000 gp; C: 0 gp; M: 4000 gp
APL 14: L: 2000 gp; C: 0 gp; M: 10000 gp
APL 16: L: 2000 gp; C: 0 gp; M: 17000 gp

Encounter 7

APL 6: L: 1000 gp; C: 0 gp; M: 3350 gp
APL 8: L: 250 gp; C: 0 gp; M: 5500 gp
APL 10: L: 250 gp; C: 0 gp; M: 11875 gp
APL 12: L: 250 gp; C: 0 gp; M: 12875 gp
APL 14: L: 250 gp; C: 0 gp; M: 27915 gp

APL 16: L: 500 gp; C: 0 gp; M: 44000 gp

Conclusion

APL 6: L: 0 gp; C: 3600 gp; M: 0 gp
APL 8: L: 0 gp; C: 4800 gp; M: 0 gp
APL 10: L: 0 gp; C: 6000 gp; M: 0 gp
APL 12: L: 0 gp; C: 7200 gp; M: 0 gp
APL 14: L: 0 gp; C: 8400 gp; M: 0 gp
APL 16: L: 0 gp; C: 9600 gp; M: 0 gp

Total Possible Treasure

APL 6: L: 4510gp; C: 3600 gp; M: 4850 gp
– Total 12960 gp
APL 8: L: 3510 gp; C: 4800 gp; M: 14000 gp
– Total 22310gp
APL 10: L: 6010 gp; C: 6000 gp; M: 19375 gp
– Total 31385gp
APL 12: L: 8355 gp; C: 7200 gp; M: 31030 gp
– Total 46585gp
APL 14: L: 5355 gp; C: 8400 gp; M: 76070 gp
– Total 89825gp
APL 16: L: 5605 gp; C: 9600 gp; M: 135060 gp
– Total 150265gp

Special

Favor of the Hillguard Barrelhouse Clan: Guttman Barrelhouse has made the smiths of his house available to craft one item from adamantite at your request. Cross this favor off this Adventure Record when used.

Lifetime supply of Barrelhouse Ale: Guttman Barrelhouse has given you a writ presentable to any County of Urnst establishment that serves Barrelhouse ales that entitles this PC to one keg of ale per adventure. This gift is for role-playing purposes only and the ale and keg may not be traded or sold. When the writ is presented, empty kegs will be gratefully accepted and returned to the Barrelhouse brewery.

Influence with Baron Durik Hillguard and Guttman Barrelhouse: This temporary influence may be used as defined by the *County of Urnst Favors and Influence* document.

Gnome Vale Yellow Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon

the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

Items for the Adventure Record

Item Access

APL 6:

- *Wand of Resurgence* (Frequency; Adventure; CD; 750 gp)
- *Potion of barkskin* +2 (Frequency; Regional DMG; 300 gp)
- *Mithral Chain Shirt* (Frequency; Adventure; DMG; 1250 gp)
- *Stone of Alarm* (Frequency; Adventure; DMG; 2700 gp)
- *Camouflage Kit* (Frequency; Adventure; CV; 40 gp)

APL 8 (all of APL 6 plus the following):

- *Cloak of Elvenkind* (Frequency; Adventure; DMG; 2500 gp)
- *Potion of barkskin* +3 (Frequency; Regional; DMG; 600 gp)
- *Bracers of Archery (lesser)* (Frequency; Adventure; DMG; 5000 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Potion of barkskin* +4 (Frequency; Regional; DMG; 900 gp)
- *Potion of Magic Vestment* +2 (Frequency; Adventure; DMG; 1200 gp)
- *Cloak of Protection* + 2 (Frequency; Adventure; DMG; 4000 gp)

APL 12 (all of APLs 6-10 plus the following):

- *Potion of Resist Energy* 20 (Frequency; Adventure; DMG; 700 gp)

APL 14 (all of APLs 6-12 plus the following):

- *Gloves of Dexterity* +4 (Frequency; Adventure; DMG; 16000 gp)
- *Potion of barkskin* +5 (Frequency; Regional; DMG; 1200 gp)
- *Potion of Magic Vestment* +3 (Frequency; Adventure; DMG; 1200 gp)
- *Potion of Resist Energy* 30 (Frequency; Adventure; DMG; 1100 gp)

APL 16 (all of APLs 6-14 plus the following):

- *Ring of Chameleon Power* (Frequency; Adventure; DMG; 12700 gp)
- *Ring of Electricity Resistance, Major* (Frequency; Adventure; DMG; 28000 gp)
- +1 *Short Bow of Deadly Precision* (Frequency; Adventure; CV; 18330 gp)

Appendix One – APL 6

Encounter Four

Tactics: The Scouts will be positioned along the path through the cultivated area. They will be well hidden, and await the advance of the PCs. They will wait to attack until less armored types get to their position. They will be situated in pairs with each team consisting of a rogue and spell thief, flanking the path. The group closer to the mine entrance will wait for the group that's further in to attack, thus allowing all attacks to go off. If they get hard pressed, they will use a bluff action to try to re-hide. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog3

Monstrous Humanoid

HD: 2d8+3d6+10; 29HP

Init: +4

Speed: 30 ft.

AC 25 (+ 4 dex, +4 natural, +5 chain shirt, +2 *barkskin*); touch 14; flat-footed 21

Str 18, Dex 18, Con 15, Int 12, Wis 8, Cha 4

BAB +3, grapple +7

Attack: +8 Battle Axe (1d8 +6); or +7 short bow (1d6)

Full Attack: +8 Battle Axe (1d8 +6); or +7 short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +2d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion

Saves: Fort +3, Ref +10, Will +3

Skills: Hide +25(8), Listen + 9(8), Climb +10(7), Move Silently + 13(8), Tumble +11(8)

Feats: Alertness, Track, Stealthy

Alignment: N

Languages: Undercommon, Grimlock

Equipment: mithral chain shirt, masterwork battle axe, ~~*potion of natural armor* +2, *potion of magic*~~

~~*vestment* +1~~, camouflage kit, short bow, 50 arrows

(2) Grimlock SpellThief3

Monstrous Humanoid

HD: 2d8+3d6+10; 29HP

Init: +4

Speed: 30 ft.

AC 25 (+4 dex, +4 natural, +5 chain shirt, +2 *barkskin*); touch 14; flat-footed 21

Str 18, Dex 18, Con 15, Int 12, Wis 8, Cha 4

BAB +3, grapple +7

Attack: +8 Battle Axe (1d8 +6); or +7 short bow (1d6)

Full Attack: +8 Battle Axe (1d8 +6); or +7 short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +1d6, Steal Spell (1st), steal spell effect, steal energy resistance 10

Special Qualities: Spellgrace +1

Saves: Fort +3, Ref +8, Will +5

Skills: Hide +25(8), Listen +9(8), Climb +10(7), Move Silently + 13(8), Tumble +11(8)

Feats: Alertness, Track, Stealthy

Alignment: N

Languages: Undercommon, Grimlock

Equipment: mithral chain shirt, masterwork battle axe, ~~*potion of natural armor* +2, *potion of magic*~~ ~~*vestment* +1~~, camouflage kit, short bow, 50 arrows, pouch containing spell components

Encounter Five

Tactics: Grimlow has little desire to fight a battle that he won't be paid for. Thus he will warn the party not to give him any grief and move on. His contract provides for fighting Drow incursions, not any Tom, Dick, or Harry adventurers that wander in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the middle of the party and grapple the least armored target. As one last act of mercy, he will

offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (*fireball* for example), he will be very upset about the damage to his furnishings, and mercy goes out the window.

Grimlow: Forest Troll of Legend/Mnk1

Medium Giant

HD: 5d8+1d8+60 (87 hp)

Init: +11

Speed: 30 ft.

AC 31 (+10 natural armor, +7 dex, +3 wisdom, +1 deflection); touch 22; flat-footed 22

BAB/Grapple +3/+11

Attack: Claw +12 melee (1d4+9)

Full Attack: 2 claws +12 melee (1d4+9) and bite +9 (1d4+4)

Space/reach: 5 ft./5 ft.

Special Attacks: Poison (DC 22 1d6 Con/1d6 Con), Frightful Presence (DC 11)

Special Qualities: Darkvision 90 ft, Low Light vision, fast healing 10, scent, Spell Turning

Saves: Fort +18, Ref +12, Will +10

Str 28, Dex 25, Con 30, Int 17, Wis 16, Cha 8

Skills: Listen +11, Spot +11, Tumble +14, Survival +11, Hide +15, Climb +17

Feats: Improved Initiative, Track, Multiattack, Iron Will, Improved Unarmed Attack, Improved Grapple

Alignment: LE

Languages: Giant, Undercommon, Elven, Common

Equipment: Cloak of resistance +1, ring of protection +1

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *invisibility* upon himself, then drunk a *potion of resist energy (fire 10)*. He will have cast *eagle's splendor*, *magic circle of protection from good*, and *bless* on Medea (+1 to hit, AC +2, gaze DC +1, saves +2). People who enter the room have two choices, avert their eyes or make a save against the gaze attack.

Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. His first heal spell thrown will be *Vigor* on Medea.

Medea: Medusa/Rog1

HD: 6d8+1d6+14 (44 HP)

Init: +4

Speed: 30 ft.

AC 24 (+3 natural armor, +5 chain shirt +1, +4 dex, +2 barkskin); touch 14; flat-footed 20

Base Attack/grapple: +6/+6

Attack: Shortbow +11 ranged (1d6) or dagger +8 melee (1d4+1); or +8 melee snakes (1d4+1+poison)

Full Attack: Shortbow +11/+6 ranged (1d6) or dagger +8/+3 melee (1d4+1); or snakes +8/+3 melee (1d4+1+poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Petrifying gaze (DC 20), poison (DC 15, 1d6 str, 2d6 str), sneak attack 2d6

Special Qualities: darkvision 60 ft.

Saves: Fort +4, Ref +11, Will +5

Str 12, Dex 18, Con 15, Int 12, Wis 10, Cha 21

Skills: Listen +10(10), Spot +10(10), Move Silently +9(7)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze)

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +1 chain shirt, short bow, ~~potion of barkskin +2, potion of magic vestment +1~~

Horace: Human Clr5 (Meyanok: Trickery/Evil)

HD: 5d8+1d6+14 (44 HP)

Init: +4

Speed: 30 ft.

AC 21 (+1 dex, +8 armor, +2 shield)

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, *Dex* 12, *Con* 14, *Int* 8, *Wis* 16, *Cha* 13

Skills: Heal +11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, empower spell

Spells: 1st — (*Protection From Good*, *Cure Light Wounds* x2, *Bless*); 2nd — (*Invisibility*, *Eagle's Splendor*, *Cure Moderate Wounds* x2); 3rd — (*Vigor*, *Magic Circle Against Good*, *Cure Serious Wounds*)

Alignment: LE

Languages: Common

Equipment: full plate, heavy steel shield, heavy mace, wand of resurgence; ~~potion of energy resistance (fire 10)~~, stone of alarm

Appendix One – APL 8

Encounter Four

Tactics: The Scouts will be positioned along the path through the cultivated area. They will be well hidden, and await the advance of the PCs. They will wait to attack until less armored types get to their position. They will be situated in pairs with each team consisting of a rogue and spell thief, flanking the path. The group closer to the mine entrance will wait for the group that's further in to attack, thus allowing all attacks to go off. If they get hard pressed, they will use a bluff action to try to re-hide. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog5

Monstrous Humanoid

HD: 2d8+5d6+21; 47 HP

Init: +4

Speed: 30 ft.

AC 26 (+ 4 dex, +4 natural, +5 *mithral chain shirt* +1, +3 *barkskin*); touch 14; flat-footed 22

Str 18, Dex 18, Con 16, Int 12, Wis 8, Cha 4

BAB +4, grapple +8

Attack: +9 Masterwork Battle Axe (1d8 +6); or +8 short bow (1d6)

Full Attack: +9 Masterwork Battle Axe (1d8 +6); or +8 short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +3d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion, uncanny dodge

Saves: Fort +4, Ref +11, Will +3

Skills: Hide +35(10), Listen +11(10), Climb +13(10), Move Silently +13(10), Tumble +13(10), Sense Motive +6(7),

Feats: Alertness, Track, Stealthy, Skill Focus (hide)

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +1 *mithral chain shirt*, masterwork battle axe, ~~*potion of barkskin* +3~~, ~~*potion of*~~

~~*magic vestment* +1~~, *cloak of elvenkind*, camouflage kit, short bow, 50 arrows

(2) Grimlock SpellThief5

Monstrous Humanoid

HD: 2d8+5d6+21; 47 HP

Init: +4

Speed: 30 ft.

AC 26 (+4 dex, +4 natural, +5 *mithral chain shirt* +1, +3 *barkskin*); touch 14; flat-footed 22

Str 18, Dex 18, Con 16, Int 12, Wis 8, Cha 4

BAB +4 Grapple +8

Attack: +9 Masterwork Battle Axe (1d8 +6); or +8 short bow (1d6)

Full Attack: +9 Masterwork Battle Axe (1d8 +6); or +8 short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +2d6, Steal Spell (2nd), steal spell effect, steal energy resistance 10, steal spell like ability

Special Qualities: Spellgrace +1

Saves: Fort +4, Ref +8, Will +6

Skills: Hide +35(10), Listen +11(10), Climb +13(10), Move Silently + 13(10), Tumble +13(10), Sense Motive +6(7)

Feats: Alertness, Track, Stealthy, Skill Focus (hide)

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +1 *mithral chain shirt*, masterwork battle axe, ~~*potion of barkskin* +3~~, ~~*potion of magic vestment* +1~~, *cloak of elvenkind*, camouflage kit, short bow, 50 arrows, pouch containing spell components

Encounter Five

Tactics: Grimlow has little desire to fight a battle which he won't be paid for. Thus he will warn the party not to give him any grief and move on. His contract provides for fighting Drow incursions, not any Tom, Dick, or Harry adventurers which wonder in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the

middle of the party and grapple the least armored target. As one last act of mercy, he will offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (fireball for example), he will be very upset about the damage to his furnishings, and mercy goes out the window.

Grimlow: Forest Troll of Legend/Mnk3

Medium Giant

HD: 5d8+3d8+80 (116 hp)

Init: +12

Speed: 30 ft.

AC 34 (+10 natural armor, +8 dex, +3 wisdom, +1 deflection, +2 armor); touch 22; flat-footed 23

BAB/Grapple +5/+13

Attack: Claw +12 melee (1d4+9)

Full Attack: 2 claws +12 melee (1d4+9) and bite +9 (1d4+4)

Space/reach: 5 ft./5 ft.

Special Attacks: Poison (DC 22 1d6 Con/1d6 Con), Frightful Presence (DC 11)

Special Qualities: Darkvision 90 ft, Low Light vision, fast healing 10, scent, Spell Turning, evasion

Saves: Fort +19, Ref +14, Will +11

Str 28, Dex 26, Con 30, Int 17, Wis 16, Cha 8

Skills: Listen +13, Spot +13, Tumble +16, Survival +14, Hide +17, Climb +19

Feats: Improved Initiative, Track, Multiattack, Iron Will, Improved Grapple, Improved Unarmed Combat, Combat Reflexes

Alignment: LE

Languages: Giant, Undercommon, Elven, Common

Equipment: Cloak of resistance +1, ring of protection +1, bracers of armor +2

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *invisibility* upon himself, then drunk a *potion of resist energy (fire 10)*. He will have cast *empowered eagle's splendor*, *magic circle of protection from good*, and *bless*

on Medea (+1 to hit, AC +2, gaze DC +1, saves +2). People who enter the room have two choices, avert their eyes or make a save against the gaze attack. Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. His first heal spell thrown will be *Vigor* on Medea.

Medea: Medusa/Rog3

HD: 6d8+3d6+18 (55 HP)

Init: +4

Speed: 30 ft.

AC 25 (+3 natural armor, +5 *chain shirt* +1, +4 dex, +3 *barkskin*); touch 14; flat-footed 21

Base Attack/grapple: +8/+8

Attack: Masterwork Shortbow +15 ranged (1d6) or dagger +10 melee (1d4+1), or snakes +10 melee (1d4+1+poison)

Full Attack: Masterwork Shortbow +15/+10 ranged (1d6) or dagger +10/+5 melee (1d4+1), or snakes +10/+5 melee (1d4+1+poison)

Space/Reach: 5ft./5 ft.

Special Attacks: Petrifying gaze (DC 21), poison (DC 15, 1d6 str, 2d6 str), sneak attack 2d6

Special Qualities: darkvision 60 ft., evasion

Saves: Fort +6, Ref +13, Will +7

Str 12, Dex 18, Con 15, Int 12, Wis 10, Cha 22

Skills: Listen +10(12), Spot +10(12), Move Silently +9(7)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze), rapid shot

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +1 *chain shirt*, masterwork short bow, ~~potion of barkskin~~ +3, ~~potion of magic vestment~~ +1, bracers of archery (lesser)

Horace: Human Clr7 (Meyanok: Trickery/Evil)

HD: 5d8+1d6+14 (44 HP)

Init: +4

Speed: 30 ft.

AC 23 (+1 dex, +9 armor, +3 shield); touch 11;
flat-footed 22

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, Dex 12, Con 14, Int 8, Wis 16, Cha 13

Skills: Heal +11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, empower spell,
blind fight

Spells: 1st — (*Protection From Good, Cure Light Wounds x2, Bless*); 2nd — (*Invisibility, Eagle's Splendor, Cure Moderate Wounds x3*); 3rd — (*Vigor, Magic Circle Against Good, Cure Serious Wounds x2*); 4th — (*Empowered Eagles Splendor, confusion*)

Alignment: LE

Languages: Common

Equipment: +1 full plate, +1 heavy steel shield,
heavy mace, wand of resurgence, ~~potion of~~
~~energy resistance (fire 10)~~, stone of alarm

Appendix One – APL 10

Encounter Four

Tactics: The Scouts will be positioned along the path through the cultivated area. They will be well hidden, and await the advance of the PCs. They will wait to attack until less armored types get to their position. They will be situated in pairs with each team consisting of a rogue and spell thief, flanking the path. The group closer to the mine entrance will wait for the group that's further in to attack, thus allowing all attacks to go off. If they get hard pressed, they will use a bluff action to try to re-hide. If hard pressed in melee the scouts will move to cover and hide, then snipe the party with their short bows. Sniping can be done from a hidden location with a -20 on the hide check after the attack to remain hidden. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog7

Monstrous Humanoid

HD: 2d8+7d6+27; 60 HP

Init: +9

Speed: 30 ft.

AC 29 (+5 dex, +4 natural, +6 *mithral chain shirt* +2, +4 *barkskin*); touch 15; flat-footed 24

Str 18, Dex 21, Con 16, Int 12, Wis 8, Cha 4

BAB +6, grapple +10

Attack: +11 Masterwork Battle Axe (1d8 +6); or +12 masterwork short bow (1d6)

Full Attack: +11/+6 Masterwork Battle Axe (1d8 +6); or +12/+7 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +4d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion, uncanny dodge

Saves: Fort +5, Ref +13, Will +4

Skills: Hide +39(12), Listen +13(12), Climb +16(12), Move Silently +16(12), Tumble +16(12), Escape Artist +16(12), Jump +9(5)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +2 *mithral chain shirt*, masterwork battle axe, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +4, ~~*potion of magic vestment*~~ +2, ~~*gloves of dexterity*~~ +2, ~~*cloak of elvenkind*~~, camouflage kit, masterwork short bow, 50 arrows

(2) Grimlock SpellThief7

Monstrous Humanoid

HD: 2d8+7d6+27; 60 HP

Init: +9

Speed: 30 ft.

AC 29 (+5 dex, +4 natural, +6 *mithral chain shirt* +2, +4 *barkskin*); touch 15; flat-footed 24

Str 18, Dex 21, Con 16, Int 12, Wis 8, Cha 4

BAB +6, grapple +10

Attack: +11 Masterwork Battle Axe (1d8 +6); or +12 masterwork short bow (1d6)

Full Attack: +11/+6 Masterwork Battle Axe (1d8 +6); or +12/+7 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +2d6, Steal Spell (3rd), steal spell effect, steal energy resistance 10, steal spell like ability, Absorb Spell

Special Qualities: Spellgrace +1

Saves: Fort +5, Ref +10, Will +7

Skills: Hide +39(12), Listen +13(12), Climb +16(12), Move Silently +16(12), Tumble +16(12), Escape Artist +16(12), Jump +9(5)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +2 *mithral chain shirt*, masterwork battle axe, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +4, ~~*potion of magic vestment*~~ +2, ~~*gloves of dexterity*~~ +2, ~~*cloak of elvenkind*~~, camouflage kit, masterwork short bow, 50 arrows, pouch containing spell components

Encounter Five

Tactics: Grimlow has little desire to fight a battle which he won't be paid for. Thus he will warn the party not to give him any grief and move on. If they wish to move on without him raising the alarm, that will cost. His contract provides for fighting Drow incursions, not any Tom, Dick, or Harry adventurers which wonder in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the middle of the party and grapple the least armored target. As one last act of mercy, he will offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (fireball for example), he will be very upset about the damage to his furnishings, and mercy goes out the window.

Grimlow: Crystalline Troll of Legend/Mnk2

Large Giant

HD: 10d8+2d8+132 (186 hp)

Init: +11

Speed: 30 ft.

AC 31 (-1 size, +12 natural armor, +6 dex, +2 wis, +2 armor); touch 18; flat-footed 24

BAB/Grapple +8/+28

Attack: Claw +19 melee (1d6+12)

Full Attack: 2 claws +19 melee (1d6+12) and bite +17 (1d6+6)

Space/reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+18

Special Qualities: Darkvision 60 ft, Immunity to acid, Low Light vision, regeneration 5 (sonic), scent, immune to polymorph, immunity to poison, Spell Turning, evasion.

Saves: Fort +25, Ref +16, Will +14

Str 34, Dex 24, Con 32, Int 15, Wis 14, Cha10

Skills: Listen +17, Spot +17, Climb + 25, Jump +25, Tumble +19

Feats: Alertness, Iron Will, power Attack, track, improved initiative, multi-attack, improved grapple, combat reflexes, improved unarmed strike, Hold the line

Alignment: LE

Languages: Giant, Undercommon, Common

Equipment: Cloak of resistance +1, bracers of armor +2

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *invisibility* upon himself, then drunk a *potion of resist energy (fire 20)*. He will have cast *empowered eagle's splendor*, *magic circle of protection from good*, and *bless* on Medea (+1 to hit, AC +2, gaze DC +2, +2 on saves). People who enter the room have two choices, avert their eyes or make a save against the gaze attack. Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. His first heal spell thrown will be *Vigor* on Medea.

Medea: Medusa/Rog5

HD: 6d8+5d6+33 (77 HP)

Init: +5

Speed: 30 ft.

AC 28 (+3 natural armor, +6 *mithral chain shirt* +2, +5 dex, +4 *barkskin*); touch 14; flat-footed 23

Base Attack/grapple: +9/+10

Attack: Masterwork Shortbow +17 ranged (1d6) or dagger +11 melee (1d4+1), or snakes +11 melee (1d4+1+poison)

Full Attack: Masterwork Shortbow +17/+12 ranged (1d6) or dagger +11/+6 melee (1d4+1), or snakes +11/+6 melee (1d4+1+poison)

Space/Reach: 5ft./5 ft.

Special Attacks: Petrifying gaze (DC 21), poison (DC 15, 1d6 str, 2d6 str), sneak attack 3d6

Special Qualities: darkvision 60 ft., evasion

Saves: Fort +5, Ref +14, Will +6

Str 12, Dex 20, Con 15, Int 12, Wis 10, Cha 22

Skills: Listen +15(15), Spot +15(15), Move Silently +19(15)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze), rapid shot

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +2 mithral chain shirt, masterwork short bow, ~~potion of barkskin~~ +4, ~~potion of magic vestment~~ +2, bracers of archery (lesser), gloves of dexterity +2

Horace: Human Clr9 (Meyanok: Trickery/Evil)

HD: 9d8 +18 (57 HP)

Init: +1

Speed: 30 ft.

AC 24 (+1 dex, +9 armor, +3 shield); touch 11; flat-footed 23

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, Dex 12, Con 14, Int 8, Wis 17, Cha 13

Skills: Heal +11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, Combat Casting, blind fight

Spells: 1st — (Protection From Good, Cure Light Wounds x2, Bless); 2nd — (Invisibility, Eagle's Splendor, Cure Moderate Wounds x3, Resist energy); 3rd — (Vigor, ~~Magic Circle Against Good~~, Cure Serious Wounds x2); 4th — (~~Empowered Eagles Splendor~~, confusion, Cure Critical Wounds); 5th — (Dispel Good, Break Enchantment)

Alignment: LE

Languages: Common

Equipment: +2 full plate, +1 heavy steel shield, heavy mace, wand of resurgence, ~~potion of energy resistance (fire 20)~~, stone of alarm

Appendix One – APL 12

Encounter Four

Tactics: The Scouts will be positioned along the path through the cultivated area. They will be well hidden, and await the advance of the PCs. They will wait to attack until less armored types get to their position. They will be situated in pairs with each team consisting of a rogue and spell thief, flanking the path. The group closer to the mine entrance will wait for the group that's further in to attack, thus allowing all attacks to go off. If they get hard pressed, they will use a bluff action to try to re-hide. If hard pressed in melee the scouts will move to cover and hide, then snipe the party with their short bows. Sniping can be done from a hidden location with a -20 on the hide check after the attack to remain hidden. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog9

Monstrous Humanoid

HD: 2d8+9d6+33; 73 HP

Init: +9

Speed: 30 ft.

AC 29 (+5 dex, +4 natural, +6 *mithral chain shirt* +2, +4 *barkskin*); touch 15; flat-footed 24

Str 18, Dex 21, Con 16, Int 12, Wis 8, Cha 4

BAB +7, grapple +12

Attack: +12 +1 *Battle Axe* (two-handed) (1d8 +7); or +13 masterwork short bow (1d6)

Full Attack: +12/+7 +1 *Battle Axe* (two-handed) (1d8 +7); or +13/+8 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +5d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion, uncanny dodge

Saves: Fort +6, Ref +14, Will +5

Skills: Hide +39(12), Listen + 15(14), Climb +18(14), Move Silently +18(14), Tumble +18(14), Escape Artist +18(14), bluff +8(11)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +2 *mithral chain shirt*, +1 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +4, ~~*potion of magic vestment*~~ +2, *gloves of dexterity* +2, *cloak of elvenkind*, camouflage kit, masterwork short bow, 50 arrows

(2) Grimlock SpellThief9

Monstrous Humanoid

HD: 2d8+9d6+33; 73 HP

Init: +9

Speed: 30 ft.

AC 29 (+5 dex, +4 natural, +6 *mithral chain shirt* +2, +4 *barkskin*); touch 15; flat-footed 24

Str 18, Dex 21, Con 16, Int 12, Wis 8, Cha 4

BAB +7, grapple +12

Attack: +12 +1 *Battle Axe* (1d8 +7); or +13 masterwork short bow (1d6)

Full Attack: +12/+7 +1 *Battle Axe* (1d8 +7); or +13/+8 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +3d6, Steal Spell (4th), steal spell effect, steal energy resistance 10, steal spell like ability, Absorb *Spell*

Special Qualities: Spellgrace +1

Saves: Fort +6, Ref +11, Will +8

Skills: Hide +39(12), Listen +15(14), Climb +18(14), Move Silently +18(14), Tumble +18(14), Escape Artist +18(14), Bluff +8(11)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +2 *mithral chain shirt*, +1 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +4, ~~*potion of magic vestment*~~ +2, *gloves of dexterity* +2, *cloak of elvenkind*, camouflage kit, masterwork short bow, 50 arrows, pouch containing spell components

Encounter Five

Tactics: Grimlow has little desire to fight a battle which he won't be paid for. Thus he will warn the party not to give him any grief and move on. If they wish to move on without him raising the alarm, that will cost. His contract provides for fighting Drow incursions, not any Tom, Dick, or Harry adventurers which wonder in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the middle of the party and grapple the least armored target. As one last act of mercy, he will offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (fireball for example), he will be very upset about the damage to his furnishings, and mercy goes out the window.

Grimlow: Crystalline Troll of Legend/Mnk4

Large Giant

HD: 10d8+4d8 +154 (217 hp)

Init: +11

Speed: 40 ft.

AC 31 (-1 size, +12 natural armor, +6 dex, +2 wis, +2 armor); touch 17; flat-footed 23

BAB/Grapple +10/+30

Attack: Claw +21 melee (1d6+12)

Full Attack: 2 claws +21 melee (1d6+12) and bite +19 (1d6+6)

Space/reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+18

Special Qualities: Darkvision 60 ft, Immunity to acid, Low Light vision, regeneration 5 (sonic), scent, immune to polymorph, immunity to poison, Spell Turning, evasion.

Saves: Fort +27, Ref +18, Will +16

Str 34, Dex 24, Con 32, Int 15, Wis 14, Cha10

Skills: Listen +17, Spot +20, Climb + 25, Jump +24, Tumble +24, Survival +7

Feats: Alertness, Iron Will, power Attack, track, improved initiative, multi-attack, improved grapple, combat reflexes, improved unarmed strike, Hold the line

Alignment: LE

Languages: Giant, Undercommon, Common

Equipment: Cloak of resistance +2, bracers of armor +2

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *invisibility* upon himself, then drunk a *potion of resist energy (fire 20)*. He will have cast *empowered eagle's splendor*, *magic circle of protection from good*, and *bless* on Medea (+1 to hit, AC +2, gaze DC +2, saves +2). People who enter the room have two choices, avert their eyes or make a save against the gaze attack. Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. His first heal spell thrown will be *Greater Vigor* on Medea. The clay golem is disguised as a petrified ogre. A spot check DC 20 will reveal this. It will be waiting for the second round to attack.

Medea: Medusa/Rog7

HD: 6d8+7d6+39 (90 HP)

Init: +4

Speed: 30 ft.

AC 28 (+3 natural armor, +6 *mithral chain shirt* +2, +5 dex, +4 *barkskin*); touch 15; flat-footed 23

Base Attack/grapple: +11/+12

Attack: Masterwork Shortbow +20 ranged (1d6) or dagger +13 melee (1d4+1), or snakes (1d4+1+poison) +13 melee

Full Attack: Masterwork Shortbow +20/+15/+10 ranged (1d6) or dagger +13/+8/+3 melee (1d4+1), or +13/+8/+3 melee snakes (1d4+1+poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Petrifying gaze (DC 23), poison (DC 15, 1d6 str, 2d6 str), sneak attack 4d6

Special Qualities: darkvision 60 ft., evasion

Saves: Fort +6, Ref +14, Will +7

Str 12, Dex 20, Con 16, Int 12, Wis 10, Cha 22

Skills: Listen +16(16), Spot +16(16), Move Silently +21(16)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze), rapid shot, weapon focus (shortbow)

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +2 mithral chain shirt, masterwork short bow, ~~potion of barkskin +4~~, ~~potion of magic vestment +2~~, bracers of archery (lesser), gloves of dexterity +2

Horace: Human Clr10 (Meyanok: Trickery/Evil)

HD: 9d8 +18 (57 HP)

Init: +1

Speed: 30 ft.

AC 25 (+1 dex, +10 armor, +4 shield); touch 11; flat-footed 24

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, Dex 12, Con 14, Int 8, Wis 17, Cha 13

Skills: Heal +11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, Combat Casting, Blind Fight

Spells: 1st — (*Protection From Good*, *Cure Light Wounds* x2, *Bless*); 2nd — (*Invisibility*, *Eagle's Splendor*, *Cure Moderate Wounds* x3, *Resist energy*); 3rd — (*Vigor*, ~~*Magic Circle Against Good*~~, *Cure Serious Wounds* x2); 4th — (~~*Empowered Eagles Splendor*~~, *confusion*, *Cure Critical Wounds*, *recitation*); 5th — (*Dispel Good*, *Break Enchantment*, *greater vigor*)

Alignment: LE

Languages: Common

Equipment: +2 full plate, +2 heavy steel shield, heavy mace, wand of resurgence, ~~potion of energy resistance (fire 20)~~, stone of alarm

Clay Golem: 90 HP (see MM pg 134)

Appendix One – APL 14

Encounter Four

Tactics: The scouts will have situated themselves in concealed positions within 30' of the path. They will use snipe attacks to engage party members, firing and then hiding with a –20 on their hide checks after the snipe. First targets will be those least armored. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog11 (CR 12)

Monstrous Humanoid

HD: 2d8+11d6+33; 86 HP

Init: +11

Speed: 30 ft.

AC 33 (+7 dex, +4 natural, +7 *mithral chain shirt* +3, +5 *barkskin*); touch 17; flat-footed 26

Str 18, Dex 24, Con 16, Int 12, Wis 8, Cha 4

BAB +9, grapple +13

Attack: +14 +1 *Battle Axe* (two-handed) (1d8 +7); or +17 masterwork short bow (1d6)

Full Attack: +14/+9 +1 *Battle Axe* (two-handed) (1d8 +7); or +17/+12 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +6d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion, uncanny dodge, opportunist

Saves: Fort +6, Ref +17, Will +5

Skills: Hide +43(14), Listen +15(14), Climb +18(14), Move Silently +18(14), Tumble +18(14), Escape Artist +18(14), Jump +15(11)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Point Blank Shot, Improved Initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +3 *mithral chain shirt*, +1 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +5, ~~*potion of magic vestment*~~ +3, *gloves of dexterity* +4, *cloak of elvenkind*, camouflage kit, masterwork short bow, 50 arrows, pouch containing spell components

gloves of dexterity +4, *cloak of elvenkind*, camouflage kit, masterwork short bow, 50 arrows

(2) Grimlock SpellThief11 (CR 12)

Monstrous Humanoid

HD: 2d8+11d6+33; 86 HP

Init: +11

Speed: 30 ft.

AC 33 (+7 dex, +4 natural, +7 *mithral chain shirt* +3, +5 *barkskin*); touch 17; flat-footed 26

Str 18, Dex 24, Con 16, Int 12, Wis 8, Cha 4

BAB +9, grapple +13

Attack: +14 +1 *Battle Axe* (two-handed) (1d8 +7); or +17 masterwork short bow (1d6)

Full Attack: +14/+9 +1 *Battle Axe* (two-handed) (1d8 +7); or +17/+12 masterwork short bow (1d6)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +3d6, Steal Spell (5th), steal spell effect, steal energy resistance 10, steal spell like ability, Absorb Spell

Special Qualities: Spellgrace +1

Save Fort +6, Ref +10, Will +9

Hide +43(14), Listen +15(14), Climb +18(14), move silently +18(14), Tumble +18(14), Escape Artist +18(14), Bluff +8(11)

Feats: Alertness, Track, Stealthy, skill focus (hide), point blank shot, improved initiative

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +3 *mithral chain shirt*, +1 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +5, ~~*potion of magic vestment*~~ +3, *gloves of dexterity* +4, *cloak of elvenkind*, camouflage kit, masterwork short bow, 50 arrows, pouch containing spell components

Encounter Five

Tactics: Grimlow has little desire to fight a battle which he won't be paid for. Thus he will warn the party not to give him any grief and move on. If they wish to move on without him raising the alarm, that will cost. His contract provides for fighting Drow incursions, not any Tom, Dick, or

Harry adventurers which wonder in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the middle of the party and grapple the least armored target. As one last act of mercy, he will offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (fireball for example), he will be very upset about the damage to his furnishings, and mercy goes out the window. Should the party try an acid attack on him, he will merely laugh at them and comment, "Hey watch that you'll ruin my Rug! That cost me a lot you curs!"

Grimlow: War Troll of Legend/Mnk1 (CR 15)

Hit Dice: 12d8+1d8+ 182 (240 hp)

Init: +11

Speed: 50 ft.

AC 45 (-1 size, +19 natural armor, +8 dex, +5 wis, +2 armor, +2 deflection); touch 25; flat-footed 32

Base Attack/grapple: +13/+32

Attack: Claw +30 (1d8+16)

Full Attack: 2 claws +30 melee (1d8+16) and bite+28 melee (1d6+8); or masterwork composite longbow +20/+15/+10 (2d6+10/x3)

Space/Reach: 10ft./10 ft.

Special Attacks: Dazing Blow, Frightful presence DC 17

Special Qualities: Damage reduction 5/adamantine, dark vision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20, immune to acid, spell turning

Saves: Fort +25, Ref +22, Will + 21

Str 42, Dex 27, Con 38, Int 15, Wis 20, Cha 12

Skills: Listen +22, Spot +22, Jump +32, Knowledge (history) + 4, Tumble +21

Feats: Alertness, Improved Initiative, Iron Will, Multi-attack, Weapon Focus (claws); power attack, acrobatic, improved unarmed strike, improved grapple, hold the line

Alignment: LE

Languages: Giant, Undercommon, Common

Equipment: Cloak of resistance +2, bracers of armor +2, +2 ring of protection +2 gloves of dexterity

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *Mislead* upon himself, then drank a *potion of resist energy (fire 30)*. He will have cast *empowered eagle's splendor*, *magic circle of protection from good*, *spell resistance (SR 26)* and *bless* on Medea (+1 to hit, AC +2, gaze DC +2, saves +2). He will also cast *blade barrier* that will be erected around the suspended grate before the party enters the room. People who enter the room have two choices, avert their eyes or make a save against the gaze attack. Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. On round one as the party enters, he will cast *recitation* (+3 on his and Medea's attacks and saves, -2 on enemy attacks and saves, no saving throw). His first heal spell thrown will be *Greater Vigor* on Medea. The stone golems have been fashioned in the shape of Ogres and are posed so that it looks like they had been petrified. They will begin to attack on round 2.

Medea: Medusa/Rog9

HD: 6d8+9d6+45 (103 HP)

Init: +5

Speed: 30 ft.

AC 31 (+3 natural armor, +7 *mithral chain shirt* +3, +6 dex, +5 *barkskin*); touch 16; flat-footed 24

Base Attack/grapple: +12/+13

Attack: +1 *Shortbow of Deadly Precision* +22 (+25 after *recitation*) ranged (1d6+1) or dagger +14 (+17 after *recitation*) melee (1d4+1), or snakes +14 (+17 after *recitation*) melee (1d4+1+poison)

Full Attack: +1 *Shortbow of Deadly Precision* +22/+17/+12 (+25/+20/+15 after *recitation*) ranged (1d6+1) or dagger +14/+9/+4 (+17/+12/+7 after *recitation*) melee (1d4+1), or snakes +14/+9/+5 (+17/+12/+7 after *recitation*) melee (1d4+1+poison)

Space/Reach: 5ft./5 ft.

Special Attacks: Petrifying gaze (DC 21 or 23 with *empowered eagle's splendor*), poison (DC 15, 1d6 str, 2d6 str), sneak attack 5d6

Special Qualities: darkvision 60 ft., evasion

Saves: Fort +5, Ref +15, Will +6

Str 12, Dex 22, Con 16, Int 12, Wis 10, Cha 22

Skills: Listen +18(18), Spot +18(18), Move Silently +22(18)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze), rapid shot, weapon focus (shortbow)

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +3 mithral chain shirt, +1 shortbow of deadly precision, ~~potion of barkskin +5, potion of magic vestment +3, bracers of archery (lesser), gloves of dexterity +4~~

Horace: Human Clr12 (Meyanok: Trickery/Evil)

HD: 12d8+24 (78 HP)

Init: +1

Speed: 30 ft.

AC 25 (+1 dex, +10 armor, +4 shield); touch 11; flat-footed 24

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, Dex 12, Con 14, Int 8, Wis 18, Cha 13

Skills: Heal + 11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, Combat Casting, Blind Fight

Spells: 1st — (*Protection From Good**, *Cure Light Wounds* x2, *Bless*, *shield of faith*); 2nd — (*Invisibility**, *Eagle's Splendor*, *Cure Moderate Wounds* x3, *Resist energy*); 3rd — (*Vigor* x2, ~~*Magic Circle Against Good**~~, *Cure Serious Wounds* x2); 4th — (~~*Empowered Eagles Splendor*~~, *confusion**, *Cure Critical Wounds* x2, *recitation*); 5th — (*Dispel Good**, *Break*

Enchantment, *greater vigor*, ~~*Spell-resistance*~~; 6th — (*Mislead**, *heal*, ~~*blade barrier*~~)

Alignment: LE

Languages: Common

Equipment: +2 full plate +2 heavy steel shield, heavy mace, wand of resurgence, ~~potion of energy resistance (fire 30)~~, stone of alarm

(2) Stone Golems, Large; 107 HP (see MM page 137)

Appendix One – APL 16

Encounter Four

Tactics: The scouts will have situated themselves in concealed positions within 30' of the path. They will use snipe attacks to engage party members. Firing and then hiding with a –20 on their hide checks after he snipe. First targets will be those least armored. The spell thieves will engage apparent casters, either those wearing no armor, or with prominent holy symbols. Unless the party is very stealthy, the scouts should have been able to quaff all of their potions.

(2) Grimlock Rog13 (CR 14)

Monstrous Humanoid

HD: 2d8+13d6+33; 99 HP

Init: +11

Speed: 30 ft.

AC 33 (+7 dex, +4 natural, +7 *mithral chain shirt* +3, +5 *barkskin*); touch 17; flat-footed 26

Str 18, *Dex* 24, *Con* 16, *Int* 12, *Wis* 8, *Cha* 4

BAB +10, *grapple* +14

Attack: +15 +2 *Battle Axe* (two-handed) (1d8 +8); or +19 +2 *short bow* (1d6 +2)

Full Attack: +15/+10 +2 *Battle Axe* (two-handed) (1d8 +8); or +19/+14 +2 *short bow* (1d6 +2)

Space/reach: 5 ft./5 ft.

Special Attacks: Sneak attack +7d6

Special Qualities: Blindsight 40 ft, scent, immunities, evasion, uncanny dodge, opportunist, skill mastery (hide)

Saves: Fort +7, Ref +18, Will +6

Skills: Hide +50(16), Listen +17(16), Climb +20(16), Move Silently +21(16), Tumble +23(16), Escape Artist +23(16), Bluff +13(16), Profession: bookbinder +0(1)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative, Point Blank Shot, Precise Shot

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +3 *mithral chain shirt*, +2 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of*~~

~~*barkskin* +5, *potion of magic vestment* +3, *gloves of dexterity* +4, *ring of chameleon power*, camouflage kit, +2 *short bow*, 50 arrows~~

(2) Grimlock SpellThief13 (CR 14)

Monstrous Humanoid

HD: 2d8+13d6+39; 99 HP

Init: +9

Speed: 30 ft.

AC 31 (+5 dex, +4 natural, +7 *mithral chain shirt* +3, +5 *barkskin*); touch 17; flat-footed 26

Str 18, *Dex* 24, *Con* 16, *Int* 12, *Wis* 8, *Cha* 4

BAB +10, *grapple* +14

Attack: +15 +2 *Battle Axe* (two-handed) (1d8 +8); +19 +2 *short bow* (1d6 +2)

Full Attack: +15/+10 +2 *Battle Axe* (two-handed) (1d8 +8); +19/+14 +2 *short bow* (1d6 +2)

Special Attacks: Sneak attack +4d6, Steal Spell (5th), steal spell effect, steal energy resistance 10, steal spell like ability, Absorb Spell

Special Qualities: Spellgrace +2

Saves: Fort +7, Ref +14, Will +10

Skills: Hide +50(16), Listen +17(16), Climb +20(16), Move Silently +21(16), Tumble +23(16), Escape Artist +23(16), Bluff +13(16), Profession: bookbinder +0(1)

Feats: Alertness, Track, Stealthy, Skill Focus (hide), Improved Initiative, Point Blank Shot, Precise Shot

Alignment: N

Languages: Undercommon, Grimlock

Equipment: +3 *mithral chain shirt*, +2 *battle axe*, ~~*potion of protection from good*~~, ~~*potion of*~~ ~~*barkskin* +5, *potion of magic vestment* +3, *gloves of dexterity* +4, *ring of chameleon power*, camouflage kit, +2 *short bow*, 50 arrows, pouch containing spell components~~

Encounter Five

Tactics: Grimlow has little desire to fight a battle which he won't be paid for. Thus he will warn the party not to give him any grief and move on. If they wish to move on without him raising the alarm, that will cost. His contract provides for

fighting Drow incursions, not any Tom, Dick, or Harry adventurers which wonder in. However if provoked, he will be more than happy to open his normal Can O' Whupass. He will do his best to tumble into the middle of the party and grapple the least armored target. As one last act of mercy, he will offer to release the target for ransom. If the PCs disregard this, well heck, it's their funeral. Should the PCs use any greatly damaging AOE spells (fireball for example), he will be very upset about the damage to his furnishings, and mercy goes out the window. Should the party try an acid attack on him, he will merely laugh at them and comment, "Hey watch that you'll ruin my Rug! That cost me a lot you curs!"

War Troll of Legend/Mnk3 (CR 17)

HD: 12d8+3d8+210 (277 hp)

Init: +13

Speed: 50 ft.

AC 47 (-1 size, +19 natural armor, +8 dex, +6 wis, +3 armor, +2 deflection); touch 25; flat-footed 33

Base Attack/grapple: +15/+34

Attack: Claw + 32 (1d8+16)

Full Attack: 2 claws +32 melee (1d8+16) and bite +30 melee (1d6+8); or masterwork composite longbow +22/+16/+12 (2d6+10/x3)

Space/Reach: 10ft./10 ft.

Special Attacks: Dazing Blow DC 30, Frightful presence DC 17

Special Qualities: Damage reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20, immune to acid, spell turning, evasion, still mind

Saves: Fort +27, Ref +25, Will +24

Str 42, Dex 28, Con 38, Int 15, Wis 22, Cha 12

Skills: Listen +22, Spot +22, Jump +32, Knowledge (history) + 4, Tumble +21

Feats: Alertness, Improved Initiative, Iron Will, Multi-attack, Weapon focus (claws); power attack, acrobatic, improved unarmed strike, improved grapple, combat reflexes, hold the line

Alignment: LE

Languages: Giant, Undercommon, Common

Equipment: Cloak of resistance +3, bracers of armor +3, +2 ring of protection, +2 gloves of dexterity, periapt of wisdom +2

Encounter Seven

Tactics: Barring extraordinary circumstances, the Medusa and companion will be prepared for this. Both will be atop the suspended grating in the center of the room awaiting their visitors. Horace will have cast *Mislead* upon himself, then drunk a *potion of resist energy (fire 30)*. He will have cast *empowered eagle's splendor*, *magic circle of protection from good*, *mass spell resistance (SR 26)* and *righteous wrath of the faithful* on Medea (+3 to hit, +3 damage, AC +2, gaze DC +2, +2 on saves, one extra attack during full attack). He will also cast *blade barrier* that will be erected around the suspended grate before the party enters the room. It should be obscured by the *Screen* spell. People who enter the room have two choices, avert their eyes or make a save against the gaze attack. Medea will either sneak attack those who are averting their eyes, or attempt forced gaze attacks on those looking to force another save. If a target makes three saves, she won't spend more effort on that target and will move onto another. Horace will remain invisible and try to keep Medea and himself alive using spells. On round one as the party enters, he will cast *recitation* (+3 on his and Medea's attacks and saves, -2 on enemy attacks and saves, no saving throw). His first heal spell thrown will be *Greater Vigor* on Medea. The stone golems have been fashioned in the shape of Ogres and are posed so that it looks like they had been petrified. They will begin to attack on round 2.

Medea: Medusa/Rog11

HD: 6d8+11d6+51 (116 HP)

Init: +4

Speed: 30 ft.

AC 30 (+3 natural armor, +7 *chain shirt* +3, +6 dex, +4 *barkskin*); touch 14; flat-footed 20

Base Attack/grapple: +14/+15

Attack: +1 *Shortbow of Deadly Precision* +26 (+29 after *recitation*) ranged (1d6+4) or dagger +17 (+19 after *recitation*) melee (1d4+3), or snakes +17 (+19 after *recitation*) melee (1d4+3+poison)

Full Attack: +1 *Shortbow of Deadly Precision* +26/+26/+21/+16 (+29/+29/+24/+19 after *recitation*) ranged (1d6+4) or dagger +17/+17/+12/+7 (+20/+20/+15/+10 after *recitation*) melee (1d4+3), or snakes +17/+17/+12/+7 (+20/+20/+15/+10 after *recitation*) melee (1d4+3+poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Petrifying gaze (DC 21 or 23 with *empowered eagle's splendor*), poison (DC 15, 1d6 str, 2d6 str), sneak attack 5d6

Special Qualities: darkvision 60 ft., evasion, opportunist

Saves: Fort +6, Ref +14, Will +7

Str 12, *Dex* 22, *Con* 16, *Int* 12, *Wis* 10, *Cha* 22

Skills: Listen +20(20), Spot +20(20), Move Silently +24(20)

Feats: Point blank shot, precise shot, ability focus (petrifying gaze), rapid shot, weapon focus (shortbow),

Alignment: LE

Languages: Common

Equipment: Cloak of Charisma +2, +3 mithral chain shirt, +1 shortbow of deadly precision, ~~potion of barkskin +4, potion of magic vestment +3, bracers of archery (greater), +4 gloves of dexterity~~

Horace: Human Clr14 (Meyanok: Trickery/Evil)

HD: 14d8 +28 (91 HP)

Init: +1

Speed: 30 ft.

AC 25 (+1 dex, +10 armor, +4 shield); touch 11; flat-footed 24

Base Attack/grapple: +3/+4

Attack: mace +4 melee (1d8+1)

Full Attack: mace +4 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spells, rebuke undead

Special Qualities: blind

Saves: Fort +6, Ref +2, Will +7

Str 10, *Dex* 12, *Con* 14, *Int* 8, *Wis* 18, *Cha* 13

Skills: Heal + 11(8), knowledge: religion +7(8)

Feats: Silent Spell, Brew Potion, Combat Casting, blind fight

Spells: 1st — (*Protection From Good, Cure Light Wounds x2, Bless, shield of faith*); 2nd — (*Invisibility, Eagle's Splendor, Cure Moderate Wounds x3, Resist energy*); 3rd — (*Vigor x2, Magic Circle Against Good, Cure Serious Wounds x2*); 4th — (*Empowered Eagles Splendor, confusion, Cure Critical Wounds x2, recitation*); 5th — (*Dispel Good, Break*

Enchantment, greater vigor, Spell resistance); 6th — (*Mislead, heal, dispel magic greater, blade barrier*); 7th — (*screen, righteous wrath of the faithful, mass spell resistance*)

Alignment: LE

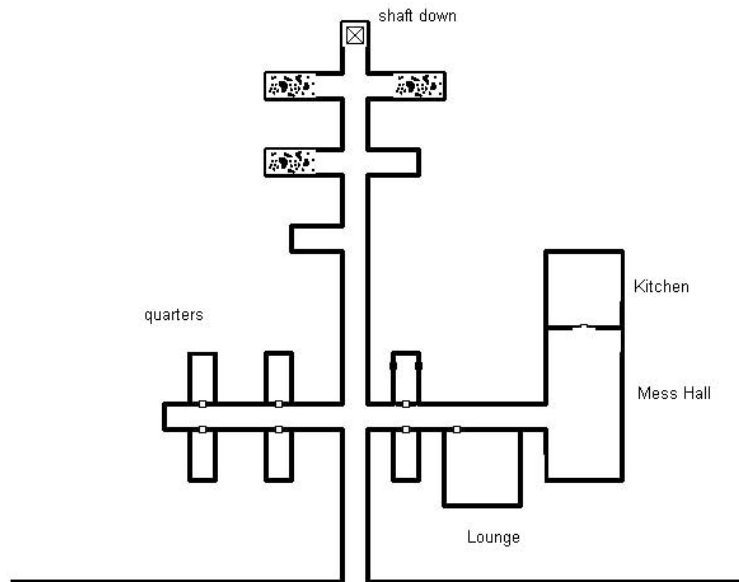
Languages: Common

Equipment: +2 full plate, +2 heavy steel shield, heavy mace, wand of cure moderate wounds, wand of resurgence, ~~potion of energy resistance (fire 30)~~, stone of alarm, ring of energy resistance (electricity 20)

(4) Stone Golems, Large; 107 HP (see MM pg 137)

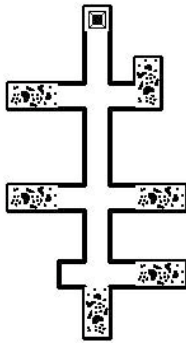
Appendix Two: Judge Maps

Mine – Level 1



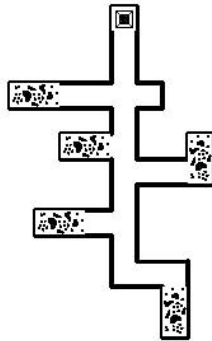
Appendix Two: Judge Maps

Mine – Level 2



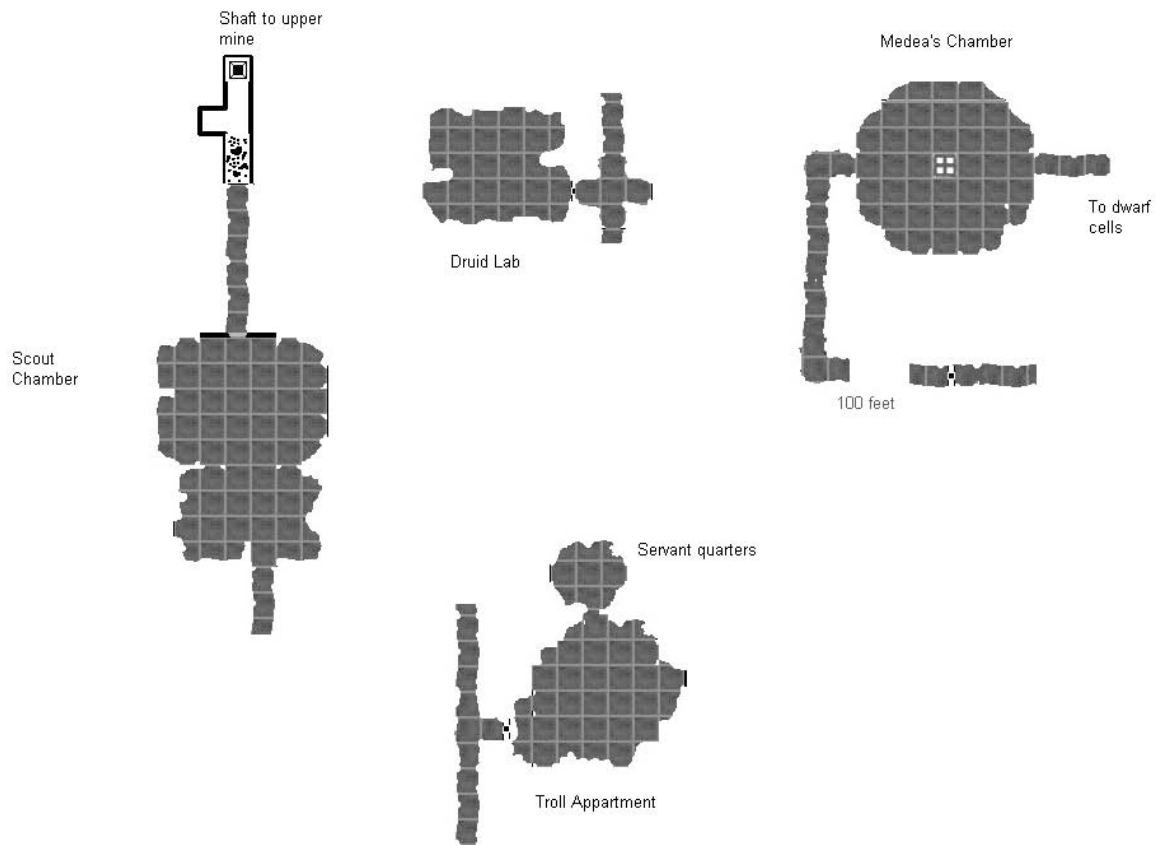
Appendix Two: Judge Maps

Mine – Level 3



Appendix Two: Judge Maps

Mine – Level 4 – Grimlock Warren



Appendix 3 Non Core Rules:

Monsters and Templates

Troll, Forest

(Source: *Monster Manual III*, pg. 179)

Medium Giant

Hit Dice: 5d8+25 (47 hp) Initiative: +7

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 18 (+3 Dex, +5 natural armor), touch 13, flatfooted 15

Base Attack/Grapple: +3/+6

Attack: Claw +6 melee (1d4+3 plus poison)

Full Attack: 2 claws +6 melee (1d4+3 plus poison) and bite +1 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison)

Space/Reach: 5 ft-15 ft. Special Attacks: Poison

Special Qualities: Darkvision 90 ft., fast healing S, lowlight vision, scent

Saves: Fort +9, Ref +4, Will +1 Abilities: Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6

skills: climb +11, Hide +6 (+8 in jungle or forest settings), Listen +5, Spot +5, Survival +S

Feats: Improved Initiative, Track

Environment: Temperate forests

Organization: Solitary, gang (2-8), or warband (9-24)

Challenge Rating: 4

Treasure:

Standard Alignment: Usually

chaotic evil Advancement: By character class

Level Adjustment: +5

This creature has the ape-like posture and rubbery green skin of a troll, but it

merely the size of a large man. its gaze and posture bespeak an intelligence greater

than its troll-like visage would suggest.

COMBAT Crafty and organized hunters, forest trolls prefer to strike from ambush. When possible, they throw their javelins from the safety of the trees and then drop down on their weakened prey. They use sophisticated tactics to capitalize on their fast healing ability, splitting a warband into waves of hunters. Should the

first wave encounter dangerous foes, those hunters retreat to allow their wounds to heal while the second and subsequent waves press the attack. By using this tactic, a warband rarely loses a hunter in combat.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Skills: A forest troll has a +8 racial bonus on Climb checks and can always choose to take

10 on a Climb check, even if rushed or threatened.

The skin of a forest troll changes color somewhat, allowing it to blend in with its surroundings and providing a +2 racial bonus on Hide checks. in forest settings, this bonus improves to +4.

Troll, Crystalline

(Source: *Monster Manual III*, pg. 178)

Large Giant

Hit Dice- 10d8+60 (105 hp)

Initiative: +2

Speed- 30 ft (6 squares)

Armor Class: is (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +7/+17

Attack: Claw +12 melee (1d6+6)

Full Attack: 2 claws +12 melee (1d6+6) and bite +7 melee (1d6+3)

Space/Reach: 10 ft /10 ft Special Attacks- Rend 2d6+9

Special Qualities: Darkvision 60 ft, immunity to acid, low-light vision, regeneration S, scent, vulnerability to sonic

Saves: Fort +13, Ref +5, Will +4

Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 8 Skills: Listen +7, Spot +8

Feats: Alertness, Iron Will, Power Attack, Track

Environment: Temperate mountains

Organization- Solitary or gang (2-5) Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class Level Adjustment: +5

This big, bipedal creature is about twice as tall as a human. It has long, ungainly arms and legs. Its hide glimmers jointly, reflecting and refracting light.

More charismatic than an ordinary troll, a crystalline troll is still only slightly less feral. A crystalline troll's skin is made of a glasslike material, making the creature look like a troll covered in rock crystal.

Crystalline trolls stand more upright than ordinary trolls. An adult is 11 feet tall and weighs 600 pounds.

Crystalline trolls speak Giant.

COMBAT

Like an ordinary troll, a crystalline troll has no fear of death and joins combat with vigor and pleasure. It attacks the nearest opponent. Even when being hurt with sonic attacks, the troll will continue its assault.

Rend (Ex): If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Sonic attacks deal normal damage, a crystalline troll. If a crystalline troll loses a limb or part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding the stump.

Troll, War

(Source: *Monster Manual III*, pg. 181)

Large Monstrous Humanoid

Hit Dice: 12d8+84 (13s hp)

Initiative: +7

Speed: 30 ft. in breastplate (6 squares); base speed 40 ft. Armor Class: 31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28

Base Attack/Grapple: +12/+22

Attack: Masterwork greatsword +23 melee (2d8+5/19-20) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6+10/x3)

Full Attack: Masterwork greatsword +23/+18/+13 melee (2d8+1S/19-20) and bite +19 melee

(+1d6+S); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+S)-, or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/x3)

Space/Reach: to ft./10 ft. Special Attacks: Dazing blow

Special Qualities: Damage reduction S/adamantine, darkvision 60 ft., low-light vision, regeneration 9, scent, spell resistance 20

Saves: Fort +13, Ref +11, Will +12

Abilities: Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10 Skills: Listen +11, Spot +12

Feats: Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Environment: Any

Organization: Solitary, pair, or gang (3-91)

Challenge Rating: 12

Treasure: Standard (including masterwork greatsword and masterwork composite longbow +10 Str bonus)

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +6

This hulking creature stands upright. Although it has the feral features of trolls, its rubbery green skin has a dark, metallic tinge. It wears substantial armor. The creature holds a great sword with ease and is clearly a skilled warrior.

These intelligent and dangerous creatures were bred specifically for war. Never without their weapons and armor, war trolls know nothing of peace, only the chaos of constant battle. They typically travel from battle to battle in mercenary bands. Like forest trolls (see page 179), they are capable of sophisticated tactics that most other trolls cannot match.

Although they are now a separate variety of troll, war trolls were once ordinary trolls of unusual strength and intelligence.

Gathered together by a powerful cabal of arcane spell casters, these trolls were magically engineered and augmented. They were then bred to produce soldiers of incredible power.

War trolls have a great love of magic weapons and armor, and they actively seek such equipment if it is properly sized for their frames. A typical war troll is 9 feet tall and weighs about 700 pounds.

War trolls speak Giant.

COMBAT

Unlike their troll kindred, war trolls are precise and methodical in combat. They trust their regenerative abilities to see them through a fight against even powerful warriors, so they focus their attention on spell casters early in any skirmish.

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Monster of Legend

(Source: *Monster Manual II*, pg. 213)

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhanced creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

CREATING A MONSTER OF LEGEND

"Monster of legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes except as noted here.

Hit Dice: All the base creature's Hit Dice increase to d8s (if smaller than d8s, otherwise same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5.

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks.

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (1 S-foot cone, 3d6 damage). Choose one of the following energy types- acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken-a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5 foot cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th-level cleric (save DC 10 + spell level + the monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural,

and spell-like abilities. In addition, it gains two of the following special qualities.

Reflective Hide (Su): The creature has a silver sheen to its skin and is permanently protected by a spell turning effect.

Immunities: The creature is immune to two of the following effects, acid, electricity, fear, poison, polymorphing, or mind affecting effects.

Fast Healing (Ex): A monster of legend regains hit points at the rate of 5 per round.

Spells

Recitation

Conjuration (Creation) Level: Cleric 4, Purification 3 **Components:** V, S, DF **Casting Time:** 1 standard action **Range:** 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level **Saving Throw:** None **Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus. (*Source: Complete Divine, pg. 176*)

Resurgence

Abjuration Level: Blackguard 1, cleric 1, paladin 1 **Components:** V, S, DF

Casting Time: 1 standard action **Range:** Touch

Target: Creature touched **Duration:** Instantaneous

Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of resurgence can make a second attempt to save against an ongoing spell, spell-

like ability, or supernatural ability, such as dominate person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from unholy blight. If the target of resurgence is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word stun), then Resurgence won't help the subject recover. (*Source: Complete Divine, pg. 177*)

Righteous Wrath Of The Faithful

Enchantment (Compulsion) [Mind -Affecting] Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action **Range:** 30 ft.

Targets: All allies within 30 ft.-radius burst centered on you

Duration: 1 round/level **Saving Throw:** None **Spell Resistance:** Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an aid spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the righteous wrath. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind affecting spells or effects.

When the spell duration expires, any allies who were affected by the full righteous wrath are fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 10 minutes. (*Source: Complete Divine, pg. 178*)

Spell Resistance, Mass

Abjuration

Level: Cleric 7 Components: V, S, DE

Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level; see text

Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level. Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spell caster must roll the creature's spell resistance or higher on 1d20 + caster level. A creature with spell resistance may, as a standard action, voluntarily lower it in order to accept a spell. (Source: *Complete Divine*, pg. 181)

Vigor

Conjuration (Healing)

level: Cleric 3, druid 3

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell is the same as lesser vigor, except that it grants fast healing at the rate of 2 hit points per round. (Source: *Complete Divine*, pg. 186)

Vigor, Greater

Conjuration (Healing) level: Cleric 5, druid 5

Duration: 10 rounds + 1 round/level (max 35 rounds)

This spell is the same as lesser vigor, except that it grants fast healing at the rate of 4 hit points per round. (Source: *Complete Divine*, pg. 186)

Vigor, Lesser

Conjuration (Healing) Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max is rounds) Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell. (Source: *Complete Divine*, pg. 186)

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3 Components: V, S

Casting Time: 1 standard action Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

(Source: *Complete Divine*, pg. 186)

New Classes

Spell Thief

(Source: *Complete Adventurer*, pg. 13)

GAME RULE INFORMATION

Spellthieves have the following game statistics. Abilities: Charisma determines which spells a spellthief can cast and how hard those spells are to resist. Dexterity helps him avoid blows in combat despite his light armor. Spellthieves who prefer melee combat benefit from high Strength or Constitution scores.

Alignment: Any, although many spellthieves tend toward neutrality.

Hit Die: d6.

Starting Gold: 4d4X10 gp.

Class Skills

A spellthief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), open Lock (Dex),

Search (Int), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + int modifier) X 4.

Skill Points at Each Additional Level: 6 + int modifier.

Class Features

All of the following are class features of the spellthief. Weapon and Armor Pro-

ficiency: Spellthieves are proficient with all simple weapons and with light armor but not with shields. Because the somatic components required for spellthief spells are simple, a spellthief can cast spellthief spells while wearing light armor without incurring the normal arcane spell failure chance. However, a spellthief wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (see page 123 of the Player's Handbook) if the spell in question has a somatic component (most do). A multiclass spellthief still incurs the normal arcane spell failure chance for arcane spells received from other classes, including those stolen from arcane casters (see the steal spell ability, below).

Sneak Attack (Ex): A spellthief deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 5th level, 3d6 points at 9th level, 4d6 points at 13th level, and 5d6 points at 17th level. See the rogue class feature, page 30 of the Player's Handbook. If a spellthief gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0-level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster), this ability has no effect. A spellthief can choose which spell to steal; otherwise, the DM determines the stolen spell randomly. If a spellthief tries to steal a spell that isn't available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

For example, a 1st-level spellthief who uses this ability against a 1st-level sorcerer could choose to steal magic missile. Assuming the sorcerer knew that spell, a successful steal spell attack would eliminate one 1st-level spell slot and temporarily prevent her from casting magic missile. If the same spellthief stole magic missile from a wizard who had it prepared, the wizard would lose one prepared magic missile spell (but wouldn't lose any other magic missile spells she might also have prepared).

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for the purpose of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, XP, and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing

it; otherwise, the extra spell energy fades harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increases by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as 1/2 level for this purpose). For instance, a

4th-level spellthief can have two stolen 2nd-level spells, or one 2nd-level spell and two 1st-level spells, or any other combination of 0-level, 1st-level, and 2nd-level spells totaling four levels. If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells sufficient to reduce his total number of stolen spell levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect. For example, a spellthief of 6th level or higher could steal a wizard's empowered magic missile, but only if he specifically chose to steal empowered magic missile. If he chose to steal an unmodified magic missile, he couldn't steal an empowered magic missile, a silent magic missile, or any other metamagic form of the spell. A spellthief couldn't steal an empowered magic missile from a sorcerer, since the sorcerer applies metamagic effects upon casting and thus has no prepared empowered magic missile spell.

This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature, below).

Trapfinding (Ex): A spellthief can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Detect Magic (Sp): A spellthief of 2nd level or higher can use detect magic a number of times per day equal to his Charisma bonus, if any (minimum 1). His caster level is equal to his spellthief class level.

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon off an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effect of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those

currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. For example, a spellthief couldn't gain the effect of an animal growth spell (unless the spellthief is of the animal type) or the effect of a shield spell (since that spell's range is personal). If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to dispel magic (such as bestow curse).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a

successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type retains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal; otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy. For example, throughout a long combat, a spellthief might use this ability to gain resistance to fire and resistance to cold, but he could not use it twice on a creature that is resistant to fire to gain twice as much resistance to fire (nor to reduce the creature's resistance to fire by twice as much).

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 19th level he can steal resistance 30 to an energy type.

Spells: Beginning at 4th level, a spellthief gains the ability to cast a small number of arcane spells, which are drawn from a subset of the sorcerer/wizard spell list (see below). He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can (see page S4 of the Player's Handbook).

To learn or cast a spell, a spellthief must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so on). The DC for a saving throw against a spellthief's spell is

10 + spell level + spellthief's Cha modifier.

Like other spellcasters, a spellthief can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-3: The Spellthief. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1, page 8 of the Player's Handbook). When Table 1-3 indicates that a spellthief gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level spellthief), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A spellthief's selection of spells is extremely limited. A spellthief begins play knowing no spells but gains one or more new spells at certain levels, as indicated on Table 1-4: Spellthief Spells Known. (Unlike spells per day, his Charisma does not affect the number of spells he knows; the numbers on Table 1-4 are fixed.) A spellthief can learn any sorcerer/wizard spell from the following schools: abjuration, divination, enchantment, illusion, and transmutation. No other sorcerer/wizard spells are on the spellthief's class spell list.

Upon reaching 12th level, and at every third spellthief level after that (15th and 18th), a spellthief can choose to learn a new spell in place of one he already knows. In effect, the spellthief "loses" the old spell in exchange for

the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spellthief spell that the spellthief can cast. For instance, upon reaching

12th level, a spellthief could trade in a single 1st-level spell for a different 1st-level spell. A spellthief can swap only a single spell at any given level, and he must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

At 4th level and higher, a spellthief's caster level for spells is one-half his spellthief level.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 6 points of sneak attack damage and instead gain one use of one of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template, or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise, the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the spellthief as a target, not effect or area spells. A spellthief can't absorb a spell of a higher spell level than he could steal with his steal spell ability (see above).

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20 + spellthief class level) against a DC of 10 + the spell's

caster level. Failure indicates that the spell has its normal effect. Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action (see page

137), either to recast the original spell or to cast one of his own spells known using the stolen spell energy.

Arcane Sight (Sp): Beginning at 9th level, a spellthief can use arcane sight as a swift action (see page 137) a number of times per day equal to his Charisma modifier (minimum 1). His caster level is equal to his spellthief class level.

Discover Spells (Ex): A spellthief of 13th level or higher who steals a spell from a spellcaster with his steal spell ability automatically learns the names of all other spells prepared or known by the spellcaster that are of the same spell level as the stolen spell. This knowledge allows the spellthief to better choose which spells to steal on subsequent attacks.

For example, a 13th-level spellthief who steals disintegrate from an enemy sorcerer would also discover the names of all other 6th-level spells known by that sorcerer.

Steal Spell Resistance (Su): Beginning at 15th level, a spellthief can use a sneak attack to temporarily steal some or all of a creature's spell resistance. A spellthief who hits an opponent with a sneak attack can choose to forgo 3d6 points of sneak attack damage and instead reduce the target's spell resistance by 5. The spellthief also gains spell resistance equal to 5 + his class level (up to a maximum value equal to the original spell resistance of the target). if the target is willing, a spellthief can steal spell resistance with a touch as a standard action.

The stolen spell resistance benefits the spellthief for a number of rounds equal to the spellthief's Charisma modifier (minimum 1 round) and then returns to the target creature. if the spell resistance is derived from a temporary effect (such as a spell), the stolen spell resistance disappears when the effect elapses. A spellthief can't use this ability on the same creature again until the creature's stolen spell resistance returns.

New Equipment

Camouflage Kit: This bag contains face paints, colored cloth, and other accessories appropriate creating a camouflaged appearance. The kit is the perfect tool for hiding and provides a +2 circumstance bonus on hide checks. Gaining this bonus requires 1 minute of work. A camouflage kit is exhausted after ten uses. Cost 40 GP. (*Source: Complete Adventurer, pg. 122*)

Deadly Precision: A deadly precision weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, keen edge; Price +2 bonus. (*Source: Complete Adventurer, pg. 127*)